

# **SOUTH MISSION VIEJO LITTLE LEAGUE**

## **2026 LOCAL RULES**

The objective of the Standing Rules of the South Mission Viejo Little League is to provide supplementary rules and additional guidelines, where required, to augment the rules and regulations published by Little League Baseball, Incorporated. In addition, the Standing Rules will cover the South Mission Viejo Little League procedures for areas not covered in the Little League Baseball Regulations.

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### General Rules and Policies

#### 1. Team Selections

- 1.1 All divisions, except T-Ball and Coach Pitch Divisions, will use the “re-draft” method. The draft order in all divisions will be determined by random draw and proceed in a serpentine order.
- 1.2 A draft committee consisting of the President, Division Representative, Player Agent and other board members, *if deemed necessary as designated by the President*, will be formed for each division.
- 1.3 Little League Regulations specifically require the secrecy of the order of the draft. Players may never be told or allowed to find out what order they or any other players were selected in the draft process. Managers and all others present at the draft are responsible for the integrity of any records kept that could indicate draft position. Managers will not take out of the draft room any listing of the draft order. *Managers and all others present at the draft who divulge draft information will face possible disciplinary action as decided by the SMVLL BOD.*
- 1.4 Any trades between teams shall be done and approved by the Drafting Committee at the time of the draft and before leaving the draft room.
- 1.5 Division Alignment.

T-Ball	4, 5, 6, 7	Assigned by Player Agent
Coach Pitch	5, 6, 7, 8	Assigned by Player Agent
A Division	7, 8, 9	Tryout and Draft
AA Division	8*, 9, 10	Tryout and Draft
AAA Division	9*, 10, 11	Tryout and Draft
Major Division	11, 12	Tryout and Draft
Intermediate (50-70) Division	11, 12, 13	Tryout and Draft
Junior Division	12, 13, 14	Tryout and Draft
Senior Division	13*,14*,15,16	Tryout and Draft if multiple teams— otherwise placed by District

\* Age allowed if “drafted up” and based on team availability.

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- 1.6 Eight-year-olds in AA, and nine-year-olds in AAA may be limited based on registration numbers if they are playing up a division and will be determined by the board prior to the draft.
- 1.7 Any player drafted into the Majors division must have played in the AAA division in the previous year.
- 1.8 Any parent request for a player to stay down a division does not guarantee that the player will stay down.
- 1.9 Roster openings.
  - 1.9.1 In cases where current team rosters are at the maximum allowed, and additional applications are received, a waiting list will be compiled and maintained by the Player Agent. As openings on rosters occur, the Player Agent will inform the President, who will assign the players to a team based on the order in which the applications were originally received. Players on the waiting list will have 24 hours to respond to the President's offer of placement. Failure to accept placement in the allotted time frame will result in ineligibility for placement for the remainder of the season and the next player on the list will be offered the roster spot. Roster additions, up to maximum, will be done in draft order.
  - 1.9.2 If an opening occurs at the Major level and there are no players on the waiting list, the Player Agent will work with the Division Representative to pull up a player from the AAA level. If a player refuses to be pulled up when asked, that player is ineligible to be pulled up for the remainder of the year.
  - 1.9.3 No player will be added to the roster with less than 4 weeks of regular season play remaining for that division

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- 1.9.4 Pool Play - In the event that a Majors or AAA player will be out temporarily (more than 2 consecutive games) or multiple players will be missing from a single game leaving the team with 7 players for Majors or AAA, the team missing a player must utilize a “pool-play” replacement player from the same division. A Manager also has the option to request a pool player with 8 players if they desire. The pool players will be selected on a game-by-game basis, from a list of pool players maintained by the player agent. The Player Agent will select four players from each team to become part of the division list. Each pool player called to play must play at least six consecutive outs and will participate in the continuous batting order throughout the game. The assignment of the replacement player will be done by the player agent and would randomize the list and sequentially choose players on a game-by-game basis based on availability. Players play the single game in their current team uniform. The pool players cannot practice with the team except for pre-game, cannot pitch, catch, or play on the infield, must bat last in the batting order, and cannot play more defensive outs than a regularly rostered player. Lack of Pool Player usage or forfeiting a game due to less than 8 able bodied players will result in disciplinary action by the Executive Committee. Note: Juniors Pool play will be governed by District 68 guidelines.

## ***2. Team Management and Responsibilities***

- 2.1 Each team in our league is responsible for obtaining a sponsor. If no sponsor is obtained by April 1 of the current season, the team will collectively be responsible for a \$350 sponsorship fee. The manager, coaches and team parent shall coordinate sponsorship recruitment efforts. If a team does not pay their sponsorship fee, the team will not receive their pictures, yearbooks, and/or other sanctions as determined by the Board.
- 2.2 All Single A, Coach Pitch and T-Ball managers and coaches must attend the **coaching clinic hosted by District 68**. All managers and coaches from any division that have not previously attended at least two **District 68 coaching clinics** are also required to attend. All managers and coaches from all divisions must attend **Positive Coaching Clinic**, if available, unless they have already attended at least 2 times. As determined by the Board, an additional arm health clinic may also be required. Failure to meet this requirement may result in disciplinary action determined by the Board.
- 2.2.1 All managers and coaches must complete the required online training courses: concussion, cardiac arrest, and abuse awareness.
- 2.3 All official rostered manager and coaches, and each designated Team Umpire-in-chief (UIC) are required to attend a District Rules Clinic each season.
- 2.4 Each team is responsible for designating a “Team UIC” and each team must provide volunteers to umpire games within the league. Each team should have multiple umpire volunteers.

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2.5 After an umpire's volunteer application is approved by the league President, the league Chief Umpire will determine the level for the volunteer.

2.5.1 Level 1: Entry level.

2.5.2 Level 2: Some experience including attending the District Rules Clinic or SMVLL field clinic.

2.5.3 Level 3: More experience including attending the District Rules Clinic and Field Mechanics clinics.

2.5.4 Each team will earn points for the number of games umpired in the season. Each T-Ball and Coach Pitch team must earn a minimum of 12 points. Each A team and Junior team must earn a minimum of 25 points. All other teams must earn a minimum of 50 points. Points are earned based on the following method:

	Plate Umpire Base	
<b>District Mechanics Clinic</b>	1 point per parent (max 3 points per team) for attending full clinic	
<b>A</b>	5 points (level 1,2,3 umpire)	3 points (level 1,2,3 umpire)
<b>AA</b>	6 points (level 2 or 3 umpire)	4 points (level 1,2,3 umpire)
<b>AAA</b>	8 points (level 3 umpire)	5 points (level 2 or 3 umpire)
<b>Major</b>	9 points (level 3 umpire)	6 points (level 2 or 3 umpire)
<b>Junior and above</b>	9 points (level 3 umpire) Only games where South Mission Viejo is the home team count toward the team point requirement.	

2.5.5 The league will provide web access to the designated umpire site to cover games for the entire season.

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- 2.5.6 Each team must sign up to umpire enough games by April 1 to meet the point requirement for the season. Initial penalty is loss of minimum of two (2) practice times if not signed up for points requirement by April 1. After April 10th penalties can include loss of qualifications for TOC, all stars and/or end of season tournament and will be decided by the board of directors.
- 2.5.7 The **Team's UIC** (umpire-in-chief) is responsible to make sure parents from the team commit to umpiring games and for finding a replacement should the umpire from their team not be able to commit to their assigned game. Failure to meet the team commitment subjects the manager to disciplinary action, as described in the previous rule.
- 2.5.8 Failure to show on a scheduled game without prior notification to the Chief Umpire will result in a penalty equal to the number of points that would have been earned for the assignment.
- 2.5.9 An umpire may not umpire a game in a division where a family member is a player, manager, or coach (exceptions must be allowed by the Chief Umpire).
- 2.6 If a manager, coach, player or parent is ejected from a game, the ejected party and the umpire involved will submit a written report of the circumstances to the Board of Directors within 24 hours of the ejection. At a minimum, the manager, coach, or player ejected will be suspended for one complete game (Rule 4.07). If a manager or coach is ejected from a game, in addition to a one game suspension, the offending manager or coach must umpire one game, in a division other than their own, before they can return to the dugout as manager or coach, or at the discretion of the Chief Umpire. This game is in addition to their minimum team umpiring requirement.
- 2.7 The home team scorekeeper will be the official scorekeeper and will have the official score. The official scorekeeper will be responsible for keeping track of pitched balls each inning for both the home and visiting team. The home team is responsible for running the scoreboard for Majors and for putting away the remote score control in the snack bar at the end of the game. The home team is responsible for covering the mound and plate for the last game of the day. The home team for the last game on the majors field is responsible for making sure the lights are off and ensuring the shed is closed.
- 2.8 Each Team Parent will assign volunteer BBQ and Snack Bar shifts at the beginning of the season. Each volunteer must serve snack bar and BBQ shifts as assigned throughout the season. Failure to show for a shift or find adequate adult replacement will result in a \$75 fine. If not paid by May 31, the team will not receive trophies or yearbooks at Closing Ceremonies.
- 2.9 Managers must submit the name of any player missing three consecutive games to the Player Agent prior to the next scheduled game. Failure to notify the player agent of three consecutive missed games will result in disciplinary action of the manager as determined by the board.

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### ***3. Practice Schedule***

- 3.1 Pre-season practices for all levels must not exceed eight hours per week. Practices during the regular season are limited to a maximum of 5½ hours per week. A week is defined as Sunday to Saturday. A manager's failure to follow these requirements will result in a one game suspension for the first offense. Additional non-conformances will result in additional disciplinary action by the Board of Directors.
- 3.2 A practice shall be defined as any meeting of a manager or a coach and two or more players from the same team (other than their own child) to practice baseball skills.
- 3.3 A warm-up shall be defined as a maximum of 2 hours immediately preceding scheduled game time. Anything more will be counted against weekly practice time. For divisions AAA and above, warm-ups will consist of batting cage time only. In field warm-ups are restricted to 10 minutes a team prior to the start of the game.
- 3.4 For insurance reasons, all practices must be held at locations that have Permits approved by the City or School Districts or indoor batting facilities. Practices held at an unauthorized location will result in disciplinary action by the Board of Directors.

### ***4. Scheduling***

- 4.1 If a tie game or non-regulation game is called for reason of time limits, weather, or curfew, the game will be completed as soon as possible. The Division Representative is responsible for selecting the date and time.
- 4.2 Re-scheduled games are allowed when one or both teams cannot place nine players (8 players for AA and below) on the field at the start of the game, due to church, injury, family or school obligations. Absences due to attendance at another youth sports activity will not be excused. Rescheduled games must be played on the date and time selected by the Division Representative or one or both teams will be assessed a loss by forfeit.

### ***5. Tie Breaker Procedures***

- 5.1 Standings and seeding will be based on the win-loss percentage.
- 5.2 If two or more teams are tied, the following steps will be taken until the tie is broken.
  - 5.2.1 Head-to-head (best combined win-loss percentage amongst the teams that are involved.)
  - 5.2.2 Lowest Runs allowed in all games
  - 5.2.3 Highest Run differential in all games
  - 5.2.4 Coin Flip. (The team winning the last meeting may choose to call or defer the call to the other team.)

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### ***6. Manager Selection Committee***

- 6.1 A Manager Selection Committee shall be made up of the following for each Division:
- President. If President cannot attend, the Vice President will fill-in. If possible, Vice President should also be in attendance at all committee meetings.
  - Division Representative or other Board Member designated by the President.
  - Two Board Members who do not have a child in that division.
- 6.2 Each committee will be responsible for investigating and interviewing each prospective manager. The committee will present its findings and recommendations to the President. The President will approve or reject the slate. The President will present his/her recommendations to the Board for approval.
- 6.3 If the Board does not approve the recommended slate, the President will submit another slate until it is approved by the Board. When approved by the Board of Directors, that slate will be the managers for the season.
- 6.4 All managers are released at the end of the season.
- 6.5 There are no appeals to District 68 or any other governing body from those not selected as a Manager.
- 6.6 The two official coaches must be submitted to the Board of Directors for approval at least one week before the first game.

### ***7. Refund Policy***

- 7.1 The following refund policy will be enforced on a case by case basis and as determined by the Player Agent, President, and the Treasurer. A formal, written request for a refund must be obtained from the parent of the player prior to the timeline detailed below:
- 7.1.1 After registering, and after November 30th and before Jan. 1, a player will receive a 65% refund of their fees.
- 7.1.2 After January 1, a player who has not attended tryouts and has decided not to play will receive a 50% refund exclusive of the online registration fee, if any.
- 7.1.3 After tryouts there are no refunds.
- 7.2 For the Fall Ball program, there will be no refund once registration closes.

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### ***8. All Star Selection***

- 8.1.1 The suggested method for selecting the top six players for the Tournament Teams will be the same as the method suggested in the Little League Baseball Tournament Rules and Guidelines for the current year, as well as district rules/guidelines.
- 8.1.2 Each manager, official coach, player, league officer and division representative will vote for ten (10) eligible players, no more and no less.
- 8.1.3 No person may vote twice – for example: a person may not vote as a league officer and then vote again as a manager or coach.
- 8.1.4 Each vote by manager, official coach, league officer, and division representative will count for 2 votes.
- 8.1.5 “Official coach” is defined as rostered coach(es) of record that have been approved by the Board of Directors.
- 8.1.6 Managers of the tournament teams will be recommended by a selection committee appointed by the President and submitted to the Board of Directors for approval. The President must announce the members of the selection committee by March 31.
- 8.2 For each tournament team, the manager will meet with the league president, player agent and division rep or another board member appointed by the league president and given the list of names (placed in alphabetical order) of the top six vote-getters who will be a part of the team. The managers will then be given the list of names of the individuals that fall within the next 19 highest vote-getters in alphabetical order. The manager then has the option of selecting 6, 7 or 8 more additional players from this list to round out the roster. The managers for tournament teams are not announced until after the tournament team balloting is complete.
- 8.3 The Little League Tournament Team will be announced by a member of the Board of Director’s Executive Committee, and/or on the SMVLL website once the team has been confirmed, but not before the date allowed by the District according to Little League rules.
- 8.4 Once a player has been selected to a tournament team, but prior to announcement by the board of directors, their parent or legal guardian will be required to provide the Board of Directors with a letter of commitment via email. If the appropriate commitment cannot be made as outlined in the aforementioned letter, that player will be removed from the team. Failure to fulfill that commitment after selection may result in that player being ineligible to play on a tournament team the following season.
- 8.5 Eleven (11) year olds in AAA are eligible to vote for the 10-11 year old All Star team only.

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8.6 In the event that SMVLL fields a nine-year old tournament team, player selection will be determined by the managers in AA and AAA.

### 9. Trophies

- 9.1.1 It is the Board's discretion to substitute trophies or medals for rings or other forms of recognition for all divisions.
- 9.1.2 T-Ball and Coach Pitch: Participation trophies for all players.
- 9.1.3 Single A: Members of the regular season first place winning team will receive trophies. If an end of the year tournament is held, first place team members will receive a first place ring and second place team members will receive a finalist ring.
- 9.1.4 AA: Members of the regular season first place winning team will receive trophies. Members of the team that wins the end of the year tournament will receive a ring. The second place team members will receive a finalist ring.
- 9.1.5 AAA and Majors: Members of the regular season first place winning team will receive trophies. Members of the team that wins the end of the year tournament will receive a ring. The second place team members will receive a finalist ring.
- 9.2.1 Members of the Regular Season winning team will receive trophies.
- 9.2.2 Juniors: Juniors championship team will receive trophies.

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**Local playing rules are rules that differ from the Official Little League Blue Book.**

**Managers and coaches are responsible for knowing both.**

### **All Divisions**

- Continuous batting order (CBO) shall be used.
- Darkness Policy: The drop-dead time for all games is 10 minutes after the published sunset time for a game with no lights or 9:00pm for a game with lights. Games stopped before complete of the last full inning will revert back to the score of the last completed inning (or half inning if the home team was ahead) as the final score.
- 7.15 - Procedures for Use of a Double First Base: The double base may be used for first base only. The base must be rectangular, with two sides not less than 14 inches and not more than 15 inches, and the other two sides not less than 29 inches and not more than 30 inches. The longer sides shall face toward home plate and the right field corner. The outer edges shall not be more than two and one-fourth (2 ¼) inches thick, filled with soft material, and covered with canvas or rubber. Half the base shall be white (entirely over fair territory) and half shall be orange or green (entirely over foul territory). When using the double first base, the following rules must be observed:
  - (a) A batted ball that hits the white section of the double base shall be declared fair. A batted ball that hits the colored (orange or green) section without first touching or bounding over the white section shall be declared foul.
  - (b) Whenever a play is being made on the batter-runner, the defense must use the white section of the double first base. NOTE 1: A play is being made on the batter-runner when he/she is attempting to reach first base while the defense is attempting to retire him/her at that base. NOTE 2: If there is a play on the batter-runner, and the batter-runner touches only the white portion and the defense appeals prior to the batter-runner returning to first base, it is treated the same as missing the base. Penalty: Batter-runner is out.
  - (c) Whenever a play is being made on the batter-runner, the batter-runner must use the colored (orange or green) section on his/her first attempt to tag first base. NOTE: On extra-base hits or other balls hit to the outfield when there is no chance for a play to be made at the double first base, the batter-runner may touch either the white or colored (orange or green) section of the base. Should, however, the batter runner reach and go beyond first base, he/she may only return to the white section of the base. PENALTY: If there is a play on the batter-runner, and the batter-runner touches only the white portion and the defense appeals prior to the batter-runner returning to first base, it is treated the same as missing the base. If properly appealed, the batter-runner is out.
  - (d) When tagging up on a fly ball, the white section of the base must be used by the runner. One foot is permitted to extend behind or on the base into foul territory, as long as the front foot is touching the white section of the base. PENALTY: If properly appealed, runner is out.
  - (e) When leaving base on a pitched ball in Little League (Major) and below, the runner must maintain contact with the white section of the base until the ball has reached the batter. Runners may extend a foot behind the white portion of the base, but must

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maintain contact with the white section until the ball has reached the batter. PENALTY: See Rule 7.13.

- (f) On an attempted pick-off play, the runner must return to the white section of the base only. This includes a throw from the pitcher, catcher or any other player, in an attempt to retire the runner at the double first base.
- (g) In Majors, Intermediate (50-70) Division, Junior, and Senior divisions, when the batter becomes a runner on a third strike not caught by the catcher, the batter-runner and the defensive player may use either the colored (orange or green) or the white section.

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### T-ball

- Players will hit off the tee all season
- Games will be 3 innings batting entire order each half inning
- No outs will be recorded in T-ball. All batters remain on base
- All players play in the field every inning
- Players rotate from infield to outfield each inning
- Last batter of each half-inning runs all bases for homerun and reaches home plate safely
- Teams will not field the catcher position. Infield and outfield positions only
- No score or standings kept. T-ball is instructional only

### Coach Pitch

- Games will be 4 innings or 1.5 hours hard-stop, batting entire order each half inning
- Local rules to be followed by all teams. No “plate meetings” to modify rules
- First half of the season coach pitches 4 balls. If no contact is made, 5th ball hit off the tee
- Second half of the season will be machine pitch. If no contact is made after 5 pitches, the 6th ball will be hit off the tee
- Runners can advance one base at a time except for the last batter or “home run hitter” when the batter and all runners should clear the bases. No extra base hits. No steals.
- If a defensive out is made, the player will be removed from the bag
- If three outs are achieved before the entire team has batted, the bases will be cleared and play will continue.
- The inning is over when the last batter reaches home plate safely or the catcher while in possession of the ball, steps on home plate.
- No contact is to be made with the catcher
- Batted ball hits or lodges under the machine it is a dead ball single
- No score or standings kept. Coach Pitch is instructional only
- Coaches allowed on field for defensive outs

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### Single A (Machine Pitch Rules)

- Time Limit: At one-hour twenty minutes (1:20), teams will finish the current inning and umpire will declare the next inning is the last inning. No hard-stop.
- The beginning portion of the season may be instructional, with no score kept. Remaining games are competitive, with official score kept by home teams as determined by schedule. Board and Division Representative to determine when instructional portion of season is over.
- Machine Pitch first half of the season
  - Machine pitch exclusively during interleague play
- For each at bat, up to 5 baseballs will be used. If no hit after 5 pitches, batter is out
  - A foul ball on the 5<sup>th</sup> pitch or ensuing pitch allows for an additional pitch unless caught by the catcher. Batter “stays alive” as long as they continue to foul off pitches.
  - If the 5<sup>th</sup> pitch as determined by the umpire was not acceptable, then a 6<sup>th</sup> pitch will be granted.
  - If a batted ball hits the pitching machine or the operator feeding the machine, the ball is dead and the batter will be awarded first base. Any base runners will be awarded one base if forced to advance. However, if a batted ball hits any part of a defensive player prior to hitting the pitching machine or the operator feeding the machine, then the ball remains live and in play.
  - No walks, no bunts, no HBP.
- Catcher should be engaged in the proper position. Pitchers must have at least one foot on the mound or, if pitching machine is in the way, as close to the mound as possible.
- Coach on machine is to coach batter only. May not coach base runners during live play
- No base stealing or advancing on pitches (ball that gets past the catcher).
- Defensive outfielders cannot make an out by tagging a base or tagging a runner and must be positioned beyond the painted outfield line (if provided) or a minimum of 15 feet off the infield dirt.
- 2 base maximum on all batted balls (batters and runners) hit to infield or outfield.
- Runners are at risk of being tagged out if the base limit is exceeded.
- 4 adult coaches allowed in the dugout. No coaches on the field during defensive play
- All players must play defensive position every other inning and play infield 1 inning by the 4<sup>th</sup> inning (minimum infield play does not apply if game is shortened for any reason). No player can sit out two innings until every player has sat out one inning.
- No infield fly rule.
- No hit by pitch or bunting off the machine.
- Rule 4.10(e) the Run-Rule (mercy rule) will not be in effect.
- To end an inning, offensive team scores 5 runs or defensive team gets 3 outs.
- Over the fence homeruns and ground-rule doubles supersede maximum 5-run rule.
- The 5-run rule is lifted for the last inning. The last inning ends after 3 outs are recorded.
- A game cannot be started or continued with less than 8 players and no penalty is applied for the 9th spot in the lineup.
- Single elimination post-season tournament w/ seeding determined by standings.

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### Single A (Kid Pitch Rules)

- Time Limit: At one-hour twenty minutes (1:20), teams will finish the current inning and umpire will declare the next inning is the last inning. No hard-stop.
- The beginning portion of the season may be instructional, with no score kept. Remaining games are competitive, with official score kept by home teams as determined by schedule. Board and Division Representative to determine when instructional portion of season is over.
- Kid Pitch Rules – temporary rubber placed 40 feet from home plate.
  - No bunts, no walks. If a batter is HBP, he is awarded first base.
  - After 3 strikes, the batter is out.
  - After 4 balls, the coach will then take over the strike count and pitch to the batter. The coach must be standing on a temporary rubber placed 40 feet from home plate.
  - If a batted ball hits the ball bucket on the pitcher's mound, the ball is dead and the batter will be awarded first base. Any base runners will be awarded one base if forced to advance. However, if a batted ball hits any part of a defensive player prior to hitting the ball bucket, then the ball remains live and in play
  - The coach will throw to the batter until the ball is put in play, or he strikes out. No HBP is allowed when coach is pitching.
- A pitcher may pitch up to a maximum of 3 complete innings, or his maximum available pitch count on that day based on green book rules (whatever comes first). All other green book rules including pitch count and days of rest are still applicable.
- Catcher should be engaged in the proper position.
- No base stealing or advancing on pitches (ball that gets past the catcher).
- 2 base maximum on all batted balls (batters and runners) hit to infield or outfield.
- Runners are at risk of being tagged out if the base limit is exceeded.
- Defensive outfielders cannot make an out by tagging a base or tagging a runner and must be positioned beyond the painted outfield line (if provided) or a minimum of 15 feet off the infield dirt.
- 4 adult coaches allowed in the dugout. No coaches on the field during defensive play.
- All players must play defensive position every other inning and play infield 1 inning by the 4<sup>th</sup> inning (minimum infield play does not apply if game is shortened for any reason). No player can sit out two innings until every player has sat out one inning.
- No infield fly rule.
- To end an inning, offensive team scores 5 runs or defensive team gets 3 outs.
- Over the fence homeruns and ground-rule doubles supersede maximum 5-run rule.
- The 5-run rule is lifted for the last inning. The last inning ends after 3 outs are recorded.
- A game cannot be started or continued with less than 8 players and no penalty is applied for the 9<sup>th</sup> spot in the lineup.
- Rule 4.10(e) the Run-Rule (mercy rule) will not be in effect.
- Single elimination post-season tournament w/ seeding determined by standings.

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### AA

- Time Limit: At one-hour thirty minutes (1:30), teams will finish the current inning and umpire will declare the next inning is the last inning. No hard-stop.
- To end an inning, offensive team scores 5 runs or defensive team gets 3 outs.
- Over the fence homeruns and ground-rule doubles supersede maximum 5-run rule.
- The 5-run max rule is not in effect the last inning. To end the last inning, the defensive team must get three (3) outs.
- A pitcher may pitch up to a maximum of 3 complete innings, or his maximum available pitch count on that day based on green book rules (whatever comes first). All other green book rules including pitch count and days of rest are still applicable.
- No infield fly rule, no dropped third strike rule.
- Stealing is permitted and runners may advance up to two bases (eg. a runner stealing second from first base may advance to third on an overthrow by the catcher).
- Runners may not steal home or advance to home on a non-batted ball (eg. a runner stealing third from second base may not advance home on an overthrow by the catcher or any other defensive player). Runners may only advance home on a live batted ball or be forced in by a walk or hit by pitch, until spring break (as determined by the board).
- If a runner attempts to steal home base or advance to home on a non-batted ball, assuming the runner is ruled safe, they will be returned to third base once the play is dead. A runner is not protected by this rule and is at risk of being tagged out, until spring break (as determined by the board)
- After spring break (as determined by the board) runners may steal home on a non-batted ball.
- All players must play defensive position every other inning and play infield 1 inning by the 4<sup>th</sup> inning (minimum infield play does not apply if game is shortened for any reason). No player can sit out two innings until every player has sat out one inning.
- A game cannot be started or continued with less than 8 players and no penalty is applied for the 9<sup>th</sup> spot in the lineup.
- Rule 4.10(e) the Run-Rule (mercy rule) will not be in effect.
- There will be a tournament at the end of the season. The seeding for this tournament will be based on the overall standings for the season.

# SOUTH MISSION VIEJO LITTLE LEAGUE

## 2026 LOCAL RULES

### AAA

- All games played until decided. Umpire-in-Charge (adult) can call games for darkness. Games stopped before completion of the last full inning will revert back to the score of the last completed inning as the final
- To end an inning, offensive team scores 5 runs or defensive team gets 3 outs.
- Over the fence homeruns and ground-rule doubles supersede maximum 5-run rule.
- The 5-run max rule is not in effect the last inning. To end the last inning, the defensive team must get three (3) outs.
- All players must play a defensive position every other inning or minimum 9 defensive outs regardless of no 6<sup>th</sup> home inning (not applicable during extra innings)
- A game cannot be started or continued with less than 8 players and no penalty is applied for the 9<sup>th</sup> spot in the lineup.
- Rule 4.10(e) the Run-Rule (mercy rule) is in effect which states a team shall forfeit after one team has reached a difference in score of 15 runs by the 3<sup>rd</sup> inning, 10 runs by the 4<sup>th</sup> inning, and 8 runs by the 5<sup>th</sup> inning.
- The regular season schedule will be one continuous season (no first half/second half):
  - The winner of the regular season will be the Division Champion and receive an automatic TOC berth. The Division Champion will be the SMVLL TOC #1 seed.
  - The Division Champion (winner of regular season) will be seeded #1 in the TOC Qualifying Tournament. The team that wins the TOC Qualifying Tournament will receive the 2nd TOC berth (SMVLL TOC #2 seed).
  - If the Division Champion (winner of regular season) wins the TOC Qualifying Tournament, the team coming in 2<sup>nd</sup> in the TOC Qualifying Tournament will receive the 2nd TOC berth.

# SOUTH MISSION VIEJO LITTLE LEAGUE

## 2026 LOCAL RULES

### Majors

- The regular season schedule will be one continuous season (no first half/second half):
  - The winner of the regular season will be the Division Champion and receive an automatic TOC berth. The Division Champion will be the SMVLL TOC #1 seed.
  - The Division Champion (winner of regular season) will be seeded #1 in the TOC Qualifying Tournament. The team that wins the TOC Qualifying Tournament will receive the 2nd TOC berth (SMVLL TOC #2 seed).
  - If the Division Champion (winner of regular season) wins the TOC Qualifying Tournament, the team coming in 2<sup>nd</sup> in the TOC Qualifying Tournament will receive the 2nd TOC berth.
- A game cannot be started or continued with less than 8 players and no penalty is applied for the 9<sup>th</sup> spot in the lineup.
- Rule 4.10(e) the Run-Rule (mercy rule) is in effect which states a team shall forfeit after one team has reached a difference in score of 15 runs by the 3<sup>rd</sup> inning, 10 runs by the 4<sup>th</sup> inning, and 8 runs by the 5<sup>th</sup> inning.
- Interleague Clarification: Only Blue Book rules apply during interleague games. Other leagues may have different minimum play rules, but each will follow their own minimum play rules during all interleague games, regardless of which field the game is played on.

### Max Pitch Count & Minimum Rest Day Reference

League Age	Maximum Pitches per Outing
7/8	50 pitches
9/10	75 pitches
11/12	85 pitches

*\*League Age 6 players are not allowed pitch if playing Single A*

Total Pitches	Minimum Rest Days
1-20	0 days
21-35	1 day
36-50	2 days
51-65	3 days
66+	4 days