

***SOUTH KINGSTOWN LITTLE LEAGUE LOCAL RULES
2026 BYLAWS***

Adopted 03/19/2026

Preface: The South Kingstown American Little League shall also be known as South Kingstown Little League and/or SKLL:

- a) The following age-specific programs will be available in SKLL:
- T-Ball - for ages 4, 5, 6
 - Baseball - Junior / Senior for ages 13, 14, 15, 16
 - Baseball - Little League (Major) for ages 9¹, 10¹, 11, 12
 - Baseball - Minors
 - AA Minors League – 7, 8, 9, 10²
 - AAA Minors League – 8, 9, 10², 11²
 - Baseball - Instructional (Coach Pitch) for ages 5, 6, 7
 - Softball - Senior for ages 12², 13, 14, 15, 16
 - Softball - Little League (Major) for ages 9², 10³, 11, 12
 - Softball - Minors
 - AA Minors (Coach Pitch) for ages 7, 8
 - AAA Minors for ages 8², 9, 10
 - Softball - Instructional for ages 5, 6, 7
- b) Players may not be moved to the next level if evaluated to be a safety concern.

¹ Must have played at least one season in the Minors Division

² Parent Request, Board Approval

³ Must attend an evaluation and have played at least one year in Minors or have Board Approval

The following are other Local Rules of SKLL:

- 1) **Registration Fees.** The Board of Directors will review and set registration fees on an annual basis. The general policy of the South Kingstown American Little League (SKLL) is to charge a single registrant fee and a discounted fee for two or more registrants in one family. In addition, there may be a late fee for those registrants who register after the initial sign-up period. No child will be denied permission to play or register due to financial hardship. Applicants for financial aid will be reviewed by the President and will be decided at the sole discretion of the President. The President may submit a report to the Board of Directors indicating the total amount of financial aid granted but in no event shall the identity of the family or player receiving financial aid be disclosed to anyone except the President, Treasurer and League Information Officer.
- 2) **Expenses.** Under no circumstances will any coach, parent, or league official be authorized to incur any expense on behalf of SKLL without the prior consent of the Board of Directors.
 - A) The President or the Treasurer may authorize small expenditures from a discretionary fund not to exceed \$500.00 for miscellaneous or emergency use without board approval. The expense must be reported to the Board at the next Board of Governors Meeting.
- 3) **Equipment.** Except for playing equipment, which complies with Little League requirements, provided by a parent or guardian for their own child's use, all equipment must be authorized and issued by the Board of Directors. Under no circumstances may any parent, sponsor, or other individual be allowed to purchase special uniforms or equipment for an individual or team. Anyone desiring to make such a purchase will be encouraged to donate the funds to SKLL

to be used as the Board of Directors sees fit. All individual player equipment must adhere to Little League equipment rules (i.e. all player bats must be USA Baseball Bat Standard).

- 4) **Concession Stand.** The concession stand at Tuckertown Park is important to the operation of, and is run for the benefit of, the entire SKLL. The SKLL Board of Directors oversees the management and operation of the concession stand.
- 5) **Game Schedules.** All games scheduled are to be played at the time and place scheduled by SKLL. Managers or coaches may not alter the playing schedule in any way without the prior express consent of the SKLL League Commissioner for each respective league within SKLL. Except for the cancellation of all field activities by the Town of South Kingstown, all scheduling decisions or changes will be made by the SKLL League Commissioner for each respective league. All games postponed must be made up as soon as possible as determined by the SKLL League Commissioner for each respective league.
- 6) **Discipline.** South Kingstown Little League (SKLL) expects all participants to exhibit exemplary behavior both on and off the field while involved in any SKLL associated events. SKLL reserves the right to discipline any manager, coach, player, parent, spectator, or volunteer of player who violates the League's conduct codes during any Little League associated game, practice, or event. Disciplinary action will be taken according to the SKLL Constitution and the League Disciplinary Policy
- 7) **Managers, Coaches and Other Supervising Persons.** Managers, coaches, and all other supervising persons related to a team are expected to adhere to all SKLL and Little League Rules and Regulations and adhere to the SKLL safety manual. Individuals responsible for each team are expected to promote the concept of fair play, and to encourage and respect each of their team members, other players, fans, SKLL officials, and umpires. Accordingly, these individuals are expected to make a commitment to teaching the game of baseball and fair play to their players by holding regular practices and attending scheduled games. Each manager, coach, and other supervising person should conduct themselves to be an example and role model for the members of the SKLL. Conduct inconsistent with the positive goals of SKLL and Little League Baseball will be subject to review by the Board of Directors pursuant Article III, Section 4 of the SKLL Constitution.
- 8) **Confidentiality.** In the interests of the players and applicants, and to avoid any harm or embarrassment, any and all information regarding tryouts, drafts, trades, player placement, tournament team selection, and other such sensitive information must remain confidential at all times. Anyone violating this confidentiality rule shall be subject to disciplinary action by the Board of Directors pursuant to Article III, Section 4 of the SKLL Constitution.
- 9) **Number of Players per Team.** The Board of Directors, after consultation with each League Commissioner for each respective league within the SKLL, will establish the maximum number of players to be assigned to any team at each level prior to the start of the season. Any adjustments must be made by the system described in the Little League Operating Manual.
- 10) **Tournaments.** Only the SKLL Board of Directors may approve and sanction any tournament and other non-League play. Managers and coaches are not allowed to schedule or participate in any non-sanction play.
- 11) **Tournament Team Selection Process.** The respective League Commissioner and Player Agent, in consultation with the President and Board of Directors may establish the process and methods of selecting the players and determine the number of players for any tournament team not inconsistent herewith or with the rules of Little League Baseball.
- 12) **Division Playing Rules.** All teams will adhere to the rules and regulations outlined in their respective division rule books unless otherwise stated herein. All special playing rules will be outlined by the Board of Directors prior to the

start of the regular season. Each manager and coach must ensure that games are played and are not disrupted by unnecessary rule interpretations. If a disagreement over rules or playing conditions arises, the Rule Book or the umpire's decision will determine such dispute. Protests will be handled in accordance with the Rule Book and must not result in the cancellation of a game.

- 13) **Fields.** All fields or other sites available to SKLL for practice or play may not be accessed by any manager or coach prior to the season start date as determined by each League Commissioner for SKLL. In addition, managers are responsible for cleaning the field and dugouts immediately following each game and practice. Any safety issues noted shall be reported to the Safety Officer as soon as possible.

14) League Specific Rules.

- A) **T-Ball League** – The spirit and intent of T-Ball League baseball is to provide a positive experience to the participants by providing very basic introduction to baseball including positioning, hitting, fielding, throwing, catching, sportsmanship and the basic rules of baseball. Unless otherwise elected, the President may appoint a T-Ball League Commissioner who will be responsible for the operation of the T-Ball League in accordance with any requirements of the Board of Directors of SKLL. The T-Ball League Commissioner shall create a format designed to meet these goals. The following guidelines apply:
- 1) Safety balls (not hardballs) will be used.
 - 2) T-Ball games may be added to the format at the discretion of the T-Ball Commissioner.
 - 3) If games are played, they will be non-competitive. All batters will bat in each inning, all players will play in the field defensively and no score will be kept.
- B) **Instructional League** (coach pitch) - The spirit and intent of Instructional League baseball is to provide a positive experience to the participants and an atmosphere for learning the basics of baseball in a non-competitive game setting including positioning, hitting, fielding, throwing, catching, sportsmanship and the basic rules of baseball. Instructional League baseball is intended to prepare participants for graduation to Minor League baseball and beyond. Unless otherwise elected, the President may appoint an Instructional League Commissioner who will be responsible for the operation of the Instructional League in accordance with any requirements of the Board of Directors of SKLL. The Instructional League Commissioner, in consultation with the managers of Instructional League baseball, may establish specific playing and operating rules not inconsistent herewith to carry out the purposes of Instructional League baseball. Managers and coaches in the Instructional League are to introduce players to the game, to instruct, and to share the positive experience of Little League baseball with all players equally. To attain these goals, the following rules apply:
- 1) Managers/coaches will pitch or operate a pitching machine to all players regardless of skill level.
 - 2) All players on the team attending a game will play defensively in the field not less than once per every two consecutive innings. Managers and coaches are encouraged to assist players in the field.
 - 3) Managers will use a continuous batting order for all players attending a game.
 - 4) All players bat every inning.
 - 5) Managers and coaches shall act as the umpires for Instructional League games.
 - 6) Each batter will receive a maximum number of ten pitches at any one at bat, after which the batter will be awarded first base.
 - 7) No score will be kept by managers, coaches or parents.
 - 8) Games will have a two-hour time limit.
 - 9) All players will receive equal playing time in the infield.
 - 10) All 5- and 6-year-old players that wish to enter Instructional League must attend an evaluation and be selected into the Instructional League.
- C) **Minor League** - The spirit and intent of Minor League baseball is to provide a positive experience to the participants and to introduce players to a higher level of play in preparation for graduation to Major League baseball and beyond. This includes a continuing emphasis on learning the fundamentals of the game and instruction on the finer points and strategies of baseball. The goal of Minor League baseball is to develop players of different ages at different positions in preparation for Major League baseball, while maintaining a high level of sportsmanship and team chemistry in a positive environment. Although more competitive, the emphasis continues to be on instruction development and player enjoyment. There will be two Minor Leagues in SKLL – AA Minors and AAA Minors. The details of each Minor league are detailed below. Unless

otherwise elected, the President may appoint a Minor League Commissioner who will manage and oversee the scheduling, establishment of specific playing and operating rules for the purposes of all Minor Leagues, to include both AA Minors and AAA Minors Leagues.

D) AA Minor League – The spirit and intent of AA Minor League Baseball is to provide a positive experience to participants and to introduce players to a higher level of play above the instructional level. The primary focus is on continuing learning the fundamentals of baseball. The emphasis of AA Minor League is on instruction, learning, and enjoying playing baseball, not on competition. AA Minor League is intended to prepare players for graduation into AAA Minors League and beyond. The intent of AA Minor league rules is to encourage hitting and fielding to enhance player fundamentals and enjoyment. The President may appoint an AA Minors League Commissioner. The Minors League Commissioner (or, if there is a AA Minors League Commissioner), in consultation with the AA Minors League team managers, may establish specific playing and operating rules consistent herewith to carry out the purposes of AA Minors League baseball. To attain these goals, the following rules apply:

- 1) Unless otherwise specified, all SKLL League rules apply to the Minor League.
- 2) Games will be 6 innings but subject to a 2-hour time limit.
- 3) The first team listed on the schedule is the visitor (e.g. X vs Y; X is the visiting team; Y is the home team). The home team has the first base dugout.
- 4) The home team is responsible for supplying game balls.
- 5) Coaches will umpire AA minors. No call by the coach-umpire may be argued and no attempt may be made to overturn a decision by the coach-umpire. Any altercation with an umpire by a team manager/coach/parent (verbal or otherwise) will be reviewed by the Minor League commissioner and the President and appropriate action will be taken.
- 6) There will be 3 outs per inning. Outs are recorded by fielding outs or strikeouts. Strikeouts are permitted; if a batter gets 3 strikes, they will strikeout and record an out.
- 7) The coach will pitch the first 3 innings. Players will pitch the final 3 innings (innings 4-6) until the game is completed (6 innings or 2-hour time limit).
- 8) After the third inning and players pitch, if the pitch count gets to 3 balls, the coach will pitch to the batter to allow the batter to swing. Only exception is if the strike count is at 2 strikes, then the pitcher will be allowed to complete the pitching to the batter. The player pitcher can walk the batter only from a 3 ball and 2 strike count. The coach must remain near the foul line (or behind mound) and be ready to step in as the pitcher to maintain efficient game play. A coach can strike out the player if the batter does not swing at a strike or swings and misses a strike. A coach cannot walk a player. The intent is to allow batters to swing and hit the ball. When the at bat is complete, the coach will return to the foul line (or behind mound) and allow the player to pitch to the next batter.
- 9) Coaches can pitch from the rubber on the mound or from a line no more than 6 feet in front of the rubber. Coaches can pitch from the standing or kneeling position. Players should pitch from the rubber on the mound. If a player is unable to reach the plate when pitching from the rubber, the player is authorized to pitch from a line 6 feet in front of the rubber. Both team coaches will measure and draw a line 6 feet in front of the rubber for both teams to use.
- 10) There is a 50-pitch limit for all players per game.
- 11) Managers will use a continuous batting order for all players attending the game.
- 12) After all players in a lineup get an at bat, the half inning ends. After the final batter has batted, the two sides will exchange offensive and defensive positions. No announcement will be made to the teams indicating

the final batter.

13) Scores will not be kept by managers, coaches, or parents.

14) Managers will not start a new full inning after one hour and 45 minutes have elapsed from the game scheduled starting time.

15) Managers will assign 9 player fielding positions each inning (including pitcher when coach pitches). Managers will equally distribute infield and outfield positions throughout the game to ensure equal player exposure to positions. All players must play a minimum of three defensive innings per game.

E) AAA Minor League – The spirit and intent of AAA Minor League Baseball is to provide a positive experience to participants and to introduce players to a higher level of competitive play in preparation for graduation to Major League Baseball and beyond. The emphasis of AAA Minor League is on learning the fundamentals of baseball and instruction on baseball strategies and details. AAA Minor League is intended for players with more experience and skill who are prepared apply baseball fundamental skills and enhance their team play. The goal of AAA Minor League is to develop players at different ages at different defensive positions and batting techniques for Major League while maintaining a high level of sportsmanship and team chemistry in a positive environment. AAA Minor League is competitive, but its emphasis is on player development and teamwork, not competition. The President may appoint a AAA Minors League Commissioner. The Minor League Commissioner (or, if there is a AAA Minor League Commissioner), in consultation with the AAA Minors League team managers, may establish specific playing rules consistent herewith to carry out the purposes of AAA Minors League baseball. To attain these goals, the following rules apply:

- 1) Unless otherwise specified, all SKLL League rules apply to the Minor League.
- 2) Games will be 6 innings but subject to a 2-hour time limit.
- 3) The first team listed on the schedule is the visitor (e.g. X vs Y; X is the visiting team; Y is the home team). The home team has the first base dugout.
- 4) The home team is responsible for supplying game balls.
- 5) If umpires are provided, they will be junior umpires-in-training during the season. Coaches shall always be respectful when working with the assigned umpire. No call by the umpire may be argued and no attempt may be made to overturn a decision by the umpire. Any altercation with an umpire by a team manager/coach/parent (verbal or otherwise) will be reviewed by the Minor League commissioner and the President and appropriate action will be taken.
- 6) The home team is responsible for paying the umpire, if necessary. The league will provide the funds to each team manager to pay for the umpires.
- 7) All teams will play a minimum 12-game season. Prior to any playoff tournament.
- 8) If there is a discipline problem with a player, the Player Agent and player's parents will be notified.
- 9) There will be free player substitution on defense. Managers must make changes at the start of your defensive half of the inning. Note that a pitcher taken out of the game or moved to another position is not allowed to pitch again in the same game.
- 10) All managers will use a continuous batting order, which will include all players who attend that game. There will be a maximum of 9 players, or 5 runs scored per inning during the season, unless it is the last declared inning (by all managers and umpires). All players at the game will be included in the batting order which will be followed for the entire game. If a player must leave due to illness or injury, that player's position will be skipped over until they return.
- 11) Infield fly rule will not be in effect.
- 12) All managers will do their best to provide equal playing time for all players. All players will play a minimum of three defensive innings in every game.
- 13) Refer to the 2025 Rulebook, Section VI – Pitchers, for player pitching availability/limits. Little league pitch count rules will be in effect. The home team manager will be responsible for designating someone

to keep an official pitch count for both teams. In addition to all pitch count regulations, pitchers will be limited to 2 innings per game providing they do not reach their pitch count in those 2 innings. Any pitcher who starts an inning and registers 2 or more outs will be charged with a full inning of pitching. Any pitcher who comes in to finish an inning and only registers the third out will not be charged with pitching a full inning. The goal will be to develop more pitchers, which in turn, will help raise the level of play in the Minor and Major League in the coming seasons.

- 14) When on defense, no manager or coach is allowed to leave the dugout area and enter the playing field until that manager/coach requests and is granted permission by the umpire.
- 15) When their team is batting, coaches may be stationed in the coach's box on 1st and 3rd base lines.
- 16) One coach must always be in the dugout during a game. A player may serve as the base coach.

Other Rules for AAA Minors League in SKLL:

Strike Zone is that space over home plate which is between the batter's brim of helmet and the bottom of the knees when the batter assumes a natural stance. The umpire shall determine the strike zone according to the batter's usual stance when that batter swings at a pitch.

Baserunning: There is no leading permitted in AAA baseball. Players must have a foot on the base until the ball is hit or the ball crosses the plate.

- On a hit ball, the runner may not advance past the next base when the ball returns to the infield and the pitcher has the ball in vicinity of the pitching mound. If the fielder is throwing to the pitcher near the pitcher's mound to end the play, the runners may not advance if the pitcher drops the ball or is overthrown past the pitcher.
- Runners may advance one base if after hitting the ball there is an overthrow. Example – if ball is hit to shortstop and ball is overthrown to 1st base, the runner may advance one base at own risk. If player throws 3 to 2nd base, the runner may be tagged out. If there is another overthrow to 2nd base, all runners on base may advance one base again. If 1st baseman does not attempt to throw runner out at second and throws ball to pitcher and there is an overthrow of pitcher, runners may not advance. Fielder may also run ball to pitcher.
- A base runner must be hit in or walked in from 3rd base to score at home. An overthrow does not count to score a baserunner. Example – a runner on 3rd base and a ball is hit to 2nd base and the fielder overthrows the 1st base fielder, the runner may score by way of hit ball. However, if a runner is on 2nd base and the same play occurs where the second base fielder overthrows 1st base, the baserunner must remain on 3rd base.

Stealing: Each team has unlimited steals per inning

- A runner is permitted to steal only 1 base per attempt. The runner is not permitted to advance to the next base after the catcher throws. Catchers are encouraged to throw out the runner, without penalty of runner advancing with poor throws.
- Stealing home is not permitted.
- Stealing on a wild pitch or passed ball is counted as a steal.

Coach behind catcher: A coach should remain behind the catcher against the backstop to help with passed balls (to keep game moving).

- If there is a runner on base, the coach will not remain behind the catcher to assist with passed balls.

Game Time Limits: See rule #2 above.

- Games are 6 innings or 2-hour limit, whichever is first.
- Teams will not start a new inning at the 1 hour and 45 minutes time. Game will end at 1 hour and 45 minutes.

Inning rules: See rule #10 above.

- Maximum of 9 hitters or 5 runs scored per inning.
- If it is the last declared inning, a team will continue to hit until one of the three occur:
 1. Three outs
 2. Team is winning by 10 runs (away team)
 3. Team wins game (home team)

F) **Major League** – The spirit and intent of Major League baseball is to raise the level of competition for the players, while continuing the emphasis on player development. At no time should the spirit of fair play, fun, and learning be replaced by an overriding desire of managers, coaches, players, or parents to win. Unless otherwise elected, the President may appoint a Major League Commissioner who will be responsible for the operation of Major League baseball in accordance with any requirements of the Board of Directors of SKLL. The Major League Commissioner, in consultation with the managers of Major League baseball and the President, may establish specific playing and operating rules not inconsistent herewith or with the rules of Little League Baseball to carry out the purposes of Major League baseball. To attain these goals, the following rules apply:

- 1) Only players who are little league age 9 through 12 are eligible to be drafted and play in the Major League.
- 2) Player Selection: only those players that have attended a scheduled Player Evaluation are eligible to be drafted in the Major League.
- 3) All Little League rules are applicable. Managers will be provided a rule book at the start of the season.
- 4) Managers will record the total number of pitches thrown by any pitcher for each game in the score book. Each manager is expected to record the score and game play accurately in the score book provided by SKLL.
- 5) Each team will have a maximum of one manager and two coaches. No other participants are allowed at any time in the dugout or on the playing field during a game. In the event that a coach is unable to attend a game, the manager may appoint a qualified substitute for that game only.
- 6) Managers and coaches are expected to portray a positive role model in their conduct before, during, and after each game and practice. Managers are responsible for the conduct of each coach, player, and parent during the game. If a manager needs assistance from SKLL with a player, parent or coach, the Major League Commissioner should be contacted.
- 7) Managers will ensure that all players play at least three innings in each game, however managers will make every effort to ensure that all players play as much as possible to aid player development.
- 8) Continuous batting order with free substitutions will be used.
- 9) All 11-year-old players will be placed on a major league team and must be evaluated before team placement.
- 10) During the regular season no new inning will be started after one hour and 45 minutes.

G) **Junior / Senior League** – The spirit and intent of Junior/Senior League baseball is to continue the emphasis on player development as the players experience the big diamond. At no time should the spirit of fair play,

fun, and learning be replaced by the overriding desire of managers, coaches, players, or parents to win. Unless otherwise elected, the President may appoint a Junior/Senior League Commissioner who will be responsible for the operation of Junior/Senior League baseball in accordance with any requirements of the Board of Directors of SKLL. The Junior/Senior League Commissioner, in consultation with the managers of Junior/Senior League baseball and the President, may establish specific playing and operating rules not inconsistent herewith or with the rules of Little League Baseball to carry out the purposes of Junior/Senior League baseball. To attain these goals, the following rules apply:

- 1) Only players who are little league age 13 through 16 are eligible to play in the Junior / Senior League. 12-year-olds are eligible to play Fall Ball.
- 2) 12 years olds will be allowed to participate in the Spring Junior Divisions regular season player pool.
- 3) All Little League rules are applicable. Managers will be provided a rule book or rule book app at the start of the season.
- 4) Managers will record the total number of pitches thrown by any pitcher for each game in the score book. Each manager is expected to record the score and game play accurately in the score book.
- 5) Each team will have a maximum of one manager and two coaches. No other participants are allowed at any time in the dugout or on the playing field during a game. In the event that a coach is unable to attend a game, the manager may appoint a qualified substitute for that game only.
- 6) Managers and coaches are expected to portray a positive role model in their conduct before, during, and after each game and practice. Managers are responsible for the conduct of each coach, player, and parent during the game. If a manager needs assistance from SKLL with a player, parent or coach, the Junior/Senior League Commissioner should be contacted.
- 7) Managers will ensure that all players play at least three innings in each game, however managers will make every effort to ensure that all players play as much as possible to aid player development.
- 8) Continuous batting order and free substitutions will be utilized.

H) Softball League Divisions

The President of SKLL may appoint a Softball Commissioner to oversee the operation and administration of the divisions in full accordance with the policies, rules, and requirements established by the Board of Directors of the SKLL.

Softball Divisions will follow the latest official Little League Softball Rulebook if not for adoption of a local rule herein.

When participating in District Play, softball divisions should adhere to the local defined District Rules of Play approved by the District committee and the District Administrator.

Managers and coaches are entrusted with introducing players to the game of softball, providing age-appropriate instruction in fundamental skills, and fostering a love for the sport. Their primary responsibility is to create and maintain a fun, positive, and supportive environment that emphasizes teamwork, sportsmanship, respect, and personal growth. In keeping with Little League philosophy, every player shall receive equitable opportunities to participate and develop—both in practices and during games—regardless of skill level. Managers and coaches will strive to ensure that all players feel valued, encouraged, and included, helping each child build confidence and enjoy the lifelong benefits of playing softball. At no time should the pursuit of victory—by managers, coaches, players, or parents—overshadow the core values of fair play, enjoyment, and learning.

Softball, Instructional (league age 5-7).

The primary goal of the Instructional Softball division is to instruct the players in the fundamentals of softball while creating a fun and inviting environment for new players.

The following local rules apply:

A. General

- a. Team rosters shall not exceed 8 players.
- b. No new innings will be started after 60 minutes and scores are not reported.
- c. The coach of the batting team should pitch from a suitable distance. Coaches will act as the catchers and umpires.
- d. 11-inch Level 1 Safety compression softballs will be used.
- e. Two coaches from the defensive team are encouraged to be in the field to assist instructing the fielders.
- f. Every player who shows must participate in each game unless injured, sick, ejected or disciplined by her coach. No player may play the same position for more than 3 innings in a row.

B. Rules of Play

- a. A max of 8 defensive players are allowed on the field
- b. Pitchers should stand to the side or behind the coach and not advance until the ball is hit.
- c. Any outfield players should be positioned evenly behind the infield or one at shortfield (behind 2nd base bag).
- d. All defensive attempts for an out should be made toward 1st base.
- e. A continuous and consecutive batting order is used and each player of the team will bat in each inning.
- f. No balls or strikes are called. There is a max number of 5 pitches per batter. If there is no hit after 5 pitches a tee will be used at home plate for the batter.
- g. Batters advance one base on a fair batted-ball. Runners will advance only one base on a fair batter-ball.
- h. Stealing, Leading, advance on passed ball and advancing on overthrows is not allowed.
- i. Half innings are ended when the full lineup has batted. Following the last batter, all runners should advance through home plate to end the inning.

Softball, AA Minor League (Coach Pitch, league age 7-8).

The primary goal of the AA Softball division is to further instruct players in the gameplay of softball creating an engaging experience in which they can both learn and have fun.

The following local rules apply:

A. General

- a. Roster sizes shall not exceed 11 players.
- b. The distance of the pitching rubber should be 32 ft.
- c. Up to 2 defensive coaches are allowed on the field to instruct.
- d. No new innings will be started after 80 minutes.
- e. A 125ft line from home plate to the outfield will be marked with cones before the start of the game.
- f. A coach of the batting team should pitch.
- g. The home plate (catcher's coach) of the fielding team will act as the umpire if one is not present. They should consult with the other coaches for mutual agreement surrounding

- runner advancement rules.
 - h. Coaches should rotate players between infield and outfield positions.
 - i. Half-inning ends after 3 outs are made or 4 runs are scored, whichever is first. This applies to all innings including the final inning.
- B. Batting
- a. A continuous and consecutive batting order is used.
 - b. No balls or strikes are called.
 - c. There is a max number of 6 pitches per batter, including foul balls. If the 6th pitch results in a foul ball they will receive a 7th pitch. If there is not a fair ball hit after the 7th pitch, the batter is out.
 - d. No bunting or slashing allowed.
- C. Fielding
- a. Defensive attempts can be made at any base and against any runner.
 - b. No stealing, leading, or advance on passed balls.
 - c. No infield fly rule.
 - d. Adults must attempt to get out of the way of batted balls. An unavoidable ball which hits any adult in the field shall be declared "dead" and the play will reset.
- D. Runners
- e. Runners may not advance on overthrows.
 - f. Runners and the batter-runner may advance one base, at their own peril, on a fair batted-ball which does not reach the outfield grass line.
 - g. Runners and the batter-runner may advance two bases, at their own peril, on a fair batted-ball which reaches the outfield grass line.
 - h. Runners and the batter-runner may advance unlimited bases, at their own peril, on a fair batted-ball which passes the 125 ft line (marked with cones). A field coach should raise their hands to indicate this. Runners may not advance additional bases once the ball is possessed in the infield (then further throws are considered as an overthrow).
 - i. Upon review of illegal runner advance, the runner(s) should be sent back to the appropriate base(s) following umpire call or coach agreement.

Softball, AAA Minor League (Fastpitch Softball league ages 8²,9, 10).

The spirit and intent of AAA Minor League Fastpitch Softball is to provide a full player experience and introduce players to additional rules of game play. This includes a new emphasis pitching and catching and introducing stealing and leading off bases.

In addition to Little League Softball Official Rules for Minor League, the following local rules apply:

- A. General
- a. Roster sizes shall not exceed 12 players.
 - b. There is no Coach pitch, players will pitch in this division.
 - c. No new innings will be started after 90 minutes.
 - d. Courtesy runners may be used for the pitcher and catcher of record when there are two outs.
 - e. The home team will supply two new game balls at the start of the game and pay the umpire.
 - f. Players must be in the game at least 3 innings defensively, with one of those innings in the infield.
 - g. A full field will consist of 6 infielders and up to 4 outfielders, with the outfielders being on the grass.

- h. No “infield fly” rule.
- i. No “dropped third strike” rule.
- B. Batting
 - a. Managers will use a continuous batting order and free substitution.
 - b. Slashing is prohibited. Bunting and slapping is allowed.
 - c. Half-inning ends after 3 outs are made or 4 runs are scored, whichever is first. This applies to all innings including the final inning.
- C. Runners
 - a. Runners can not leave the base before the pitched ball reaches home plate.
 - b. All stealing is allowed including stealing of home on passed balls to keep the game moving. Coaches should exercise proper judgement of sportsmanship and fair play within this rule. This rule is subject to change midseason by judgement of the Softball Commissioner.

Softball, Major (Little League, ages 9², 10³, 11, 12). The goal is to challenge players appropriately, help them reach new heights in their abilities, and prepare them for future levels of play—all while ensuring the experience remains fun, inclusive, and rooted in the fundamental principles of Little League softball.

This division follows the Official Little League Softball Rulebook (Majors) and the following local rules apply:

- A. General
 - a. Roster sizes shall not exceed 13 players.
 - b. The home team will supply two new game balls at the start of the game and pay the umpire.
 - c. No inning will begin after 90 minutes.
 - d. Courtesy runners may be used for the pitcher and catcher of record when there are two outs.
 - e. Players must be in the game at least two innings defensively (one in the infield). Positions should be rotated at the Manager’s discretion.
 - f. Slashing is prohibited.
 - g. “Infield Fly” and “Dropped third strike” rules are at the discretion of the managers and umpire before the start of the game.

Softball, Senior (ages 12², 13, 14, 15, 16).

This division follows the Official Little League Softball Rulebook under Seniors Division guidelines and the following local rules apply:

- A. General
 - a. 12 year-olds may participate in the regular season as part of a player pool.
 - b. The distance of the pitching rubber will be 43ft from the rear tip of home plate.
 - c. The home team will supply two new game balls at the start of the game and pay the umpire.
 - d. Slashing is prohibited.
 - e. Metal spikes are permitted.
 - f. Continuous batting order and free substitutions will be used.

- l) **Training and Development (TAD) League** - The spirit and intent of TAD League baseball and softball is to

provide a positive experience to the participants while promoting player development and help prepare players for a higher level of play. This includes a continuing emphasis on learning the fundamentals of the game. The President may appoint a TAD Coordinator who will be responsible for the operation of the TAD League in accordance with any requirements of the Board of Directors of SKLL. The TAD Coordinator, in consultation with the managers of TAD League baseball and the President, may establish specific playing rules not inconsistent herewith or with the rules of Little League Baseball and Softball to carry out the purposes of TAD League baseball and softball.

- J) **Fall Ball League** - The spirit and intent of Fall Ball League baseball is to provide a positive experience to the participants and to introduce players to a higher level of play and competition. The President may appoint a Fall Ball League Commissioner who will be responsible for the operation of the Fall Ball League in accordance with any requirements of the Board of Directors of SKLL. The Fall Ball League Commissioner, in consultation with the managers of Fall Ball League baseball and the President, may establish specific playing rules not inconsistent herewith or with the rules of Little League Baseball to carry out the purposes of Fall Ball League baseball.

15) These local rules may be amended by a majority vote of the Board of Directors in accordance with the requirements of the SKLL Constitution.

Submitted this 19th day of March 2026.

Michael Previt

Michael Previt

President

South Kingstown American Little League