



Important Codes

Gaiser Storage Box: _____

Gaiser Bathroom: _____

Luke Jensen Locker: _____

Manager's Meeting Agenda – Majors Division

All coaches and parents should be informed of the following rules before the season starts. During the season, the coaches and parents might not understand the rules, and as the season goes on and things get more competitive, they need to know what's going on to avoid potential conflicts.

Game Day Overview

Rainout Procedures

- Coaches concerned about weather should get in touch with the opposing team's manager and their commissioner to confirm the game (or not).
- Gaiser can be an option for makeup games if no other game conflicts. Teams practicing there will get bumped.
- If during a game the weather turns bad and either coach requests a 5-minute conversation to discuss the present conditions and how to proceed (either press on, wait 15 minutes, or call it and reschedule), the umpire MUST grant that conversation.
- All games are encouraged to be completed whenever possible but are official after 4 innings.

Field Prep

- **At SCLL** - Home team is responsible for installing the bases (found in Field 3 dugout storage), raking (before and after game) and chalking the fields. Tarps also need to be put back on the pitcher's mound and home plate area after each game. Bases should be at 60' and the distance between the mound and home plate is 40'.
- **At Gaiser** – Chalk and all other items are found in the storage unit behind the Majors backstop in the storage container by the road. If you notice something is low (baseballs, chalk, umpire gear missing), please communicate to an SCLL board member that day. If fields need mowed, the INFIELD can be mowed prior to games if time allows. If the outfield is bad, communicate that to the SCLL board.

Game Rules

Time Limitations

- Game Time – 6 innings or no new inning can start after 2 hours from the start. Learn now to keep the game moving, reduce coaching between innings, as this becomes a big deal at future levels. Umpires must keep the game moving.
- To keep games moving faster, coaches can warm up pitchers during games.
- All games must end by 10pm regardless of circumstances – NO exceptions!

Scorekeeping

- Scorebook is required during the season. It is needed for All Stars. The pitch count tracker document needs to be updated after every game. If you make an error on the pitch count tracker, report to the Majors Commissioner or Commissioner in Chief.
- 15/10/8 Run Rule – the game ends if 15 runs after 3rd, 10 runs after 4th, or 8 runs after 5th.

Standings

- We do not keep standings that impact the season championship in Majors until the playoffs. The ONLY impact from the regular season standings is the draft pick next year.
- The point is to remember the regular season is to rotate kids through as many positions as possible, mix up batting lineups, and have FUN. If you're winning or losing by a lot, PLEASE give other kids opportunities to pitch, play shortstop, etc. in those final innings.
 - During Playoffs you may set your best lineup and positions and play to win. Communicate this to your parents prior so they understand. Ideally, they are fine with it if you rotate well during regular the season.

Number of Players

- You can play a game with 8 players – two of which are outfielders. Player pool players can play any position other than pitcher and catcher and will hit last in the lineup. Any late arrival goes to the bottom of the batting order.

General Rules

- Managers discuss issues before the game to be on the same page. Confirm strike zone with umpire.
- USA-stamped bats only – 33” max length, 2-5/8” max barrel diameter. One-piece wood bats do not need a USA logo.
- Any batter not able to complete their turn at bat is removed from the batter's box and the next batter is allowed to enter the batter's box with a 0 ball and 0 strike count. Any player unable to take a turn at bat due to injury is just skipped. No out is applied.
- A coach cannot call time - the umpire must GRANT you time. Coaches sometimes will call time before the kid that gets walked gets to 1st base, making that runner have to stop at 1st. If the umpire doesn't grant time, the game is still live.
- Coaches can warm up pitchers to keep the games moving faster.
- Balls and strikes are called. 3 strikes, and the batter is out. For the first two strikes, the zone can be big (we will discuss). For the 3rd strike called (no swing), it needs to be a true strike to call a batter out.

- Must use a continuous batting order.
- You can steal once the ball reaches home plate. No leading off. If a runner leaves early, he's not out, but returns to the base previously occupied on first offense (as determined by the umpire). If the ball is hit and the runner reaches an extra base because of leaving early, then the umpire may move him to only advance the number of bases the batter achieved.
- Batters must keep one foot in the batter's box unless a play happens. Contrarily, if a play is happening at home plate the batter needs to get out of the way.
- Have your catchers ready. If a catcher isn't ready the umpire may only give the pitcher 3-5 warm up pitches to coach (which means possibly none or only 1-2 to catcher).
- Players may not be benched for two consecutive innings during regular season games (unless due to injury or approved disciplinary action).

Safety Rules

- Safety is paramount, especially for the catcher. Catchers must always have all protective gear on, including dangling throat protector.
- Cups should be worn by all male players and is mandatory for the catcher.
- Managers must be in the dugout with the gates closed during play. No other kids are allowed in the dugout.
- In the event of an injury, to avoid potential issues, managers should be reporting and documenting injuries and potential injuries to their league presidents and or player agents within 24 hours of the incident.

SCLL Adopted Rule

- Once a runner goes back to the bag at any base, he may not continue to jump off to try to draw a throw. It's not real baseball and is only possible at this developmental age that takes advantage of an inevitable bad throw. It wastes game time. So, if a kid gets a big jump and draws a bad throw, great, but once the kid takes a step back, the cat and mouse game is over. Let kids run, and then hopefully the manager (or umpire) will move the runner back once play is dead. If a kid is going back to a base for this purpose, he cannot be tagged out. Before you start arguing, wait to see if the coach is going to move back on their own.

9-Year-Old Pitching Rule

- All AAA teams must have two innings per week pitched by 9-year-olds (or an 8-year-old, if applicable). One inning is considered 3 defensive outs; two innings is considered 6 defensive outs (or a 5-run inning).

Pitch Count Limits

- 11–12-year-olds can pitch up to 85 pitches per day.
- 9–10-year-olds can pitch up to 75 pitches per day.
- 7–8-year-olds can pitch up to 50 pitches per day.

- Pitch counts must be clearly reported in the team scorebook and reported through Google Docs.

Pitch Count Rest Requirements

- 66+ pitches in a day = four (4) calendar days of rest must be observed
- 51-65 pitches in a day = three (3) calendar days of rest must be observed
- 36-50 pitches in a day = two (2) calendar day of rest must be observed
- 21-35 pitches in a day = one (1) calendar day of rest must be observed
- 1-20 pitches in a day = zero (0) calendar days of rest must be observed

Pitcher + Catcher Limitations

- A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
- If a player catches for 4+ innings (1 pitch into 4th is considered 4 innings), then they are not eligible to pitch the same calendar day.
- A player that has played catcher for 3 or less innings, then pitches and delivers 21+ pitches, may not return to catcher for the rest of the calendar day.
- **EXCEPTION:** if a pitcher reaches his daily limit, the pitcher may continue to exceed their pitch count until any one of the following conditions occurs:
 - That batter reaches base
 - That batter is retired
 - The 3rd out is made to complete the half-inning. The pitcher will only be required to observe the calendar day(s) rest for the threshold he/she reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter.

Umpires

- One umpire is okay, but it's best to have two if possible. If only 1 umpire, please show effort to get the best angle on close plays for your sake, as well as the teams and the spectators. For infield grounders, run halfway down 1st baseline. For a tag at 2nd from the outfield, move into the field near the mound if it makes sense to. DO NOT just always stay glued behind the plate or be prepared for unsavory feedback. Get loud on foul balls.
- We agreed on 1 ball inside and 1 ball outside, and armpit to knees as our strike zone. We want hits, we do not want to teach kids to walk.
- Do not let coaches argue balls, strikes, or base running calls (out/safe). The umpire has total authority and final word.
- If at the bottom of the 6th inning the Home team is up, then the Home team does not hit, and the game is over.
- If it is past the time limit and the Home team is winning, then the game is over, and the home team does not hit.
- If the Home team is winning 10 minutes before the time limit, then the Home team can still hit. Once the time limit is past, that batter can complete his turn at bat and then the game is over for more plate appearances for all (no need to look at clock and say "time").

Let the batter finish his at bat).

Manager & Coach Selection

- Managing and coaching positions are not guaranteed year-to-year.
- Manager and coach request forms are reviewed annually and voted on by the SCLL Board of Directors prior to team assignments.
- Duration of title for a coach or manager, unless prematurely removed by the Board, is one playing season.

Manager/Coach Conduct

- Managers and coaches are responsible for their conduct and the conduct of their team and fans. Obscene and foul language gestures from players, fans, coaches or managers will not be tolerated. Chanting or yelling, which interferes with the play of an opposing player or verbal abuse of any player, is not permitted.
- Team members, manager and approved coaches are the only persons allowed in the dugout.
- Do not argue balls and strikes with umpires.
- If a manager or coach is ejected from a game, he/she will be suspended the following game. After the second ejection, there will be further suspensions and the possibility of dismissal, if warranted.
- Serious misconduct could result in immediate ejection from a game, future games are subject to the disciplinary policy procedures outlined in Section XIX, even if it is a first offense.
- Managers, coaches, parents and fans are reminded that a person ejected from a game/ ballpark will leave the ballpark, to include the parking lot and surrounding park area, within five (5) minutes. Failure to do so could result in a possible forfeiture to the team being played. SCLL will not tolerate uncontrolled or unsportsmanlike conduct. If a parent or fan is ejected from a game/ ballpark, for whatever reason, he/she will be subject to the disciplinary policy procedures outlined in Section XIX.

Protests & Ejections

Game Protest Policy (see playing Rule 4.19) - Any protest must be submitted by the manager first to the umpire on the field of play, if not resolved, note in the official scorebook and play on. Then after the game, the protesting manager shall report in writing to the local league president within 24 hours. The umpire in chief of the game shall also submit a report within 24 hours to the local league president, District Administrator and the District UIC. The league president shall then notify the interleague board for resolution. Ejections shall be reported within 24 hours by the umpire who executed the ejection or the umpire in chief of the game to the local league president of the offending player, coach or manager. Copies will be sent to the district administrator and district UIC as well. This is mandatory so that the penalty of an additional game suspension will be enforced on the offending person.