**General Information for ALL Divisions**

**A. Announcers and Scorekeepers**

1. The home team shall provide the official scorekeeper for each game and keep the pitch count.

2. The visiting team shall provide the game announcer and scoreboard operation.

3. The official game scorebook will be signed by both the visiting team and home team manager/coach and the chief umpire for that game. The manager/coach should verify the final score is correctly recorded.

4. Home team puts out the bases (If you are the 1st game of the day), and in the last game of the night home team put away bases.

**B. Start Times**

1. Games may not be started later than 15 minutes after the scheduled start time. Excluding, delays due to umpire absences.

**C. Participation**

1. Players arriving after the beginning of the game may participate in the remainder of the game. These players must be added to the bottom of the lineup.

In the event that a player knows in advance of the game that he/she must leave early, the player may do so with no penalty provided that notice of the planned departure is provided to the opposing coach and umpire prior to the game beginning.

**D. Roster, Line up card and Pitching Affidavit**

1. All teams in all divisions are required to carry a roster and pitching affidavit. (Affidavit must be filled out in ink)

2. A lineup card shall indicate the players’ full name & number that are to be the starting defensive players, in their batting order, for that game.

3. A Roster, Line up card and Pitching Affidavit shall be submitted to the official scorekeeper by each team at least 10 minutes before game time. If a team fails to turn in the roster, lineup card and Pitching Affidavit by the designated time, that team can be charged an automatic out, by the umpire. This is considered delay of game.

**E. Tied Team Records**

1. If, at the end of the regular season, teams are tied with identical records, the head-to-head season record is the first tiebreaker. If the teams in question remain tied, the second tiebreaker shall be “runs allowed” in head to head games. Other scenarios will be solved through the Board of Directors.

**F. Pitchers**

1. A coach may warm-up the pitcher, if it’s a player they must wear a mask.

Any player may warm-up a new pitcher entering the game. Such warm-up shall occur outside the foul lines in the outfield using areas provided by the League. During such warm-up, the catcher must wear a catcher’s helmet with throat guard. Additionally, a third player must be stationed between the pitcher and the infield. This player must wear a batters helmet and glove. For ages 5-12- A pitcher once removed cannot re-enter the same game as a pitcher.

**G. Miscellaneous**

1. In the event a team does not have enough players the game will be rescheduled. If at the rescheduled game the offending team does not have enough players again it will be a forfeit.

All Managers and Coaches must wear league issued team shirts and hats.

3. If a Manager/Coach is disciplining a child (e.g.: not allowing the child to participant in a game) the Manager/Coach must notify the Board Member on duty and parent/guardian prior to the event.

**H. Umpiring**

**The home team will provide an umpire to make calls on first and second base. NEW 2023**

**I. Discipline**

1. The Discipline Committee will informally investigate complaints to determine if action is necessary and report to the Board with a recommended action. Name shall not be used unless formal action is recommended, in which case those being investigated shall be notified and asked to appear at a Board meeting or submit a written statement. The Board will accept or reject the recommendation.

2. The Discipline Committee for spring 2023 will be made up of the League President, Vice-President, Player Agent, Treasurer, & Umpire Rep.

**TEE-BALL League Rules (Ages 5,6,&7)**

**A. Game Times**

1. All weeknight games will be scheduled to begin no later than 6:00 p.m.

2. No new inning will start after 1 hour from the official game time.

If an inning is in process when time expires the inning will be completed if necessary. The inning will be considered complete once the home team goes ahead or three outs are made. (Intentional delay of game to gain advantage will not be allowed)

3. Drop dead 1 hour & 15 minutes. If an inning is in process at the drop dead time, the final score shall revert to the score at the end of the previously completed inning. Unless the home team ties or has taken the lead.

**B. Legal Games**

1. If at least TWO full innings of play have completed and at least 45 minutes of play has occurred, the game shall be considered a legal game.

2. If above (1) has not occurred, game will be re-scheduled and re-played from the beginning as a new game.

If a game being played is stopped due to weather, the game will be considered a legal game if the following has occurred, 1 complete inning has been played.

**C. Participation**

1. All players at the game will be listed on the lineup card and bat, only 10 players are in the field (4 in outfield).

2. A team must have at least 8 players to begin or resume any game.

3. Player pool or loaning players will not be allowed.

4. Batting line-ups cannot be changed at any time after the game has begun except to add late arrivals. (See General Rules)

5. The opposing coach and official scorekeeper must be notified of late arrivals/early departures of players.

6. Players may re-enter the game except that once the pitcher has been removed from the pitcher’s position, he may not return to that position during that game.

7. The same players **CAN NOT** assume the pitcher’s position in consecutive games. (Major infraction if broken.)

8. Consideration should be given to rotating players to allow all players to experience different positions they do not typically play in games that have been decided in which the opponent cannot catch up. (This allows all players to improve skills and increases confidence in kids).

10. During a game no player shall sit for more than 1 inning at a time.

Example: Player(s) that sit the bench (defensively) in the first inning must take playing field the second inning. Player(s) that sit the second inning go back out the third inning and so forth.

**Bat your entire roster**. This must be followed unless you are disciplining a player. If you are disciplining a player, you must inform an SGLL Board member and the official scorekeeper before the game.

**D. Play**

1. Our bases are set at 60 feet from home plate.

2. No defensive player may be in front of the pitcher, with the exception of the catcher, when the batter is ready to hit.

3. Outfielders must not play on the infield.

4. The pitcher must keep both feet on the rubber until the ball is hit.

5. If the pitcher catches a ball inside the circle (any part of the player is inside the circle) he MUST throw the ball to get someone out, if he catches it outside the circle he/she may make a natural play and tag someone, not chase kids all over the field.

6. When the pitcher or the catcher is in possession of the ball and is in contact with either the pitcher’s rubber or home plate, play will be stopped. Runners must return to their last “safe” base. (Base reached prior to pitcher or catcher contacting plate or rubber.)

7. Batted ball must travel at least 15 feet from(onto the grass).

8. The batter gets a maximum of 3 swings to put the ball in play. 9. Both teams will bat their entire roster for that game.

10. There are no balks or infield fly rules.

11. Protests are not allowed in Tee-Ball. The umpire has control of calling the game

12. The ball used in Tee-Ball shall have a flexible sponge-rubber core.

13. No forfeits are allowed. If opposing team refuses to play after a re-scheduled game, the other team will be awarded a win.

14. When umpire states “Play Ball”, no unison chanting will be allowed.

15. The batting coach may not physically position the batter. THE BATTING COACH must move to the backstop and remain there while the ball is in play.

**TEE-BALL League Rules (Ages 5,6,&7) cont’d**

16. The placement of the ball on the Tee is the sole responsibility of the umpire.

17. There will be no “rolling” or “bowling” the ball to any player on the playing field. All throws are to be overhand, with an attempt to place the ball in a forward motion in the air. Players are to be taught and encouraged to play the game as it was intended, by throwing & catching. This will possibly increase the potential for over throws, but throwing and catching is the name of this game. Runners can & may be called safe if players are not making attempts to throw & catch.

**Over throws**

1. 1st throw after the ball is retrieved from the hit – results in an over throw – the base runner is given one base, but it must be earned. (Example: The ball is hit and runner proceeds to 1st, the ball is retrieved by the shortstop and thrown to the 1st baseman that missed the catch, runner proceeds to 2nd, while the 1st baseman retrieves the overthrown ball and runs down the runner before he gets to second – the runner is out. It is the decision of the coach as to the ability of that player, if he is sent and cannot run fast enough to get there and the ball is retrieved and can tag out the player that is baseball.

2. There will only be one overthrow per at bat.

3. The third base player and the first base player cannot be positioned in front of the pitcher when a batter is preparing to bat. They must remain at or behind the 47-foot arc, which translates to 47 feet from the back of the home plate down the first and third base line.

4. The defensive coaches are allowed to be in the outfield grass and on first and third base for coaching purposes. They cannot touch a player while the ball is in play. They cannot grab a player and give direction while the ball is active. Once time is called they may give personal attention to a player, but if this happens while the ball is in play runner(s) will be called safe.

5. When your team is on the field all coaches that are not on a base or in the outfield are to be inside the dugout. This can also be a reason for ejection and subsequent game suspension.

6. Runner out of the base path – is a judgment call by the umpire. If a runner is attempting to avoid a planted player that is standing in the base path, that could actually be called obstruction on the part of the player on the field, it is the umpire’s decision as to how to make that call.

7. There are 10 players allowed on the field at any given time and all 10 players should be involved in the game. A single player will not be allowed or encouraged to retrieve all hit balls, running down and tagging all players and generally being allowed to make all plays without involving the other defensive players. If this occurs, the runners may be called safe at the discretion of the umpire.

**E. Scoring**

1. Teams will be limited to 5 runs per inning.

When the offensive team reaches the maximum score allowed for the inning, their at-bat is considered complete.

**F. Coaches**

1. The Tee ball division is allowed 4 coaches, per SGLL board approval.

2. 2 Adult base coaches, 1 Batting coach and 1 dugout coach is allowed. (Total 4)

3. The batting coach must move to the backstop and remain there while the ball is in play. Exception: Coach/Umpire may correct a batters position if such position creates a safety issue.

4. The dugout coach is responsible for maintaining order in the dugout as well as the batting order. There must be an adult in the dugout with players AT ALL TIMES.

5. Defensive coaches shall take positions in the outfield. When the ball is not in play, they may enter the infield to give instructions to players on the infield. They must not cause excessive delays, and must return to the outfield upon the umpire’s request.

6. Before a coach can enter the field they must ask for time out from the umpire, receive the requested time out from the umpire – before entering the field of play. If not that coach may be ejected from the game, resulting in the next game suspension

7. Coaches are not allowed to leave the field without the umpire’s permission. All other coaches must remain inside the dugout.

8. Coaches are not allowed behind the backstop.

**G. Field**

1. 60 ft. - base lines will be used.

**H. Safety**

1. All players in the Tee-Ball division will be required to a wear facemask on the batting helmet at all times.

**TEE-BALL League Rules (Ages 5,6,&7) cont’d**

2. If a batter throws a bat recklessly, the coach will be notified and player warned by the umpire, that upon the next occurrence, he/she may be called out at the umpire’s discretion.

**Rule 4.07 in the Little League Official Regulations and Playing Rules Book**

4.07 - When a manager, coach or player is ejected from a game, they shall leave the field immediately and take no further part in that game. They may not sit in the stands and may not be recalled. Any manager, coach or player ejected from a game is suspended for his or her team’s next physically played game and may not be in attendance at the game site from which they are suspended.

**AMERICAN League Rules (Ages 7,8,&9)**

**A. Game Times**

1. All games will be limited to a maximum of 75 minutes.

2. If an inning is in process when time expires the inning will be completed if necessary.

3. The inning will be considered once the home team goes ahead or three outs are made.

4. Drop dead 1 hour & 25 minutes. If an inning is in process at the drop dead time, the final score shall revert to the score at the end of the previously completed inning. Unless the home team ties or has taken the lead.

**B. Legal Game**

1. If a game being played is stopped due to weather, the game will be considered a legal game if 2 complete innings have been played.

**C. Participation**

1. The opposing coach and official scorekeeper must be notified of late arrivals/early departures of players.

2. A team must have at least 8 players to begin or resume any game.

3. During a game no player shall sit for more than 1 inning at a time.

Example: Player(s) that sit the bench (defensively) in the first inning must take playing field the second inning. Player(s) that sit the second inning go back out the third inning and so forth.

4**. Bat your entire roster**. This must be followed unless you are disciplining a player. If you are disciplining a player, you must inform an SGLL Board member and the official scorekeeper before the game.

**D. Play**

1. Standard Little League Baseball will be used.

2. When the umpire states “Play Ball” or signals the pitcher to deliver his next pitch, unison chanting will not be allowed.

3. Runner on any base, leading off and retreats back to the base, time will be called and play will resume.

4. Any glove may be worn by player in the catcher’s position.

5. Base stealing is not allowed while coach is pitching, **unless it is a strike**.

6. Steals are only 1 base at a time, with NO extra bases on an overthrow from the catcher. This encourages the catcher to make throw.

**7. The first 5 games of the season will be TOTAL COACH PITCH. Up to Five (5) pitches to each batter.**

**This is up to the managers..**

**Pitching**

1. Pitchers will now follow the pitch count rule as required by Little League Baseball.

**2. Pitchers may NOT pitch in consecutive games.**

3. If in the opinion of the umpire in chief, the pitcher has lost his control and is jeopardizing the batters, he will confer with the field umpire and then shall warn the coach that if the pitcher continues to put the batters at risk the pitcher will be removed from the mound to another position or to the dugout.

4. No walks are allowed.

5. Pitchers will pitch to the batter until there is a hit, strikeout or “ball 4” is thrown. Once ball 4 has been thrown, one of the offensive coaches will pitch up to three (3) additional balls required to achieve 3 strikes or for the batter to put the ball in play. The coach will pitch with existing strike count. If the ball is not put in play after the three (3) balls are thrown, the batter is out.

6. A different offensive coach may pitch each time, but only one coach may pitch to any given batter in a single at-bat.

7. The offensive pitching coach may not come into contact with the ball, and if so, the batter is out

8. The offensive pitching coach must refrain from any coaching or instructions to batters while pitching.

There are NO balks.

9. If a batter is “Hit by Pitch”, the batter will be awarded 1st base. Please note: this does not apply if the batter is hit by the coach pitching.

**AMERICAN League Rules (Ages 7,8,&9) cont’d**

**E. Scoring**

1. Teams will be limited to a maximum of 5 runs per inning.

**F. Coaches**

1. The American division is allowed 4 coaches, per SGLL board approval.

2. 2 Adult base coaches, 1 Batting coach and 1 dugout coach is allowed. (Total 4)

3. There must be an adult in the dugout with players AT ALL TIMES.

**G. Field**

1. 60 ft. - base lines will be used.

2. Home team puts out the bases.

**H. Safety**

1. All players in the American division will be required to a wear facemask on the batting helmet at all times.

2. If a batter throws a bat recklessly, the coach will be notified and player warned by the umpire, that upon the next occurrence, he/she may be called out at the umpire’s discretion

**Rule 4.07 in the Little League Official Regulations and Playing Rules Book**

4.07 - When a manager, coach or player is ejected from a game, they shall leave the field immediately and take no further part in that game. They may not sit in the stands and may not be recalled. Any manager, coach or player ejected from a game is suspended for his or her team’s next physically played game and may not be in attendance at the game site from which they are suspended.

**NATIONAL League Rules (Ages 9-10)**

**A. Game Times**

1. No NEW inning will start after 1 hour and 30 minutes from the official game time.

If an inning is in progress when time expires the inning will be completed if necessary.

The inning will be considered complete once home team goes ahead or three outs are made.

Drop dead 1hr 45minuets. If an inning is in progress at drop dead time, the final score will revert back to the last full inning. Unless the home team ties or has taken the lead.

**B. Legal Games**

1. If a game being played is stopped due to weather, the game will be considered a legal game if 3 ½ innings for the home team and 4 innings for the visitor team have been played.

**C. Participation**

1. **All players on the roster at the game will bat. (BAT THE ROSTER)**

A. There will be a five run limit per inning

B. No player may sit more than 2 consecutive innings (sub must be in the game no later than 3rd inning)

2. If you are disciplining a player, you must inform an SGLL Board member and the official scorekeeper before the game.

**D. Pitching**

Refer to Regulation VI - the pitcher on the Official Rules app. Or scorebook.

1. If in the opinion of the umpire in chief, the pitcher has lost his control and is jeopardizing the batters, he will confer with the field umpire and then shall warn the coach that if the pitcher continues to put the batters at risk the pitcher will be removed from the mound to another position or to the dugout.

**E. Coaches**

1. The National division is allowed 1 Manager and 2 coaches, per SGLL board approval. (Total 3)

2. 2 base coaches are allowed. One must be a Coach the other may be a Coach or player.

3. One ADULT coach MUST be in the dugout, at ALL TIMES. No team may exceed 3 approved coaches, this includes the Manager.

**F. Misc.**

When the umpire states “Play Ball” or signals the pitcher to deliver his next pitch, unison chanting will not be allowed.

If you are the last game of the night Home team please put the bases up.

**Rule 4.07 in the Little League Official Regulations and Playing Rules Book**

4.07 - When a manager, coach or player is ejected from a game, they shall leave the field immediately and take no further part in that game. They may not sit in the stands and may not be recalled. Any manager, coach or player ejected from a game is suspended for his or her team’s next physically played game and may not be in attendance at the game site from which they are suspended.

**MAJOR League Rules (Ages 11-12)**

 Little League (Green Book) Rules will be followed

\*At the plate meeting the managers may use the 5 run rule per inning. (C: A)

**A. Game Times**

1. No NEW inning will start after 1 hour and 30 minutes from the official game time.

If an inning is in progress when time expires the inning will be completed if necessary.

The inning will be considered complete once home team goes ahead or three outs are made.

Drop dead 1hr 45minuets. If an inning is in progress at drop dead time, the final score will revert back to the last full inning. Unless the home team ties or has taken the lead.

**B. Legal Games**

1. If a game being played is stopped due to weather, the game will be considered a legal game if 3 ½ innings for the home team and 4 innings for the visitor team have been played.

**C. Participation**

1. **All players on the roster at the game will bat. (BAT THE ROSTER)**

\*A. There will be a five run limit per inning

B. No player may sit more than 2 consecutive innings (sub must be in the game no later than 3rd inning)

2. If you are disciplining a player, you must inform an SGLL Board member and the official scorekeeper before the game.

**D. Pitching**

Refer to page LL rule app. Or scorebook.

1. If in the opinion of the umpire in chief, the pitcher has lost his control and is jeopardizing the batters, he will confer with the field umpire and then shall warn the coach that if the pitcher continues to put the batters at risk the pitcher will be removed from the mound to another position or to the dugout.

**E. Coaches**

1. The Major division is allowed 1 Manager and 2 coaches, per SGLL board approval. (Total 3)

2. 2 base coaches are allowed. One must be a Coach the other may be a Coach or player.

3. One ADULT coach MUST be in the dugout, at ALL TIMES. No team may exceed 3 approved coaches, this includes the Manager.

**F. Misc.**

When the umpire states “Play Ball” or signals the pitcher to deliver his next pitch, unison chanting will not be allowed.

Home team chalks the field and puts out the bases (if you are the 1st game of the day), and last game of the night **BOTH** teams rake and put away bases.

**Rule 4.07 in the Little League Official Regulations and Playing Rules Book**

4.07 - When a manager, coach or player is ejected from a game, they shall leave the field immediately and take no further part in that game. They may not sit in the stands and may not be recalled. Any manager, coach or player ejected from a game is suspended for his or her team’s next physically played game and may not be in attendance at the game site from which they are suspended.

**50/70 JR., SR., Divisions League Rules**

(Inter-League play will be governed by Little League (Green Book) Rules & Inter-League Rules as determined by the Inter-League Commission.)

\*At the plate meeting, if you want play 5 run rule, have that discussion with the umpires.

**A. Game Times**

1. No NEW inning will start after 1 hour and 30 minutes from the official game time.

If an inning is in progress when time expires the inning will be completed if necessary.

The inning will be considered complete once home team goes ahead or three outs are made.

Drop dead 1hr 45minuets. If an inning is in progress at drop dead time, the final score will revert back to the last full inning. Unless the home team ties or has taken the lead.

 **B. Legal Games**

1. If a game being played is stopped due to weather, the game will be considered a legal game if 4 ½ innings for the home team and 5 innings for the visitor team have been played.

**C. Participation**

1. The opposing coach and official scorekeeper must be notified of late arrivals/early departures of players.

2. If you are disciplining a player, you must inform an SGLL Board member and the official scorekeeper before the game.

**D. Pitching**

Refer to LL rule app or scorebook

**E. Coaches**

1. The Intermediate, Jr., Sr., BIG divisions are allowed 1 Manager and 2 coaches, per SGLL board approval.

2. 2 base coaches are allowed. One must be a Coach the other may be a Coach or player.

3. One ADULT coach MUST be in the dugout. No team may exceed 3 approved coaches, this includes the Manager. Please refer to the Official Regulations and Playing Rules Book.

**F. Misc.**

When the umpire states “Play Ball” or signals the pitcher to deliver his next pitch, unison chanting will not be allowed.

Home team puts out and puts away the bases.

**Rule 4.07 in the Little League Official Regulations and Playing Rules Book**

4.07 - When a manager, coach or player is ejected from a game, they shall leave the field immediately and take no further part in that game. They may not sit in the stands and may not be recalled. Any manager, coach or player ejected from a game is suspended for his or her team’s next physically played game and may not be in attendance at the game site from which they are suspended.

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