



## Salmon Creek Little League

### RULES AND POLICIES

Updated October 2025

Below is a summary of rules presented by Salmon Creek Little League. In addition to the stated rules below, regulations from the Little League Manual and Little League Rules and Regulations apply.

#### I. SALMON CREEK LITTLE LEAGUE PROGRAMS

##### A. SCLL Divisions (Baseball):

- **T-ball:** non-competitive, basic instruction, co-ed
- **A:** non-competitive, **coach**-pitch, intermediate instruction
- **AA:** non-competitive, introduction to player pitch, intermediate instruction
- **AAA:** minor division, introduction to competitive baseball
- **Major:** major division, competitive baseball
- **Intermediate:** competitive baseball, leadoffs, 50' mound, 70' bases, regulation rules
- **Junior League:** competitive baseball, regulation field and rules
- **Senior League:** competitive baseball, regulation field and rules
- **Big League:** competitive baseball, regulation field and rules

##### B. SCLL Divisions (Softball):

- **PeeWee:** Non-competitive, basic instruction, coach pitch
- **Minors:** Introduction to competitive softball, intermediate instruction, player pitch
- **Majors:** competitive softball, advanced instruction
- **Juniors:** competitive softball, regulation size fields and rules

##### C. SCLL follows International Little League rules for age guidelines of all players with the following exceptions:

- **League age 4:** SCLL allows league-age 4 players to participate **only if a parent or legal guardian registers as a volunteer** and agrees to assist at practices when the player needs additional help or support. This requirement ensures a safe and positive experience for our youngest players.
- **League age 6:** A 6-year-old may be advanced enough to play at the Minor level or Softball PeeWee. To advance to Baseball A or Softball PeeWee, a player must have played one year of T-Ball. 6-year-old participation in Baseball A or Softball PeeWee is subject to available space on team rosters. 6-year-olds are prohibited from playing in a player pitch division (Baseball AA and above).
- **Note:** Parents may request that the safety committee evaluate a child to determine the best level/division for a child's ability and maturity.

#### II. VOLUNTEER SELECTION

- ##### A.
- Parents intending to manage or coach must register as a **Manager** or **Coach**, pass a volunteer background check, complete all required safety trainings (as assigned by position), and be voted on and approved by the SCLL Board of



Directors. An application to coach does not guarantee a coaching assignment. Manager and coaching positions are not guaranteed year to year.

- B. Manager and coach request forms are reviewed annually and voted on by the SCLL Board of Directors prior to team assignments. Managers and coaches are assigned to a team by the President once approved by the Board and meeting all other requirements in section A.
- C. Parents intending to serve as a Team Parent must register as a Volunteer, pass a volunteer background check, and complete any required safety trainings. Team Parents are appointed by the Manager and approved by the SCLL Board of Directors.
- D. A quorum (33%) of the SCLL Board of Directors must be present in order for the manager & coach approval process to be valid. Any person applying to manage, coach, or team parent that receives objections from 33% or more of the voting Board members will not receive the requested manager/coach/team parent position within SCLL.
- E. Duration of title for a coach, manager, or team parent, unless prematurely removed by the Board, is one playing season.
- F. Managers may request a coach prior to draft. A second coach can be named after the draft.
  - Managers in the Majors division may request second named coach prior to the draft
- G. The following criteria will be considered for the appointment of managers, coaches and, team parents:
  - Completion of required clinics/certifications and nationwide background check
  - Evaluations, recommendations and references from SCLL members
  - Conduct with players, parents, and league volunteers
  - Adherence to rules
  - Care and return of SCLL equipment and uniforms
  - Years managed or coached with SCLL
  - Years managed or coached in other baseball leagues
  - Other manager, coaching or volunteer experience
- H. Managers, coaches and team parents can be removed at any time from positions for inappropriate conduct, gross non-adherence to league rules, and other reasons by recommendation of the President and approval of the Board of Directors.
- I. Managers and Named Coaches must attend a SCLL approved coaching clinic prior to the first scheduled practice, if the league offers a clinic. All managers and coaches must also satisfy any additional clinic(s) and/or certifications required by SCLL. Any manager or coach who does not attend or complete required training may not be eligible to coach or manage a SCLL team.

### **III. VOLUNTEER CONDUCT**

- A. Managers, Coaches, and Team Parents are responsible for their conduct and the conduct of their team and fans. Obscene and foul language gestures from players, fans, coaches, team parents or managers will not be tolerated. Chanting or yelling, which interferes with the play of an opposing player or verbal abuse of



any player, manager, volunteer or fan, is not permitted. Team members, manager and approved coaches are the only persons allowed in the dugout.

- B. Managers and coaches agree not to use tobacco, drugs or alcohol while involved in league activities. Managers or coaches who use tobacco at practices or games or are under the influence of alcohol or drugs will be sent home and their position with SCLL reviewed. Failure to adhere to any of these requirements may lead to dismissal from any role in Salmon Creek Little League.
- C. 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 and subject to the disciplinary policy procedures outlined in Section XVIII, 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/fan is ejected from a game/ballpark for any reason, he/she will be subject to the disciplinary policy procedures outlined in Section XVIII.

#### IV. DRAFT & TEAM BUILDING PROCESSES

##### A. Coach Selection/Options

- Parents must have prior SCLL coaching experience (this includes fall baseball/softball) or the equivalent from another league to qualify for a manager or coach option. Coaching experience in other youth sports will be considered, but exceptions must be approved by Board of Directors vote.
- Managers are allowed to request additional coach(es) depending on division:
  - a) **Majors:** Each Manager may designate one Named Coach and one Potential Coach.
    - (1) Potential Coaches will only be approved if there are enough Manager/Named Coach pairings to form all required teams based on registered player numbers.
    - (2) If a Manager designates two named coaches, those three individuals are the only adults permitted in the dugout during games, and all are expected to actively participate in coaching duties throughout the season.
    - (3) If one of the designated coaches is unable to attend a game, the Manager must notify the Majors Commissioner of the replacement coach for that game. If the rostered coach arrives before the conclusion of the game, they must enter the dugout and the replacement coach must return to the stands.
  - b) **AAA:** Each Manager may designate one **Named Coach**.
  - c) **AA:** Each Manager may designate one **Named Coach**.
  - d) **A:** Each Manager may designate one **Named Coach** and one **Potential Coach**.



(1) *Note:* Including a Potential Coach at the A level helps players stay with familiar teammates and coaches before moving into divisions where team protections no longer apply.

e) TBALL: Each Manager may designate one **Named Coach** and one **Potential Named Coach**.

(1) *Note:* Including a Potential Named Coach at the T-Ball level helps players stay with familiar teammates and coaches before moving into divisions where team protections no longer apply.

- B. The league President, Commissioner-in-Chief, and Player Agent may be present for the draft process in a non-voting capacity. In the event that any of these members will be voting in the draft, an alternate will be named from the board at the President's discretion.
- C. A player who does not attend a SCLL tryout will be placed (not drafted) onto a team according to the player's age group, ability, and safety after evaluation by league officials. These players become eligible for "call-up" when they have played a regular season game.
- D. The Safety Committee will evaluate all AA and up aged players who attend evaluations to determine, if for safety reasons, a player should play in a division other than a division that their age would normally warrant. The Safety Committee will also evaluate any player requesting to play in a division out of his/her recommended age group. The Safety Officer may discuss the evaluation with the child's parents in an effort to make sure the player is drafted or placed into the division recommended by the Safety Committee. If applicable, managers and coaches may attend and use the evaluation process to prepare for the draft selection process.
- E. **A Managers** will retain their own child(ren) and any named coach(es)' child(ren) on their team. Every effort will be made to accommodate up to three (3) buddy or coach requests per team, provided these requests do not interfere with maintaining balanced teams in terms of player ability and age.
- F. **AA Managers** will retain their own child(ren) and any named coach(es)' child(ren) on their team. Every effort will be made to accommodate each team's protected player list, provided these requests do not interfere with maintaining balanced teams in terms of player ability and age.
- G. **MAJOR DIVISION DRAFT PROCESS:** SCLL will conduct a complete redraft each year. Draft selection order will be determined at random and will follow a serpentine (snake) format. The first round of the draft will occur in order drawn at random. The second round will occur in the opposite direction, and each subsequent round will continue to alternate direction from the previous round.



Example:

Round 1 Draft Order: Teams A, B, C, D, E
Round 2 Draft Order: Teams E, D, C, B, A
Round 3 Draft Order: Teams A, B, C, D, E

- Every team in the draft is required to draft a player in the last round of the draft. Team sizes are determined by the total number of registered players, divided by the number of teams. Once the team sizes are determined, every team will go through the draft process until they have a full team of rostered players.
  - Any player who registers after the start of the Major Division draft, including those who played in the Major Division during the previous season, will not be eligible to be drafted. Players who register late may be added to the team that would have had the next draft pick at the time of registration, as determined by the Player Agent.
  - The Player Agent will ensure that all players are informed of the requirement to attend one of the scheduled player evaluations to remain draft eligible.
- H. **Major** teams may “draft” up to two 10-year-olds including coach’s options. This does not apply to “call-ups” after the draft. 10-year-olds can be drafted in any round. A third 10-year-old may be drafted once all the teams in the draft have two 10-year-olds on their roster or have less than two 10-year-olds and are unable to draft more players because their roster is already full. A 9-year-old may be eligible for Majors if Safety approved and follows the 10-year-old rule.
- I. **Major** teams must exercise brother/sister option on a sibling already on the team’s roster by the end of the third round. Options where both siblings are available in the draft must be taken in the round immediately following the selection of the first sibling.
- **Second Named Coach Option:** If a Second Named Coach is approved, the associated Potential Player option will be exercised in the second round of the draft.
- J. **Major** and **AAA** teams may have no more than eight players from any age group.
- K. **AAA** teams participate in a random draw for the draft order and then select in serpentine order (first round (1,2,3,4,5,6) second round (6,5,4,3,2,1)).
- L. **AAA** teams may draft 9-year-olds in any round, provided the total number of 9-year-olds does not exceed available roster spaces. There must be room for any and all 10, 11 and 12-year-olds not drafted into **Majors**.
- M. Age specific draft requirements for coach's option in **Majors** and **AAA**:
- 9 and 10-year-olds must be drafted before the 5<sup>th</sup> round ends.
  - 11-year-olds must be drafted before the 4<sup>th</sup> round ends.
  - 12-year-olds must be drafted before the 3<sup>rd</sup> round ends.



- N. **For AAA and Majors:** The Son(s)/Daughter(s) of the Managers and Coaches options are for the sole purpose of making sure that a team's manager and named coach are able to have their son/daughter on their team. If a manager/named coach decides not to select their son/daughter as their Son/Daughter option or does not have a son/daughter in the draft, then they cannot choose another player to take the place of this option. This option must be submitted to the player agent no less than 48 hours prior to the Evaluations. The league age of the player will dictate the round in which the option is drafted (See Rule N above).
- O. Manager/Coach options in **AAA** and **AA/A** are not eligible for call-up without league approval.
- P. All **AA** players are required to attend player evaluations. **AA** has the option to hold a draft. If held, the **AA** draft will follow the **AAA** draft selection process. Managers and coaches may attend evaluations to determine their drafting order. Managers will retain their own child(ren) and any named coach(es)' child(ren) on their team. Every effort will be made to create balanced teams in terms of player ability and age. Following the assignment of the protected players to their respective teams, managers will then draft the remaining "unprotected" players. If no draft is held, following the assignment of the protected players to their respective teams, the remaining unprotected players are distributed evenly (based on best interpretations of the Evaluations) among all teams by the League Commissioner so that each team has players of equal ability and age.
- Q. **The A Division does not hold a draft.** Managers will retain their own child(ren) and any named coach(es)' child(ren) on their team. Every effort will be made to accommodate up to three (2) buddy or coach requests per team, provided these requests do not interfere with maintaining balanced teams in terms of player ability and age. Following the assignment of manager and coach children, the remaining players will be distributed evenly by the League Commissioner to ensure teams are balanced in both ability and age. **SCLL will make every effort to honor buddy requests; however, buddy requests are not guaranteed.**
- R. Junior and Senior teams participate in a random draw for the draft order and then select in serpentine order (first round (1,2,3,4,5,6) second round (6,5,4,3,2,1)), following the **AAA** draft selection process.
- S. At no time are any of the draft orders to be revealed to players or parents.

#### V. TRADING

- A. Teams may trade players for justifiable reasons. Trades can only take place at the conclusion of the draft, on the night of the draft. All teams are requested not to leave until the trading session following the draft is complete. Trades shall be motioned to the Player Agent and the Player Agent will make an announcement to all teams detailing the pending trade. All trades must be approved by the Board President at the time of the draft.
- B. All trades are one player for one player only and will not involve a draft choice.
- C. Trades between divisions are not allowed.

#### VI. DURATION OF TITLE

- A. All **AA, AAA, Majors & Jr./Sr. players** are returned to the player's pool each year and are re-drafted.

#### VII. ROSTER SIZES





- A. All roster sizes are guidelines and considered flexible. In accordance with Little League International rules, the SCLL Board of Directors may increase roster sizes in any division to a maximum of 15 players, depending on player registration numbers and the availability of volunteer managers and coaches.
- B. For **T-Ball and Single A/AA Divisions**, Salmon Creek Little League believes that smaller roster sizes create a stronger teaching environment for coaches, which in turn provides a better learning experience and more playing time for players.
- C. All **Major teams** will maintain a roster of up to 12 players with a maximum of eight players in any one age group. Rosters of less than 12 players can be approved by the board when an inadequate number of 11 and 12-year-old players are available. Major Division teams are not required to call up 10-year-old players when no additional 11- or 12-year-old players are available. Player movement between divisions will be managed by the Player Agent in accordance with Little League International regulations and based on the best interests of league balance, player safety, and development.
- D. Below are the roster GUIDELINES for SCLL by division:
  - T-Ball: 7-10 players
  - Baseball AA/A: 9 -11 players
  - Baseball AAA: 10-12 players
  - Baseball Major: 10-12 players
  - Baseball Junior/Senior: 12-15 players
  - Softball PeeWee: 9-11 players
  - Softball Minors: 10-12 players
  - Softball Majors: 10-12 players
  - Softball Juniors: 12-15 players

#### VIII. PLAYER VACANCIES

- A. Manager or coach must contact the Player Agent and League Commissioner when a player misses three consecutive team events (practices and games) without a valid excuse or contact from a parent. Replacement must be made within ten days through the selection of a minor league player. If a player relinquishes his/her roster spot on a team (moves, injury, or just quits), the manager is responsible for notifying the League Commissioner immediately. If the manager does not do this, disciplinary action will be taken, which could include suspension or forfeiting game or games the player misses. Valid reasons to release a player include:
  - Moved out of league boundaries and no longer wants to play.
  - Medical issues (requires a doctor's release from team).
  - Relinquishes roster spot on the team. This should be confirmed with the family by the Player Agent or League Commissioner.
  - Disciplinary reasons. Any/all disciplinary reasons need to be approved by the President, Player Agent and League Commissioner.
- B. Failure to notify Player Agent and complete the selection within ten days will result in the assignment of a player to the team.
- C. Managers or coaches **MAY NOT** contact other managers, coaches, players or parents regarding call-up without first contacting the Player Agent. LLBB rules define this as tampering and define the penalty. Managers violating this rule are subject to disciplinary action by the SCLL Board of Directors.



D. Call-up requests will be made to the Player Agent. Manager will provide three players in order of preference. Managers do not approach prospective players or parents.

- A player who refuses a call-up forfeits his eligibility to move up for duration of the current season. SCLL does not require a player who refuses call-up to move to the minor team that loses a player called up in his place.

IX. **GAME RULES: MAJOR** is SCLL's major division, focusing on all aspects of competitive baseball. Unless specified below, rules in the Little League Rulebook apply.

A. Major players may not be benched for two consecutive innings during regular season games. The only exceptions to the Minimum Play Rule, and the only reasons a player should not receive minimum play are:

- APPROVED disciplinary action
- Player injury

B. Major managers may reduce playing time below minimum requirement for disciplinary reasons provided that team rules are clear and proper warnings have been given to player and parents. President and League Commissioner will approve such action, and opposing managers and umpires will be notified before any affected game. Abuse of minimum playing time will be subject to review and sanctions including suspensions or dismissal.

C. Disciplinary action that is NOT APPROVED does not qualify as an exception, thus the manager would be subject to penalty for violation of mandatory play. Penalties against the Manager for not following minimum play rules are:

- **First Offense:** Receive a written warning
- **Second offense:** Suspended for the following game
- **Third Offense:** Suspended for the remainder of the season

D. If the violation is determined to have been intentional, the Board of Directors may invoke a more severe penalty. However, forfeiture of a game may not be invoked. There is not a run limit per inning in the Major division.

E. The Major division will maintain regular season standings. Scorebook, pitching records and all other rules are required to be followed and maintained.

F. All pitching regulations shall follow **Little League International Rule Regulation VI (Pitchers)**. Daily pitch limits are set by league age: 11–12 years old – 85 pitches per day; 9–10 years old – 75 pitches per day; 7–8 years old – 50 pitches per day. A pitcher reaching their limit while facing a batter may continue until that batter reaches base, is retired, or the inning ends. Required days of rest are: 66+ pitches – 4 days; 51–65 – 3 days; 36–50 – 2 days; 21–35 – 1 day; 1–20 – 0 days. A pitcher may not pitch on three consecutive days and, once removed from the mound, may not return as a pitcher in the same game. Any pitcher who throws 41 or more pitches in a game may not play catcher that day, and any player who has caught four innings or more may not pitch that day. Each team must maintain an official pitch count record for every game.

G. Home team is the official book and responsible for recording the game, including score and pitch counts for both teams in the official league scorebook. Home team is also responsible to report the game score to the league official that tracks standings and pitch count. Visitors are requested to provide a scorekeeper for the manual scoreboard.





- H. Each team manager is responsible for recording the pitch count for all pitchers that pitched 1 or more pitches in each game. Each player's pitch count should be recorded in the official league Pitch Count Book or System by the official book at each game.
  - I. All protests must be made in accordance with the Little League Rule Book, specifically **Rule 4.19**. Protests are permitted only when they involve a misinterpretation or misapplication of a playing rule, not on judgment calls by umpires. The manager must notify the umpire of the protest before the next pitch, play, or attempted play. The umpire will record the protest and allow the game to continue under protest. A written protest must then be submitted to the League President within 24 hours, and the SCLL Board of Directors will review and decide the outcome.
  - J. The manager is responsible for reporting all injuries to the League Commissioner and Safety Officer. Injuries to player or personnel which require hospital or physician care must be described in the leagues injury report form and sent to the Safety Officer within 24 hours of the incident. The description should include the time, place and circumstances at the time of the injury. Any injured player missing 2 consecutive games must be reported to the Player Agent within 24 hours following the second missed game. The player must provide the manager and Safety Officer with a doctor's release prior to being allowed to resume play.
- X. **GAME RULES: AAA** is SCLL's minor division, an introduction to learning competitive baseball. Unless specified below, rules in the Little League Rulebook apply.
- A. **AAA** players may not be benched for two consecutive innings regardless of regular season or tournament play. Unlimited substitutions are allowed and required to be tracked in order to ensure each player follows this minimum play rule.
  - B. **AAA** managers may reduce playing time below minimum requirement for disciplinary reasons provided that team rules are clear and proper warnings have been given to player and parents. President and League Commissioner will approve such action, and opposing managers and umpires shall be notified before any affected game. Abuse of minimum playing time will be subject to review and sanctions including suspensions or dismissal.
  - C. Disciplinary action that is NOT APPROVED does not qualify as an exception, thus the manager would be subject to penalty for violation of mandatory play. Penalties against the manager for not following minimum play rules are:
    - **First Offense:** Receive a written warning
    - **Second Offense:** Suspended for the following game
    - **Third Offense:** Suspended for the remainder of the season
  - D. If the violation is determined to have been intentional, the Board of Directors may invoke a more severe penalty. However, forfeiture of a game may not be invoked.
  - E. Runs will be limited to 5 runs per team per inning until the last inning in which runs will be unlimited. When a 5<sup>th</sup> run is recorded in an inning, the offensive team removes all runners from the bases and the opposing team will be up to bat.
  - F. **AAA** will not maintain regular season standings. However, scorebook, pitching records and all other rules are required to be followed and maintained. Home team is the official book and responsible for recording the whole game, including



score and pitch counts for both teams in the official league scorebook. Visitors are requested to provide a scorekeeper for the manual scoreboard.

- G. Each team manager is responsible for recording the pitch count for all pitchers that pitched 1 or more pitches in each game. Each player's pitch count should be recorded in the official league Pitch Count Book by the official book after each game.
- H. All pitching regulations shall follow **Little League International Rule Regulation VI (Pitchers)**. Daily pitch limits are set by league age: 11–12 years old – 85 pitches per day; 9–10 years old – 75 pitches per day; 7–8 years old – 50 pitches per day. A pitcher reaching their limit while facing a batter may continue until that batter reaches base, is retired, or the inning ends. Required days of rest are: 66+ pitches – 4 days; 51–65 – 3 days; 36–50 – 2 days; 21–35 – 1 day; 1–20 – 0 days. A pitcher may not pitch on three consecutive days and, once removed from the mound, may not return as a pitcher in the same game. Any pitcher who throws 41 or more pitches in a game may not play catcher that day, and any player who has caught four innings or more may not pitch that day. Each team must maintain an official pitch count record for every game.
- I. **MANDATORY 9-YEAR-OLD PITCHER INNINGS IN AAA:** SCLL believes every eligible player should have the opportunity to pitch throughout the season. To support player development, all **AAA teams** are required to have a minimum of two innings per week pitched by 9-year-old players. One inning is defined as three defensive outs, and two innings equals six defensive outs. Innings pitched by 8-year-olds may count toward this requirement. This rule ensures younger players gain experience on the mound while maintaining balanced competition and fostering growth across all teams.
- J. All protests must be made in accordance with the Little League Rule Book, specifically **Rule 4.19**. Protests are permitted only when they involve a misinterpretation or misapplication of a playing rule, not on judgment calls by umpires. The manager must notify the umpire of the protest before the next pitch, play, or attempted play. The umpire will record the protest and allow the game to continue under protest. A written protest must then be submitted to the League President within 24 hours, and the SCLL Board of Directors will review and decide the outcome.
- K. The manager is responsible for reporting all injuries to the League Commissioner and Safety Officer. Injuries to players or personnel which require hospital or physician care must be described in writing (or via e-mail) to the League President and Safety Officer within 24 hours of the incident. The description should include the time, place and circumstances at the time of the injury. Any injured player missing 2 consecutive games must be reported to the Player Agent within 24 hours following the second missed game. The player must provide the manager and Safety Officer with a doctor's release prior to being allowed to resume play.
- L. SCLL Board may decide to hold a **AAA** postseason tournament. SCLL LEAGUE Rules regarding pitching, minimum play & runs per inning will apply in the tournament. Team trophies will be decided by the season tournament.



XI. **GAME RULES: AA DIVISION** is **instructional and developmental**, serving as an introduction to player pitch. Standings will not be kept, but teams will keep score for experience and confirmation of minimum play. Unless otherwise noted below, all Little League Rulebook rules apply.

- A. Ideal roster size is 9–11 players.
- B. Level 5 safety balls will be used.
- C. Ten defensive players on the field at one time: standard infield positions and four outfielders.
- D. Continuous batting order: all players in attendance are included in the batting lineup.
- E. If a batted ball hits the coach, the ball is dead, and all runners advance one base only.
- F. Base runners and the batter-runner may advance one base per overthrow per play. If the overthrow is to the pitcher, the play is dead, and no runners advance.
- G. No stealing or bunting.
- H. A half-inning ends when the defensive team records three outs or the offensive team scores five runs.
- I. Games last five innings, and no new inning may begin after 1 hour 30 minutes of play.
- J. Defensive rotation: Players should rotate between infield and outfield each inning. No player should sit on the bench for consecutive innings unless for safety reasons.
- K. Managers may not reduce playing time below the minimum requirement for any reason without League Commissioner approval.
- L. Rainouts should be rescheduled based on field and time availability.

**Player/Coach Pitch Rules:** The AA Division introduces player pitch.

- M. Balls and strikes are called; three strikes and the batter is out.
- N. After four NON-STRIKES are thrown by the player pitcher, the coach enters to pitch, inheriting the strike count. The batter has a maximum of three coach pitches. If the batter fails to hit a fair ball, the batter is out.
- O. The batter remains at bat if the final coach pitch is fouled off.
- P. A batter hit by a player pitch may choose to take first base or continue their at-bat with coach pitches.
- Q. When the coach pitches, the player pitcher must remain within three feet of the coach, even with or behind the mound, not closer to the plate.
- R. Coaches should pitch from the rubber.
- S. Coaches may stand in the field to instruct defensive players, especially when safety is a concern.
- T. Coaches in the AA Division are required to umpire games within their division that their own team is not scheduled to play in, according to the official division umpire schedule. A field umpire is encouraged but optional. All umpires behind the plate must wear proper protective gear.
- U. Each manager is responsible for recording pitch counts for all pitchers in the official League Pitch Count Book.
- V. AA players may participate in an end-of-season **skills challenge or instructional tournament**, as determined by the coaches, League Commissioner, and field availability.



XII. **GAME RULES: A DIVISION** is a **non-competitive, instructional level** of baseball designed to develop fundamental skills and confidence. Standings will not be kept; however, home and visiting teams will keep score during the season for scorekeeping experience and confirmation of minimum play. Unless otherwise noted below, all Little League Rulebook rules apply.

- A. Ideal roster size is 9–11 players, as smaller teams provide a better learning environment and more playing time.
- B. Level 5 safety balls will be used.
- C. Ten defensive players on the field at one time: standard infield positions and four outfielders.
- D. Continuous batting order: all players in attendance are included in the batting lineup.
- E. If a batted ball hits the coach, the ball is dead, and the batter and runners advance one base only.
- F. Base runners and the batter-runner may advance one base per overthrow per play. If the overthrow is to the pitcher, the play is dead, and no runners advance.
- G. No stealing or bunting.
- H. A half-inning ends when the defensive team records three outs or the offensive team scores five runs.
- I. Games last five innings; no new inning may begin after 1 hour 30 minutes of play (the next inning officially begins when the third out of the previous inning is recorded).
- J. Defensive rotation: Players should rotate between infield and outfield each inning. No player should sit on the bench for consecutive innings unless for safety reasons.
- K. Managers may not reduce playing time below the minimum requirement for any reason without League Commissioner approval.
- L. Rainouts should be rescheduled based on field and time availability.

**Coach Pitch Rules:**

- M. Coach pitch for the entire season.
- N. Batter receives a maximum of seven (7) pitches. If the batter fails to hit a fair ball after seven pitches, or strikes out before seven, the batter is out.
- O. The batter remains at bat if the final pitch is fouled off.
- P. Player pitchers must be positioned within three feet of the coach, even with or behind the mound, not closer to the plate.
- Q. Coaches should pitch from the rubber but may move closer if necessary for safety.
- R. Coaches may stand in the field to instruct defensive players.
- S. Base coaches act as umpires.
- T. A players may participate in an end-of-season **skills challenge or instructional tournament**, as determined by the coaches, League Commissioner, and field availability.

XIII. **GAME RULES: T-BALL** is a non-competitive, beginning level of baseball. Score is not kept. There are no winners or losers. Everybody plays. Unless specified below, rules in Little League Rulebook apply.



- A. SCLL allows players who are league age 4 to participate only if a parent or legal guardian registers as a volunteer and agrees to assist at practices when the player requires additional help or support. Birth certificate used as verification.
- B. Ideal roster size is 7-10 players. Smaller roster sizes create a better teaching/learning environment and more playing time.
- C. T-Ball division teams will play two events per week, including practices and games.
- D. T-ball uniform will consist of a team hat and T-shirt provided by the league and kept by the player. Player will wear his/her own pants. **NO SHORTS** in practice or games.
- E. T-Ball safety ball is used.
- F. Games are three innings or 1 and a half hour time limit, whichever comes first.
- G. All players play defense. Seven players constitute the infield: pitcher, catcher in full gear (safety), 1B, Rover (between 1<sup>st</sup> and 2<sup>nd</sup> base), 2B, SS, 3B. All other players are spread out in the outfield. All players should play in the infield and outfield during a game. Defensive players should rotate between infield and outfield every inning. All players should get equal play at all infield positions unless there is an extreme safety risk to a player.
- H. Up to three coaches or approved volunteer parents can instruct defensive players in the field. Field coaches and base coaches will work together and act as umpires.
- I. Safety is the top priority. Catchers **MUST** wear full gear. Batters and runners **MUST** wear helmets. Batters should be taught not to throw the bat after hitting. Fielders should be taught to pay attention.
- J. T-Ball uses a continuous batting order, such that all players in attendance shall be in the batting order.
- K. Coach at home plate puts ball in play by preparing batter, putting ball on Tee and announcing that the ball is in play.
- L. Ball must travel past 10-foot circle in front of home plate to be fair.
- M. Batter and runners can only advance one base at a time. Extra bases (with the exception of last batter), walks, bunting, strikeouts, leadoffs and stealing are not allowed. If there is a force out or tag out, the out will still be recorded; however, the player may remain on base to continue practicing base running. If three defensive outs are recorded in one half inning, after the third out, the bases are cleared. The half inning is over when all the offensive players have batted. When the last batter comes to the plate, the offensive coach shall announce, "Last batter". The last batter can be put out by being tagged, or by a force out at any base the last batter/runner has not yet reached. The half inning concludes when the last batter is put out, or successfully reaches home plate. After putting the last batter out, defensive players shall leave the baseline and **NOT** proceed to tag out any offensive players who continue to run.
- N. T-Ball managers **MAY NOT** reduce playing time for disciplinary or any other reasons without approval of the League Commissioner. Abuse of player rotation and/or minimum playing time will be subject to review and could result in the manager being suspended.
- O. Attempts must be made to reschedule all rainouts based on field and time availability.





- P. T-Ball players may have the opportunity to participate in a season ending game or cooperative skills challenge.

#### **XIV. SCLL GAME PROCEDURES**

- A. The home team is responsible for preparing the field for play, including lining the field and placing the bases on the field, however it is helpful if both teams help prepare the field of play. Home team is responsible for raking/dragging and cleaning the field/dugouts after the game. Manager should ask for parent help.
- B. When games are played at the Gaiser fields, the SCLL visiting team is responsible for garbage & operating manual scoreboards (if present). Before each game retrieve a garbage can from the storage container. After the game, the players on both teams should help pick up garbage around and behind the field. Following the game, if the garbage can is more than half full, please discard the trash bag in the dumpster located on the premises. If your game is the last game of the day, discard the trash into the dumpster and return the garbage can to the appropriate container. Trash can be discarded in any white dumpster behind Gaiser. Manager/team parent should ask for parent help and/or assign this duty.
- C. The home team should provide two new baseballs (three for majors) for each game. Game balls are located in the storage containers in the field 2 or field 3 dugout. At Gaiser baseballs are located in the storage container. Extra baseballs can be used if a game runs late and daylight lessens (safety). Following the game, the home team keeps the game balls. These should be saved and, if still in good condition, used as back-up balls in another game.
- D. Teams will not use non-roster players without consulting the Player Agent. The Player Agent will attempt to provide a Player Pool player for the team that is short. Managers should make every effort to verify that enough players will be available at game time and alert the opposing team ahead of time if not. A team with attendance problems should contact the Player Agent or League Commissioner to address the issue.
- Player Pool players must play the full game, even if a 9<sup>th</sup> rostered player shows up for the game. The player pool participant must bat last in the lineup and is not eligible to pitch.
- E. There will be NO arguing with umpires. NO yelling at umpires. NO chirping at umpires. There can be level-headed discussions if necessary. Managers, coaches and team parents should help in controlling their players and parents. Failure to control these behaviors may result in ejection of the offending person and team manager.
- F. Only players in uniform on the official roster and three approved coaches are allowed in, and must remain in, the dugout or on the field of play throughout the duration of the game. Only exception: bathroom break or ejection. Only approved coaches and managers may be in the dugout or on the field. At least one adult must be in the dugout at all times.
- G. For all games being played at the Gaiser fields, all parents, managers and coaches should park legally in marked parking zones along NE 32<sup>nd</sup> Avenue and in approved parking spaces in the Gaiser parking lot and lower lot. Parents and Coaches should not park in the "no parking areas" next to the lower fields along NE 32<sup>nd</sup> Ave or in the no parking areas in the lower lot. Cars parking in these areas will be towed at the owner's expense. Managers will discuss this rule with



parents prior to the first scheduled game and at subsequent games as needed. Teams or parents who repeatedly offend this rule will be subject to sanctions as approved by the SCLL Board.

**XV. LIMIT OF PRACTICES/GAMES PER WEEK**

- A. T-Ball and AA/A:** Weekday (Monday-Friday) events limited to 2 events per week. Weekends (Saturday-Sunday) no restrictions. Events include: Regular scheduled games, make-up games, regular practice and optional practices.
- B. AAA and Majors:** Weekday (Monday-Friday) events limited to 3 events per week. Weekends (Saturday-Sunday) no restrictions. Events include: Regular scheduled games, make-up games, regular practice and optional practices.

**XVI. RAIN OUTS & WEATHER ISSUES**

- A.** SCLL determines whether games will be played based solely on field conditions at the time of the decision. Decisions are not based on predicted weather conditions or weather conditions in other parts of the local area. A board member will determine which, if any, SCLL fields are unplayable due to weather conditions and report any cancelled games on the SCLL website ([www.SalmonCreekLL.com](http://www.SalmonCreekLL.com)) by 4:00pm on weekdays and beginning at 8:00am on weekends. If games are not cancelled, teams are requested to show up to the field.
- B.** From 4:00pm until game time, games can be called off by managers/coaches and umpire. If weather creates an unacceptable playing environment, even if the fields are playable, the managers from both teams can agree to cancel the game. Any game cancelled by managers, not due to field conditions, will not be rescheduled.
- C.** Once a game has begun, only the umpire decides if a game should be called due to field conditions, or darkness. Umpire can discuss with both managers to arrive at a decision best for both teams.
- D.** Managers should contact League Commissioner for make-up date within 1 day of cancelled game otherwise the game may not be rescheduled.
- E.** When weather conditions involve thunder or lightning, the teams present are to use the "Hear it, Clear it, See it, Flee it" Rule: When thunder is heard or lightning is seen, immediately remove all players from the field at which time a 30 minute "thunder/lightning" delay rule is placed into effect. If thunder ceases in the 30 minutes, play may resume. For every "clap" of thunder, the thunder delay is reset to 30 minutes. If a second thunder clap is heard or lightning strike seen, the game will be canceled and will be rescheduled.
  - For any game that is canceled due to weather, the game will resume from the exact time it was halted. Once play has begun, the umpire is responsible for the decision of whether to stop the game (as described in Little League Baseball Rulebook).
- F.** Make-up games must be played at the next available open day, normally the next open weeknight or Sunday after 1:00pm. If these days already have games scheduled, the next open weeknight or Sunday will be scheduled. Every effort will be made to avoid four games within 7 consecutive days or four games on four consecutive days (Fri-Sat-Sun-Mon).

**XVII. SALMON CREEK LITTLE LEAGUE MACHINERY & POWER EQUIPMENT**

- A. Machinery:** SCLL players may not operate any SCLL owned or borrowed machinery. Machinery owned by SCLL includes the John Deere tractor, John



Deere Gator and John Deere riding lawn mower. **ONLY APPROVED SCLL VOLUNTEERS 16-YEARS-OLD OR OLDER** are eligible to operate the machinery. AT NO TIME SHOULD THERE BE MORE THAN ONE PERSON ON THE MACHINERY. THE ONLY EXCEPTION IS A PASSENGER MAY RIDE IN THE PASSENGER SEAT ON THE GATOR. THE BUCKET OF THE TRACTOR AND THE BED OF THE GATOR ARE NOT SAFE FOR TRAVEL AND SHOULD NOT BE USED TO TRANSPORT PEOPLE. SERIOUS INJURY OR DEATH MAY OCCUR IF MACHINERY IS NOT USED PROPERLY. If a volunteer is unfamiliar with machinery, seek guidance from SCLL Board Member. Machinery should not be used if the operator is unaware of the proper operational procedures, risks and dangers of the machinery.

- B. Power Equipment:** Only approved SCLL volunteers 16-years-old or older may operate SCLL owned or borrowed power equipment. POWER EQUIPMENT IS ALWAYS TO BE USED WITH PROPER EYE PROTECTION AND ANY OTHER NECESSARY PROTECTIVE WEAR.

#### **XVIII. ALL-STAR SELECTION PROCESS**

- A.** All-Star voting will be completed and announced by the date allowed by LLBB.
- B.** Prior to announcement, All-Star voting results will be known only to Player Agent; other Board members involved in ballot counting; President; and elected All-Star managers and coaches. Vote counts and manager-coach selections will remain confidential, and should only be known to Player Agent and Board members who participated in the vote count. President may review the vote count process, the actual vote count and ballots if needed.
- C.** Ballots will list all eligible players. Player eligibility:
  - Minors All-Star Team: 8, 9, or 10-year-old players in **AAA** or **Major**
  - 11-Year-old All-Star Team: 9, 10, or 11-year-old players in **AAA** or **Major**
  - Majors All-Star Team: 10, 11, or 12-year-old players in **Major**
  - Intermediate (50/70) All-Star Team: 12 or 13-year-old players in **Major** or **Intermediates**
- D.** By season's end, players must have participated in 8 of the team's regular season games, as defined by Little League rules and regulations. Regular season games include the end of season tournament as these games are traditionally part of the SCLL season each year.
- E.** Players in Major division will vote for no more than the total roster size for their division. Top five players from player's vote count will be on 10/11/12 All-Star team. In case of a tie for the final spot, Player Agent will break tie with vote totals from manager/coach's ballot. If a tie still exists, All-Star manager (once selected) will select the final player(s).
- F.** There will be no player vote for 10U and 11U All-Star Teams. Coaches vote will produce first 10 rostered All-Star Players.
- G.** Manager and ONE COACH per team will meet to vote. Third coach can attend only if the Manager or coach from that team cannot attend and the manager requests 3<sup>rd</sup> coach to attend in their place, but 3<sup>rd</sup> coach must be an approved and appointed coach (cannot be a "helper" or other unapproved/un-appointed volunteer). Attendance by at least one coach or manager from each team is required. Unexcused absence will jeopardize ability to coach or manage in future seasons. Results of player ballots WILL NOT be announced. Managers and



coaches will openly discuss the merits of players on their team as well as have the ability to ask questions of other coaches about players on their team. Playing ability and attitude should be discussed here. Managers and coaches will vote for 12 players from their division. **Major/AAA** managers and coaches vote for 8/9/10 team. **Major** Manager/coaches vote for 9/10/11 and 10/11/12 teams. Top five players from coach's vote not already on the roster make the 10/11/12 All-Star team. In case of tie for final spot(s), Player Agent will break tie with vote totals from players' ballot. If a tie still exists, All-Star manager (once selected) will select final player(s).

- H. Voting coaches must stay for the entire meeting and vote for all applicable rosters. Failure to do so will result in said coach's vote not being counted.
- I. For drafting All-stars. Voting coaches must stay for the entire meeting and vote for all applicable rosters. Failure to do so will result in vote not being counted. After the team is selected, the Manager and ONE COACH per team will vote for All-Star manager. Managers and Coaches will first select the All-Star Manager from a ballot that includes only those Managers/Coaches who have expressed interest in this position and who are present at the meeting. All managers and coaches will vote for no more than one Manager. The person with the highest votes will be selected as Manager and announced. In the case of a tie between the top two vote-getters, the top two will be re-voted on by the coaches and managers of that division. If a tie continues, or if there are only two names on the list when the tie occurs, President will vote. The selected All-Star Managers will then select up to two All-Star Coaches from a ballot that includes only those managers or coaches willing to serve in this position. All approved and appointed Coaches and Managers are eligible for selection of All-Star manager or coach. See the Little League rulebook, Tournament rules – Manager and Coaches, for rules on which division regular season Manager/Coaches are eligible to participate as an All-Star Manager or Coach.
- J. At this time, all other coaches are asked to leave the room and the All-Star Managers and coaches will select the final two, three or four players for the All-Star teams. Manager has final say.
- K. The number of All-Star coaches will be in accordance with Little League guidelines. Managers will field a team of a minimum of 12 and maximum of 14 players each season

#### **XIX. DISCIPLINARY ACTION PROCEDURE AND POLICY**

- A. **Disciplinary Action:** Disciplinary action may be levied against any person involved in the Salmon Creek Little League program, including but not limited to SCLL Officers, Commissioners, Umpires, Managers, Coaches, parents, players and those desiring to view or attend Little League Baseball or Softball games and/or functions. Activities that may be the subject of disciplinary action shall include any violation of any Little League Baseball Incorporated Rules and Regulations, any SCLL rule or policy, any individual league program rule or policy, Board of Director rule or policy, the Little League Operating Manual, or official Little League Baseball and Softball Rules and Regulations. Any activity or conduct unbecoming of an individual who is in any way involved in SCLL may also subject that person to disciplinary action.
- B. **Filing of Charges:** To initiate consideration by the Board of Directors for disciplinary action, a written complaint shall be filed with the SCLL Board setting



forth grounds upon which the complaint for action is based. The complaint shall contain a brief statement of the violation or violations, the alleged violator's name and the date, time and location of the alleged violation. The complaint shall set forth the complainant's name, address, telephone number, team (if known) and shall be signed by the complainant. The complaint shall either be mailed/e-mailed to a SCLL Board Member or hand delivered to a SCLL Board Member within a reasonable time following the alleged violation. A reasonable time shall be presumed to not extend beyond 14 calendar days of the alleged violation. If however, during the course of its investigation, the Board determines that other reportable incidents have occurred and were not reported, for whatever reasons, those incidents can be used in determining behavioral patterns or in adding additional charges to the original complaint.

- C. Preliminary Investigation:** Normally, within 7 calendar days of receipt of a complaint alleging the need for disciplinary action, a preliminary committee comprised of the following SCLL Board Members: the President, Commissioner in Chief, League Vice-President, Safety Officer, Secretary and, where appropriate, the League Player Agent and Chief Umpire, shall discuss the complaint and determine whether disciplinary action should be initiated. In the event that one of the above SCLL board members is the complainant, they shall not be present at this initial determination phase. The above Committee will determine by majority vote whether there is reasonable cause or validity to the complaint and that disciplinary action is merited. If disciplinary action is merited, the complaint is forwarded to the hearing procedure. If a majority of the Committee decides that action is not merited, it shall then advise the complainant with a brief statement of the Committee's decision declining to initiate disciplinary action.
- D. Hearing Procedures:** After the SCLL Committee has determined there is reasonable cause for disciplinary action, the Committee shall give written notice to the alleged violator stating the substance of the charge in concise terms and requesting that the alleged violator appear at a hearing before the Hearing Committee to be held no sooner than three (3) days nor later than thirty (30) days from the date of the notice. The written notice shall state that failure of the alleged violator to attend the hearing will constitute default and act as an admission of the conduct alleged in the complaint. The notice shall also state that such default shall allow the SCLL Hearing Committee to discipline the alleged violator as it sees fit, including suspension or removal from SCLL.
- E. Formation of Hearing Committee:** The SCLL President or his/her designee selects the composition of the Hearing Committee. The Committee shall consist of six (6) to twelve (12) SCLL Board members, which should include the Secretary and President. If the complaint is brought by or against the President of SCLL, then the Vice-President, or his/her designee, shall select the Committee Members. In no event should any member of the Committee have any previous, direct involvement with the alleged violation. The alleged violator shall be allowed to excuse up to two (2) Committee Members simply upon request, provided that the request is made no later than two (2) calendar days prior to the date of the hearing. In the event of exclusion under this provision, the President, Vice-President or his/her designee may select up to two (2) replacement members to constitute the final Hearing Committee.





- F. Hearing Process:** The hearing shall, under normal circumstances, be open to all members, just as a regular board meeting of SCLL. The Hearing Committee shall appoint a presiding officer and this officer shall regulate the course of the proceedings in conformity with these rules. To initiate the hearing, the Presiding Officer shall introduce the Board and read the complaint. The accused shall have the right to appear personally and to have counsel. The Presiding Officer shall afford all parties the opportunity to make opening statements, present evidence and argument, and to conduct cross-examination. The Presiding Officer shall have the discretion to allow all or part of the hearing to be conducted by any electronic means necessary and to allow the use of video or vocal recording. Each party to the hearing shall be given an opportunity to participate effectively in the hearing and to view the hearing in its entirety.
- G. Decision of the Hearing Committee:** At the conclusion of the fact-finding hearing, the Hearing Committee shall adjourn for deliberation. Unless a 2/3 majority of the Committee finds that adequate grounds exist for disciplinary action, the complaint shall be dismissed. If the 2/3 majority of the Committee finds that adequate grounds exist for disciplinary action, then the Committee shall issue a written decision setting forth the rule, regulation or policy violated and the sanction ordered as a result of the violation. Sanctions may include reprimand, censor, dismissal or suspension from any further SCLL activities. The decision may also contain conditions for continued involvement in SCLL activities, and may contain steps to be completed to remedy the initial violation. The decision of the 2/3 majority shall be final.
- H. Emergency Disciplinary Action:** Under emergency circumstances, when immediate action must be taken to protect the welfare of any individual involved in a SCLL program, including spectators and those affected by a SCLL program, the SCLL President, or any person specifically designated by him/her, may suspend an individual from further participation in all SCLL activities. Such emergency suspension may be made orally or in writing at the President's or his/her designee's discretion. Following any emergency suspension, a complaint shall be made as set forth in Section B above, and a hearing shall take place as set forth in Section D above.

**XX. Salmon Creek Little League Board of Directors revised and approved the above SCLL Rules and Policies on October 15, 2025**