SUMMERLIN NORTH LITTLE LEAGUE

Local Rules

(Revised September 28, 2026)

Board Members
Summerlin North Little League

1910 Spring Gate
Las Vegas NV, 89134

President	Jeff Champion	president@snll.org
Vice President	Patrick Kenny	vp@snll.org
Treasurer	John Taylor	treasurer@snll.org
Secretary	Jeff Weekley	secretary@snll.org
Information Officer	Anthony Gillespie	info@snll.org
Player Agent	Mitra McNally	player-agent@snll.org
Safety Officer	Mat Elias	safety@snll.org
Coach Coordinator	Gilbert Diax	coaching@snll.org
Fundraising & Sponsorship Manager	Sidney Flihan	sponsorship@snll.org
Concession Manager	Hayley Mize	concessions@snll.org
Volunteer Coordinator	Paige Venuti	volunteer@snll.org
Equipment & Facilities Coordinator	Anthony Gillespie	info@snll.org
Social Media Coordinator	Mitra McNally	social@snll.org
Umpire In Chief	John Taylor	uic@snll.org

Organizational Structure

Summerlin North Little League (**SNLL**) is a Nevada nonprofit corporation and is a 501(c)(3) educational organization under the guidelines established by the IRS tax codes and operates under a charter provided annually by Little League International. SNLL's address is 1910 Spring Gate Lane, Las Vegas, Nevada, 89134

Boundary Locations

Area 1 - Between 215/Rampart and Cheyenne/Charleston.
Area 2 - Between Rampart/Buffalo and Lake Mead/Vegas.

Refund Policy

Refunds will be reviewed on a case-by-case basis. Refunds will not be given on the basis that a player was not selected to play in a particular division or on a particular team. Refunds granted before teams are formed will be subject to a $25.00 fee to cover registration and transaction fees incurred by the league. Any refunds granted after teams are formed will be subject to a $80.00 fee to cover registration fees, transaction fees, and uniform costs. There will be no refunds after the first scheduled game.

Division Alignment

Division	League Age	Classification	Roster Size
Tee Ball	4 - 6	Non-Competitive (Instructional)	8 - 12 Players
Rookies (Coach Pitch)	6 - 7	Non-Competitive (Instructional)	10 - 12 Players
Minors - AA	8 - 10	Competitive	10 - 12 Players
Minors - AAA	8 - 11	Competitive	10 - 12 Players
Majors	9 - 12	Competitive	10 - 12 Players
Intermediate	11 - 13	Competitive	10 - 12 Players
Juniors	12 - 14	Competitive	10 - 14 Players
Seniors	13 - 16	Competitive	10 - 20 Players

The ability to charter teams in each division is dependent on the number of registered players.

Division Details (League Ages 5-8)

League age 8-year-olds must be evaluated for the Minors (Player Pitch) Division unless it is their first season of baseball, and they have received approval from the league's Player Agent.

League age 7-year-olds may evaluate for the Minors (Player Pitch) Division provided they have played at least one season (preferably two) in the Rookies (Coach Pitch) Division, and they have received approval from the league's Player Agent.

League age 6-year-olds should have played at least one season of Tee-Ball to be eligible to play in the Rookies (Coach Pitch) Division.

League age 5-year-olds who want to play in the Rookies (Coach Pitch) Division must have played at least one season (preferably two) of Tee-Ball, and they have received approval from the league's Player Agent.

League age is determined by the Little League Baseball Age Chart. For the Spring 2026 season the 2026 League Age Chart is used. This means a player's league age is the age they will be on August 31, 2026.

Postseason

All competitive divisions play in a tournament at the end of the regular season. Majors' championship games will be played with no time limit. Minors AA and AAA championship games will have a no-new-inning time limit, but no drop-dead time.

All-Star Player Selection

The All-Star Committee must include SNLL's President and Player Agent. SNLL's President will appoint one additional Board Member and three Team Managers or Assistant Coaches from the spring season in the Majors and/or Minors AAA divisions for the Board of Directors to approve.

Little League Baseball Team (10-12-year-olds): The team will be drafted by the All-Star Committee from the Majors Division teams. All eligible players will be invited to complete the All-Star commitment forms.

8-10-year-olds and 9-11 year-olds-teams: The teams will be drafted by the All-Star Committee from Majors and Minors AAA Division teams. All eligible players will be invited to complete All Star commitment forms.

Try-outs may be conducted by the All-Star Committee to assist in the selection of the All-Star teams.

All-Star Manager Selection

The league President appoints potential All-Stars managers for the Board of Directors to approve. Once approved, the President will present the list to the All-Star Committee for them to select Managers of the league's All-Star teams.

Generally, only managers or coaches from the Majors Division are eligible to manage a Little League Baseball (e.g., 10–12-year-olds) All-Star team. However, if there are not any managers or coaches from the Majors Division who are interested in managing an All-Star team, the All-Star Committee reserves the right to select the manager from a lower or higher division.

Regular Season Manager and Coach Selection

Under Little League regulations, the decision to appoint a manager or coach is strictly within the discretion of the League President with approval from the Board of Directors.

All potential managers and coaches must submit a volunteer application, pass a background check, and complete any other requirement of the SNLL Board or Little League International.

Prior to player evaluations, the league President will appoint potential managers for the Board of Directors to approve. Upon approval, the league President will confirm the manager's acceptance of the position and provide them information on how to request specific volunteers as assistant coaches.

In the fall season, Minors AAA managers can request one (1) assistant coach to hold. Managers in Minors AA and Rookies (Coach Pitch) can request up to two (2) assistant coaches to hold. This request is to be made in writing to the league President and Player Agent. The league President will then appoint potential coaches for the Board of Directors to approve. Once approved, the Manager will be notified and informed of any outstanding requirements their coach must complete prior to player evaluations. Outside of the coach holds, all other coach requests are to take place after the player draft following the above steps.

In the spring season, managers may request coaches following the player draft. This request is to be made in writing to the league President and Player Agent. The league President will then appoint potential coaches for the Board of Directors to approve. Once approved, the Manager will be notified and informed of any outstanding requirements their coach must complete before the player evaluations.

District Tournament of Champions Selection

Majors: The winner of the in-house SNLL Tournament.

Minors (AAA): The winner of the in-house SNLL Tournament

If the winner declines to participate in the TOC, the division runner-up may go in their place.

Players Who Must Evaluate

Evaluation location(s), dates, and times will be emailed to eligible registered players. Players need to only attend **ONE** evaluation session. Players are to come to evaluations ready to play baseball. Players will need a bat, glove, helmet, and protective cup (for male players).

Evaluations are for the Minors (Player Pitch), Majors, Juniors, and Seniors Divisions **ONLY** and are **REQUIRED** (unless evaluations are waived for the Juniors and Seniors Divisions). The Tee-Ball and Rookies (Coach Pitch) Divisions do not evaluate.

League age 8-year-old players **MUST** be evaluated for the Minors (Player Pitch) Division. League age 8-year-old players are not guaranteed a roster spot on a team in the Minors (Player Pitch) Division. If a league age 8-year-old player is not drafted to a team in the Minors (Player Pitch) Division, the player will be drafted to a team in the Rookies (Coach Pitch) Division.

League age 7-year-old-players may be evaluated for the Minors Division (Player Pitch) provided they have played at least one season (preferably two) of Rookies (Coach Pitch) Division, and they receive approval from the Player Agent. If a league age 7-year-old player is not drafted to a team in the Minors (Player Pitch) Division, the player will be drafted to a team in the Rookies (Coach Pitch) Division.

Draft System

The following divisions draft players: Rookies (Coach Pitch), Minors (Player Pitch) and Majors. The Juniors and Seniors Divisions will draft players only if multiple teams are formed in each Division. Players will be drafted according to their skill level and age group. Parents/guardians cannot make coach and/or friend requests and such requests will not be considered.

For the drafting divisions, teams select in the order established by a random drawing, but in "serpentine" fashion each round. The manager who draws number one will select first and so on down to the last number. The manager with the last number will begin the drafting process for the second round. This process will repeat until all players have been chosen. For example, in a six-team draft, the order will be 1, 2, 3, 4, 5, 6 in the first round, and then 6, 5, 4, 3, 2, 1 in the second round, before recommencing in the third round with 1, 2, 3, 4, 5, 6 then 6, 5, 4, 3, 2, 1 in the fourth round, etc.

Drafts are conducted in strict compliance with Little League rules.

Tee-Ball Player Selection

In the Tee-Ball Division, each Team Manager can “hold” their child, the children of their assistant coaches, and other players up to a maximum of ten (10) players. Parents are permitted to make a coach request and/or a friend request during the registration process. SNLL will do its best to honor coach and/or friend requests for Tee-Ball but does not guarantee that all requests can be fulfilled.

Code of Conduct

Any manager, coach, player, or parent/guardian who conducts themselves in an unsportsmanlike manner while participating in any SNLL event (e.g., game, practice, etc.) may be removed from further participation. Managers, coaches, players, parents/guardians, or any party associated with an SNLL team shall not abuse, heckle, or make unsportsmanlike remarks to any opposing manager, opposing coach, opposing parents/guardians, umpire, or team official.

Managers are responsible for the conduct of their coaches, players, parents/guardians, and/or any party associated with an SNLL team. The umpire can eject the manager for the behavior of their coaches, players, parents/guardians, or any party associated with an SNLL team.

DO NOT:

1. Use foul language.
2. Make any unnecessary or offensive gesture in protesting an umpire’s decision.
3. Throw helmets, bats, or any other equipment.
4. Make unnecessary or offensive gestures to fans or opposing players.
5. Consume alcohol, cannabis, or any illegal substance while in attendance for a SNLL activity.
6. Use tobacco on the playing field, dugout, or stands at any game.

Ejection Penalties

A manager or coach ejected from the game must leave the game site. The manager or coach may remain nearby, in their car, if they are the only parent/guardian of their player at the game. If the manager or coach refuses to leave or creates a problem, the game in progress may be suspended until the problem is resolved. If the problem necessitates, the police may be called. The above also pertains to parents/guardians or any party associated with an SNLL team.

Coach/Manager Ejection Policy (Full-Day and Multi-Division Suspension)

Any coach or manager who is ejected from a game is suspended for the remainder of the calendar day. This includes a full prohibition from coaching, being present near the dugout or backstop, or attending any other games that day, regardless of division, even if they have children participating or coaching responsibilities in those games. Violation may result in further suspension and possible forfeiture of a game.

Additionally, the individual will be suspended for their next scheduled game in the same division in which the ejection occurred. Until this suspension is served the coach or manager is prohibited from coaching or attending games in any other division, including games involving their own children.

A coach or manager ejected a second time is suspended for three (3) consecutive games in the same division in which the ejection occurred. Until this suspension is served the coach or manager is prohibited from coaching or attending games in any other division, including games involving their own children.

The penalty for additional ejections or more flagrant offenses will be decided by the league's Board of Directors.

Player, Parent/Guardian and/or Family Member/Fan Ejection Policy

The **minimum** penalty for any player, parent/guardian, family member or fan ejected from a game for any of the above will be:

1st time: Suspended for the next game.

2nd time: Suspended for 3 consecutive games.

There is a zero-tolerance policy for fighting (deliberate body contact). Any manager, coach, player, parent/guardian, or anyone associated with an SNLL team caught fighting in or around the playing field, before, during, or after a game or practice, will be suspended for 1 game and be subject to further disciplinary action. There will be no warnings and no second chances when it comes to fighting.

Little League Regulation Clarifications

(III.D) If any player is out of the lineup for 3 consecutive weeks or 6 games, without an injury, they may be subject to removal from their team by action of the SNLL Board. Managers must notify the Player Agent within 2 days after a player has missed 3 consecutive weeks or 6 games to begin process of selecting a replacement player. Please note an injury requires a doctor's note after 7 days.

(III.D.2) No player may be called up from the Minors (Player Pitch) Division to the Majors Division during the last 2 weeks of the regular season.

(V.) All league age 12-year-old players will be drafted to either the Majors, Intermediate or Juniors Divisions.

(VIII.) If a Minors (Player Pitch) Division player declines to move up to a Majors Division team, that player will forfeit any opportunity for a spot on a Majors team for the remainder of the season and will not be eligible for selection to the Little League Baseball All-Star team (league ages 10-12 years old).

Little League Official Rule Options & Clarifications

(1.02) No scores will be kept in the Tee-Ball or Rookies (Coach Pitch) Divisions.

(1.06) Double first base will be used in the Tee-Ball and Rookies (Coach Pitch) games. 7.15 procedures for use of a double first base must be met.

(3.17) Only players, managers, and coaches are allowed in the dugout during games. In the Tee Ball and Rookies divisions, team parents are allowed in the dugout. In the Majors and Minors divisions, a team parent or another individual who has been backgrounded and badged may be in dugout in the event a team does not have three coaches present for a game. The dugout gate must always remain closed.

(4.04) Continuous batting order will be used in all divisions.

(4.04) Teams may start and finish a game with 8 players. A team playing with 8 players may skip over the ninth position in the batting lineup without penalty.

(4.10(b)) For the Majors and AAA Minors Divisions, if the score is tied after six completed innings and the applicable no new inning time limit has not been reached, extra innings will be played until a winner is determined or the no new inning time limit has been reached. The tournament rules for the Minors division will not apply (e.g. a runner will not be placed on second base). If an extra inning game reaches the no new inning time limit and the game is still tied, the game will end in a tie.

(4.10(e)) The 15-after-3, 10-after-4, and 8-after-5 run rules are in effect in the Majors and Minors (AA and AAA) divisions.

(4.16 and 4.17) Managers shall contact the President if the game cannot be played due to the inability of either team to continue play. If the Manager is unable to reach the league President they are to contact the following league officers in the following order until they are able to reach one: Vice President, Player Agent, Umpire In Chief, and Coaching Coordinator.

(4.19) Protests in the Minor League Divisions must be resolved before the next pitch (the clock will still run).

(5.07) The 5-run rule (not in effect in the Tee-Ball or Rookies (Coach Pitch) Divisions) will be suspended for the 6th inning, limited to 1 time through the batting order.

(5.10) If the lights fail and cannot be restarted before curfew, the game shall revert to the last completed inning and a winner will be declared if the definition of a “regulation game” has been met.

(6.02c) Batters must leave one foot in batter’s box. Exceptions per Little League rulebook.

(7.14b) A courtesy runner is permitted for the catcher or pitcher of record when there are two outs. The courtesy runner must be the player who made the last out for the team at-bat.

Ineligible Pitcher or Player

The use of an illegal player/pitcher will **NOT** automatically result in a forfeit of the game in which the player is used but may be referred to the SNLL Board for decision pursuant to Blue Book Regulation VI(h) and Rule 4.19.

REGARDLESS OF INTENT, any manager that does not **STRICTLY ADHERE TO THE PITCH RULES** shall be suspended as follows:

1st time: Suspended for the next game.

2nd time: Suspended for 3 consecutive games.

3rd time: Suspended for remainder of the season.

Multiple violations and/or intentional violations may warrant additional discipline by the Board.

Resuming Protested Game

Managers should take all precautions to prevent protest. If a game must be played under protest, the manager should notify the umpire that the game will be played under protest. The SNLL Protest Committee should be notified as soon as possible with clear facts and supporting documents. Make notes of time, score, and inning of infraction. Provide pitch counts of both teams.

1. The game will resume from the point of the infraction. The clock will go back to the time of the infraction. This may be within the same game if available.

2. All rest requirements of Regulation VI shall be met before a pitcher can return to the mound.

3. Any player that missed the game played under protest may return in the resuming game.

4. The game will be rescheduled within 48 hours or earlier.

5. The game will not be played as a doubleheader.

The SNLL Protest Committee consists of President, Player Agent, Umpire in Chief, and one or more Board Members who are not Managers in a competitive division (e.g., Minors AA – Seniors).

SNLL Ground Rules

1. Home teams will take the 3rd base dugout.

2. Teams are responsible to clean the dugout at the end of games.

3. Home teams in the last scheduled game of the day will be responsible for returning the bases to the storage box.

4. There is no on-deck circle in any division.

5. All bats are to remain in the rack or player bags. Only the batter who is next in the lineup to the player currently batting may hold a bat. A bat must be held below the waist while in the dugout. This is the manager's responsibility to enforce.

6. Teams will warm up in the outfield and attempt to stay off the infield until the game starts.

7. Home teams shall have the official pitch count in divisions that count pitches. Each team's pitching log must be available for review at **all times** for the opposing manager and SNLL Board. Managers in competitive divisions will be required to post scores and pitch counts to the SNLL website within 24 hours of the conclusion of the game.

8. Little League rules shall be followed.

9. No member shall use SNLL resources for any objective that is not in the best interest of SNLL. This includes emails or email addresses that would promote an individual's personal gain or publications that would slander or reflect negatively against the SNLL community.

Majors Division Rules

1. No new inning may commence after one hour and forty-five minutes from the game start time as announced by the home plate umpire following the manager meeting at home plate. There is no drop-dead time.

2. The infield fly rule is in effect.

3. Dropped third strike rule is in effect.

4. No lead offs.

5. Players who are not at bat must remain in the dugout. There is no on-deck circle in this division.

6. This division will have 1 Team Manager and 2 Assistant Coaches. A coach must be in the dugout when a team is at bat.

7. The Team Manager and Coaches must remain in the dugout when the opposing team is up to bat.

8. No player in this division shall sit more than 1 consecutive inning and no more than 2 innings per game. Any manager failing to meet this requirement will receive a written warning from the Board. A second or subsequent violation of this requirement will result in a forfeit by the team violating the requirement.

9. The 8–after-5, 10-after-4, and 15-after-3 rules ***will*** be in effect.

AAA Minors Division Rules

1. Timing and Run Limit: A regulation game is six (6) innings, however, no new inning may commence after one hour and forty-five minutes from the game start time. Game start time is announced by the home plate umpire following the manager meeting at home plate. There is no drop-dead time.

   If a game is called due to weather or lights out it will be considered complete by reverting the score to the last completed inning.

   If a regular season game is tied after 6 innings, and/or the final inning after the time limit has been reached, the game will be considered complete and will end in a tie.

   If the 1:45 time limit is reached prior to the 6th inning and one team cannot mathematically tie or take the lead due to the 5 run per inning rule, the game will end.

   The 15-run rule after 3 innings, 10-run rule after 4 innings, and 8-run rule after 5 innings are in effect.

2. The infield fly rule is in effect.

3. No lead offs.

4. Players who are not at bat must remain in the dugout. There is no on-deck circle in this division.

5. This division will have 1 Team Manager and 2 Assistant Coaches. A coach must be in the dugout when a team is at bat.

6. The Team Manager and Coaches must remain in the dugout when the opposing team is up to bat.

7. Players will play 3 consecutive outs in an infield position in every game. The penalty for violation of this requirement will result in the player playing in the infield position for 2 innings in the team's next game. Additionally, a violation of this requirement will result in a written warning from the Board to the manager. A second or subsequent violation of this requirement will result in a forfeit by the team violating the requirement.

8. No player in this division shall sit more than 1 consecutive inning and no more than 2 innings per game. Any manager failing to meet this requirement will receive a written warning from the Board. A second or subsequent violation of this requirement will result in a forfeit by the team violating the requirement.

9. If a pitcher hits 3 batters in a game, the pitcher shall be removed from the mound on the third offense and shall not return until required days of rest have been met.

AA Minors Division Rules

1. Timing and Run Limit: A regulation game is six (6) innings, however, no new inning may commence after one hour and thirty minutes from the game start time. Game start time is announced by the home plate umpire following the manager meeting at home plate. There is no drop-dead time.

   If a game is called due to weather or lights out it will be considered complete by reverting the score to the last completed inning.

   If a regular season game is tied after 6 innings, and/or the final inning after the time limit has been reached, the game will be considered complete and will end in a tie.

   If the 1:30 time limit is reached prior to the 6th inning and one team cannot mathematically tie or take the lead due to the 5 run per inning rule, the game will end.

   The 15-run rule after 3 innings, 10-run rule after 4 innings, and 8-run rule after 5 innings are in effect.

2. The infield fly rule is **not** in effect.

3. No lead offs.

4. Players who are not at bat must remain in the dugout. There is no on-deck circle in this division.

5. Each team in this division will have 1 Team Manager and 3 Assistant Coaches. A coach must be in the dugout when a team is at bat.

6. The Team Manager and Coaches must remain in the dugout when the opposing team is up to bat.

7. Players will play 3 consecutive outs in an infield position in every game. A violation of this requirement will result in the player playing the next game in the infield position for 2 innings. Additionally, a violation of this requirement will result in a written warning from the Board to the manager. A second or subsequent violation of this requirement will result in a forfeit by the team violating the requirement.

8. No player in this division shall sit more than 1 consecutive inning and no more than 2 innings per game. Any manager failing to meet this requirement will receive a written warning from the Board. A second or subsequent violation of this requirement will result in a forfeit by the team violating the requirement.

9. A runner may attempt to steal 2nd or 3rd base; however, they may only advance one base at a time. If a runner is attempting to steal a base and there is an overthrow from the catcher attempting to throw the runner out, they still may only advance to the base they were trying to steal. Stealing of home is prohibited in Minors AA, a player may only advance home on a batted ball in play or bases loaded/walk (e.g., hit by pitch).

10. If a pitcher hits 3 batters in a game, the pitcher must be removed from the mound on the third offense and shall not return until required days of rest have been met.

The following rule only applies to games where walks are not allowed (e.g. approximately ¾ of the way through the season).

11. The batter cannot take a base on balls (walk). When a batter has a four-ball count, a coach from the batter's team will pitch 3 pitches to the batter. The coach will throw an additional pitch if the third pitch (or a subsequent pitch) is hit into foul territory. When being pitched to by the coach, the batter will either (i) put a ball into play or (ii) be declared out after receiving three pitches (or more if third pitch is fouled off). If the batter is unable to put the ball "in-play" by the third pitch received from the batter's coach (e.g., batter does not swing at three pitches or takes two pitches and swings and misses the third pitch), the batter will be considered retired at the plate on strikes. Batters will be allowed to take a base on balls in games approximately ¾ of the way through the season. The exact date that walks will be live will be posted in the Team Managers' chat prior to the first game of the season.

12. A Manager/Coach who comes out to pitch to one of their players, after a four-ball count, must pitch thirteen (13) yards back from the plate. Thirteen (13) yards back from the plate is considered the coach's line/rubber and they must have one foot on the line when pitching. This rule only applies to games in which walks are not allowed.

Rookies (Coach Pitch) Division Rules

1. Games shall be played for a maximum of one hour and thirty minutes. No new innings shall be started after one hour and fifteen minutes. If six (6) innings are played in less than one hour and fifteen minutes, the game is over.

2. Rookies is a non-competitive, instructional division. No scores or standings will be kept.

3. Each batter shall receive a total of 6 pitched balls. Should the sixth or last pitched ball result in a foul ball, the batter will receive an additional pitch.

4. Managers or coaches (both defined as “coaches”) will pitch the ball to their batters. A specified feet/yard mark will be placed between the pitching mound and home plate from which all coaches shall pitch. Coaches are considered part of the field. A ball hitting a coach will remain live even if it rolls or bounces in foul territory.

5. This division will have 1 Team Manager, 3 Assistant Coaches, and up to 1 additional badged volunteer.

6. When a team is up to bat, they may have up to 3 coaches on the field (1 coach pitching, 1 coach at first base, and 1 coach at third base). One coach and the team parent must remain in the dugout.

7. Players who are not at bat must remain in the dugout. There is no on-deck circle in this division.

8. A team’s at bat is over after three outs by the defensive team or after all players in the lineup have batted. Lineups must be created prior to each game and may not be altered during the game.

9. The following rules will **not** be in effect:

    - 5-runs maximum per inning.
    - 15-after-3, 10-after-4, and 8-after-5.
    - Infield fly rule.

10. A base runner may not advance on an overthrown ball. This rule is intended to encourage the defense to make outs.

11. On a batted ball that does not reach the outfield grass, the batter and existing runners on base may not advance more than one base, even on an overthrown ball (see #10 above).

12. On a batted ball that reaches the outfield grass, the batter and existing runners may advance until the ball is in the possession (glove or bare hand) of any defensive player.

When the ball is in possession of a defensive player, the batter and runners may advance or return to the closest base at their own peril but may not advance beyond the next base under any circumstances, even if there is an overthrow (see #9 above).

13. A batter may not advance past third base regardless of if the batted ball reaches the outfield grass. In other words, home runs are not permitted in this division.

14. No bunts or half swings. Steals and leadoffs are not permitted.

15. Two coaches are permitted in the outfield during defense. One coach is permitted behind the catcher during defense. Defensive coaches are not permitted to stand in the infield or interfere with the base runner. Interference, whether intentional or unintentional, will result in the runner being advanced to the nearest base. One coach and the team parent must remain in the dugout.

16. On defense, only ten defensive players are permitted on the field and only at the following positions: P, C 1B, 2B, SS, 3B, and four outfielders. No defensive player is permitted to stand at 2B unless a ball is in play. Outfielders must stand on the grass. The Pitcher must have one foot on the pitching mound “the dirt” until the ball is put into play.

17. Each player must play two innings at 1 or more of the following positions in each game: P, C, 1B, 2B, 3B, or SS. Defensive players who are not playing a defensive position during an inning must remain in the dugout. An uninjured defensive player may not sit for two consecutive innings. These rules are intended for players to play a variety of positions to encourage player development. The opposing team has the responsibility to notify the manager of a violation. A manager who violates the requirement that each player plays at least two innings in the infield or who sits an uninjured player for 2 or more consecutive innings will receive a written warning from the SNLL Board. A second violation of either of these rules after a written warning may result in in further discipline up to and including suspension of the manager.

18. Defensive players at 1B, 2B, 3B, or SS will not stand in the base runner’s running lane after a ball is hit. Interference, whether intentional or unintentional, will result in the runner being advanced to the next base.

19. This division may have umpires at the discretion of the SNLL Board. Should an umpire not be present, outs are to be called by the defensive coach closest to the base and the pitch count is to be kept by the defensive coach behind the catcher.

Tee-Ball Rules

1. A game has a drop-dead time of sixty (60) minutes from the scheduled game time.

2. The batting order will consist of all players on the team roster. A player who arrives late must be placed at the bottom of the batting order with no penalty.

3. All players will play in the field every inning. Infielders must be in position until the ball is in play. Only one player in the pitcher position at a time.

4. Players must not play the same position for more than one inning per game. The goal is to give all players an opportunity to experience as many positions as possible. Because the player at first base will have balls thrown at them, it is strongly suggested that, for safety reasons, only players with adequate skill levels be assigned to this position. This rule requires managers to develop “skilled position” players and rotate them.

5. The catcher position is not used in the Tee-Ball division.

6. The infield fly rule is not in effect.

7. On a batted ball, the batter and existing runners may not advance more than one base.

8. A baserunner may not advance on an overthrown ball.

9. Stealing of bases is not allowed. No bunting and no half swings are permitted.

10. The team’s at bat is over as soon as the last batter’s “normal play” has stopped. Instruct base runners and/or the batter to run all the way home.

11. Normal play is defined as: play begins with the successful hit into fair territory by the batter and ends when batter/runner(s) reach base or is put out.

12. Runners that are put out in the field of play are removed from the bases and instructed to return to their dugout.

13. If a batted ball does not go further than 10 feet from home plate, it is considered a foul ball. If the batter hits the batting tee, it is considered a foul ball.

14. Staring with the seventh game throughout the remainder of the season, Managers/Coaches are encouraged to begin soft tossing to players. If a player is unable to hit after 3 attempts the manager/coach places the ball on the tee.

15. Players who are not at bat must remain in the dugout. There is no on-deck circle in this division.

SNLL Playoff Rules

The Regulations and "Official Playing Rules" in the Official Regulations and Playing Rules Book (the "Blue Book") apply to this tournament. The "Tournament Rules and Guidelines" contained in the Blue Book apply to Little League all-star tournaments and do NOT govern these playoffs. The Local Rules & Guidelines apply to tournament play unless modified below.

1. The winning team must submit the score as soon as possible after the game ends to the SNLL website. It is important to submit scores timely to permit the League to update brackets.

2. The home team will be the higher seed in each game. Teams must occupy the correct dugouts. The home team occupies the 3rd base dugout. The visiting team occupies the 1st base dugout. In double elimination, the team from the winner's bracket is the home team when playing the team from the loser's bracket. The "**if needed game**" home team will be determined by coin flip. This coin flip is called by the home team from the first championship game.

3. Majors playoff games are no new inning after two (2) hours from the game start time as announced by the home plate umpire following the manager meeting at home plate. There is no drop-dead time.

4. Majors championship game(s) will not have a time limit. The Majors championship game (and any related "if-needed game") must be a "regulation game" unless interrupted by curfew or the 8–after-5, 10-after-4, and 15-after-3 rule in accordance with Rule 4.10 and Regulation X of the Blue Book.

5. If a Majors playoff game is tied after the no new inning time has been reached, the next inning will commence by placing a runner at second base (the last batter who completed a plate appearance) and will continue with the next batter in order.

6. If a Majors championship game is tied after six (6) innings, extra innings will be played until a winner is determined. The seventh (7^{th}) inning will commence by placing a runner at second base (the last batter who completed a plate appearance) and will continue with their next batter in order.

7. Minors AAA playoff and championship games are no new inning after two (2) hours from the game start time as announced by the home plate umpire following the manager meeting at home plate. There is no drop-dead time.

8. If a Minors AAA playoff or championship game is tied after the no new inning time has been reached, the next inning will commence by placing a runner at second base (the last batter who completed a plate appearance) and will continue with the next batter in order.

9. For Minors AAA playoff and championship games the mandatory infield play rule is not in effect.

10. Minors AA playoff and championship games are no new inning after one (1) hour and forty-five (45) minutes from the game start time as announced by the home plate umpire following the manager meeting at home plate. There is no drop-dead time.

11. If a Minors AA playoff or championship game is tied after the no new inning time has been reached, the next inning will commence by placing a runner at second base (the last batter who completed a plate appearance) and will continue with the next batter in order.

Any protest must be made immediately by the Manager and will be resolved by majority vote of the Board in attendance or assigned (or, if not available, one of the other designated league officials) prior to play continuing. There is no time to replay any games unless canceled by weather, if possible. Judgment calls cannot be protested.