PREPARED BY:

SMYRNA LITTLE LEAGUE

RULES AND PROCEDURES

Confidential and Proprietary
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1 Introduction

1.1 Little League Baseball

Little League Baseball, Incorporated is a non-profit organization whose mission is to "promote, develop, supervise, and voluntarily assist in all lawful ways, the interest of those who will participate in Little League Baseball and Softball."

Through proper guidance and exemplary leadership, the Little League program assists children in developing the qualities of citizenship, discipline, teamwork and physical well-being. By espousing the virtues of character, courage and loyalty, the Little League Baseball and Softball program is designed to develop superior citizens rather than superior athletes.

1.2 Smyrna Little League

Smyrna Little League (SLL) is part of Little League of Georgia 2nd District. SLL was established for the purpose of providing boys and girls the opportunity of playing the game of baseball in the Smyrna, Mableton and Vinings area.

SLL makes little league available to over 700 kids providing instruction in the fundamental skills of baseball. Our primary goal is to help each kid develop the necessary skills to become not only baseball players, but young men/women. They will broaden their discipline and character, on and off the field, which is invaluable to their future endeavors.

1.3 Divisions

Division	Age
Tee Ball (TB)	4 & 5
PeeWee 1 (PW1)	5 & 6
PeeWee 2 (PW2)	Advanced 6 & 7
Rookie	Advanced 7 & 8
AA	9
AAA	10 & 11
Majors	11 & 12
Intermediate	13

Tee Ball

Tee Ball is for boys and girls who want to learn the fundamentals of throwing, hitting, fielding, sportsmanship and teamwork. A softer baseball is used during practices and games. In Tee Ball, players learn how to hit a ball off a batting tee, run the bases, and field and throw a baseball. They will also learn what the positions on the field are called.

The primary goals of Tee Ball are to instruct children in the fundamentals of baseball and to allow them to experience the value of teamwork. Rules of the

game may be varied to accommodate the need for teaching. All players are in the field on defense, and the league recommends that nearly all defensive positions are played (rather than bunching players in the middle of the fields). All players hit each inning, and each at-bat results in a single, regardless of the outcome of the hit. The at-bat for the final batter of each half-inning results in a base-clearing homerun. Thus, coaches should rotate the last batter of each inning.

No scores or standings are kept. Rosters may be composed of between 7-12 players, but our league typically has rosters in the 7-9 range. Practices are held once per week, with games on Saturdays.

PeeWee1

PeeWee 1 is for boys and girls still learning the fundamentals of throwing, hitting, fielding, sportsmanship, and teamwork. Rules are very similar to Tee Ball Rules, but a real Little League baseball is used, and our league uses a pitching machine in this division.

Rules of the game may be varied to accommodate the need for teaching. The primary goals of PW1 are to instruct children in the fundamentals of baseball and to allow them to experience the value of teamwork.

All players are in the field on defense, and the league recommends that nearly all defensive positions are played (rather than bunching players in the middle of the fields). All players hit each inning, and each at-bat results in a single, regardless of the outcome of the hit. No players will strike out or can be put out at base. Batters will be given five pitches to hit the ball in play. If no ball is put in play, the coach will then throw a ball into the field, and the batter will advance to 1st base. The at-bat for the final batter of each half-inning results in a base-clearing homerun. Thus, coaches should rotate the last batter of each inning.

No scores or standings are kept. Rosters may be composed of between 7-12 players, but our league typically has rosters in the 7-9 range. Practices are held once per week, with games on Saturdays.

PeeWee2

PeeWee 2 is similar to PW1 but is a more competitive. Pitching machines are still used in this division but players can strike out and be put out at base.

All players are in the field on defense and will attempt to throw runners out. The league recommends that all defensive positions are played (rather than bunching players in the middle of the fields) except a fourth outfielder is allowed. A catcher is an optional position to accommodate teams as large as ten. Only if you have 11 or more players should a 2nd catcher be added. Coaches should not be on the playing field when their team is on defense.

Batters will be given five pitches to put the ball in play. The at-bat will result in either a ball in play or a strikeout. All pitching machine rules (below) are enforced in PW. Batters may reach base safely or be put out at first. No advancement on any overthrow is allowed. Extra base hits are allowed but

continuing to run once the ball has been secured in the infield is discouraged. A maximum of four runs are allowed in each inning.

Score is kept in this league, but no league standings are kept. Rosters may be composed of between 7-12 players, but our league typically has rosters in the 9-11 range. Practices are held once per week, with games on Saturdays.

All league-wide rules and any Rookie-specific rules apply to PW2, unless otherwise outlined in this section.

All players turning 7 by 8/31 of the current year will have the option of being evaluated with for the Rookie division. If the evaluating coaches feel that the player is not ready for the Rookie division, they may recommend playing PW2. Some of the factors given consideration in making the decision are skill level, safety concerns for the player, and the kids he/she will play against, medical or developmental concerns, physical size of the player, and sometimes number of participants. If you are seeking PW2 placement, you may choose that option and will not need to attend evaluations.

Rookie

Rookie division is a pitching machine league, with machine set to 40mph. There will be nine or ten defensive players in the field (the league may designate three or four outfielders), and substitutions will be made for players on the bench. A continuous batting order is used, so all players on the roster will bat. Five pitches are thrown from machine with three swinging strikes.

Scores and standings are kept, and there are end-of-season tournaments in the spring. Post season All-Star selections are also made at this age.

There will be one practice per week, one game during the week, and one game on Saturdays. Player evaluations are held so that fair teams can be drafted.

AA

This is a kid pitch division for 9 year olds.

Depending on the number of registrants, the league may combine AA and AAA divisions during the fall season.

AAA

This is a kid pitch league for 10 and 11 year olds.

Depending on the number of registrants, the league may combine AA and AAA divisions during the fall season.

Majors

This is a kid pitch league for 11 and 12 year olds.

Intermediate

This is a kid pitch League for 13 year olds. Base path moves to 70 feet and pitching distance is 50 feet.

1.3.1 League Age

League Age is determined by an Age Determination Date, set by Little League. A players League Age is the age he/she will turn in the year ending with on the Age Determination Date. The current Little League Age Determination Date is August 31.

For example, a player turning 9 on November 13 will be a 9-year-old for that upcoming spring season. Anyone turning 9 between September 1 and August 31 will be a 9-year-old for that spring season.

Please review www.littleleague.org for the latest updates on League Age Determination Date, as these dates have changed recently and have some exceptions. Please note these exceptions below.

1.3.2 Fall Season

For the fall season, players will play in the division according to their league age for the upcoming spring season.

1.4 Division Commissioner

Each age group will have a Division Commissioner. A Division Commissioner will facilitate Tryouts and the Draft, ensure coaches know and follow the league rules, and coordinate the All Star selection process. The Commissioner will be the liaison to the SLL Board for all issues related to scheduling, coaching, umpiring, game results, and All Stars.

2 Player Evaluations and the Draft

Players in the following Divisions will be evaluated and drafted on to teams by coaches.

- Rookie
- AA
- AAA
- Majors
- Intermediate

2.1 Evaluation

In order to create teams of parity, Smyrna Little League asks all players in certain League Divisions to attend a Player Evaluation in order to assess their talent. This evaluation typically occurs on a Sunday afternoon with makeup tryouts on the following Monday.

The Division Commissioner may determine the format of the evaluations with input from the coaches. For example, Rookie evaluations have historically incorporated:

- 2-3 ground balls at shortstop, thrown to first.
- 2-3 fly balls at second, thrown to first.
- 2-5 pitches off the pitching machine.

AA and older may include pitching in the evaluation.

All coaches must score each player and submit their scores to the Division Commissioner for compilations in preparation for the draft.

2.2 Draft

All coaches must attend the player draft, in which coaches select players for their teams.

- **Draft Order**. The draft order is determined randomly by either a SLL Board Member or the Division Commissioner, preferably immediately following player evaluations. No trading of draft spots is allowed prior to the draft.
- **Final Tryout Averages**. Final Tryout Averages for all players will be distributed in advance to all coaches. At the discretion of the Commissioner, coach evaluations with gross anomalies may be removed from the Final Tryout Averages.
- **Draft Format**. The draft is a snake format. In a draft with N number of coaches, the coach with the first pick selects first, the second pick second, and so on until the Nth coach. Then the Nth coach selects again, proceeding backward through the draft order, ending back at the first pick.

Repeat until all players have been selected. The Division Commissioner is responsible for keeping a reasonable pace to the draft.

- **Uneven Number of Players**. In the event that the number of players to be drafted will leave teams with uneven numbers, the Division Commissioner may elect to either 1) allow the draft to proceed normally until all players are drafted or 2) in the case of the final round beginning with the Nth coach, allow the Nth coach and subsequent coaches to "pass" on a player as many times as there are players fewer than the number of teams. In other words, in a draft with ten coaches and seven players remaining in the final round, if the final round is set to begin with the 10th coach, that coach may elect to "pass," and a total of three coaches may choose to pass. This could result in coaches 1-7 taking the final seven players, rather than coaches 10-4 taking the final seven. If the final round were set to begin with the first coach, the draft should continue as normal.
- **Drafting Coaches' Children**. Before the draft begins, each coach will announce the round in which he would like to draft his child. If the majority of coaches agrees, the coach will draft his child in that round. The Division Commissioner will facilitate these conversations until resolution.
- **Assistant Coaches**. Coaches may communicate an assistant coach they would prefer to coach with, and they may also communicate the round in which they plan to draft the assistant coach's child ("requested player"). If the coach does communicate the planned draft round ("designated round"), he must take the child in that designated round, assuming the player is still available. Other coaches do not have to avoid drafting the requested player, but the league does encourage coaches to cooperate with one another on these matters. In other words, if a coach is indifferent between drafting one player and a requested player, that coach should consider avoiding the requested player. However, coaches may draft whomever they want and should not feel badly about doing so. As a general rule, requests for Assistants in the first or second round will not be honored, and even third round requests should be discussed at length. The league does ask that coaches, who are genuinely interested in drafting a requested player prior to the designated round, communicate openly that they may draft the player prior to the designated round. This will allow the requesting coach to consider drafting the player even earlier.
- **Siblings**. Siblings must be drafted on the same team. Thus, once the first sibling is drafted, the second sibling is immediately drafted by the same coach in the round determined by the Final Tryout Averages. If the second sibling is slotted in a round not available to the drafting coach (e.g. his child is slotted in that round or another sibling drafted earlier by that same coach is slotted in that round), that coach may not select the first sibling unless the majority of coaches and the Commissioner agree to change the round designated for the second sibling. Siblings cannot be slotted in the same round, so coaches must address before the draft begins.

- **Trading Players**. Following the completion of the draft, coaches may agree to trade players and must receive approval from either the SLL President or the Division Commissioner. Trades of players drafted in rounds more than one apart (e.g. Round 5 and Round 7) are generally not approved.
- **Communicating to Players**. With approval from the SLL President or the Commissioner, coaches should reach out to their players as soon as possible following the draft.

3 General Playing Rules

SLL follows Little League of Georgia District 2 rules and specialized SLL rules outlined in this document.

Rules unaddressed by this document are governed by the Little League Baseball Official Regulations and Player Rules booklet, available to head coaches through SLL upon request. Rules unaddressed by that document are governed by MLB rules.

3.1 The Field

- Bases are 60 feet apart, and the pitcher's mound is 46 feet from home plate.

3.1.1 Rookie Field Exceptions

- There will be a marked off circle around the pitcher's mound and a line on this circle at the pitcher's rubber, behind which the pitcher must stand, with one foot inside the circle, until the batter hits the ball.
- There will be a 30-foot halfway line marked off between all bases except between home and first base.
- There will be a 15-foot arc beyond home plate and entirely in fair territory. Any balls stopping within fair territory but short of this line will be considered foul. Balls falling on this line will be considered fair.

3.2 Fielding a Team

- Teams will consist of the number of players determined by the SLL Board, which will be based off registration.
- Rosters will be determined by the League Draft, or, for younger divisions without a draft, by the SLL Board.

Team's batting line up will consist of all players on its roster (continuous). A player will bat even if not currently playing on defense.

3.2.1 Late Arrivals

Defense

When a player arrives after the game has started, he/she will be eligible to enter on defense upon the beginning of the next half inning.

Offense

If a player is missing at the beginning of the game, the head coach must announce this missing player when presenting the lineup at the Plate Meeting prior to the game.

If that player arrives before his/her first at-bat, the player may simply bat in that spot. If the player is not present at his/her designated spot in the batting

order, the head coach must announce this so the umpire and the opposing coach understand the change in the batting order.

If the player arrives later in the game, he/she may bat in the final spot of the batting order, and the head coach must announce this when that at-bat arrives.

3.3 Game Balls

For TB and PeeWee, the home team is responsible for picking up game balls from the concession stand.

Division	Pick Up & Keep
Tee Ball	Pick up and keep 2 New
PeeWee	Pick up 3 New, 2 Used Return 3

For Rookie and older, the Umpires will bring game balls to the game.

3.4 Umpires

The umpires will execute and have final say on all decisions related to these rules.

Division	# of Umpires
TB, PW1, PW2	0
Rookie	1
AA, AAA, Majors, Intermediate	2 (plate and field)

- The league will be responsible for providing one for each game.
- **Game Umpires**. One umpire will work every game. This umpire will be in charge and will keep the official time. The umpire will be responsible for keeping the game moving at a good pace to allow more play time and should call for batters when they are not ready or on deck. This umpire is in full control of the game, including the authority to eject players, coaches, and spectators from the game, the field, the stands or even the park if necessary to ensure the orderly conduct of the game.
- **Umpire-In-Chief**. This person is the SLL Director responsible for the supervision of all umpires at the park. The Umpire-In-Chief may not overrule Game Umpires or otherwise intercede in a game in progress except upon invitation of the Game Umpires.

The umpire will have final say on all judgment calls, including acceptability of equipment used in games, number of warm-up pitches in excess of four between innings, and whether a game is to be called on account of darkness, inclement weather, or field conditions once the game has started.

3.5 Warmups

When time permits, teams may warm up in the outfield prior to the game. No warmups are permitted on the infield, including any batting off a pitching machine, for the 30 minutes prior to the game.

3.6 Plate Meeting

Ten minutes prior to the game Start Time, both head coaches will meet with the head umpire at the plate to exchange lineups. A batting order with player numbers is all that is required.

Players should be in the dugout during this player meeting.

3.7 The Game

- Each game consists of six innings.
- The official game start time will be set by the home plate umpire while meeting with both teams' head coaches at the Plate Meeting.
- The visiting team is responsible for providing a volunteer to run the scoreboard.
- The home team is responsible for any field preparation and setup, including setting up and returning the pitching machine.

3.7.1 No New Inning, Max Runs, Hard Stops

Division	No New Inning Once Reached	Max Runs / Inning	Max Runs in 6th Inning	Hard Stop
TB	:45	n/a	n/a	1 hour
PW1	:50	n/a	n/a	1 hour
PW2	:60	4	4	None
Rookie	1:15	4	6	None
AA	1:20	4	4	None
AAA	1:25	4	6	None
Majors	1:40	No Max	No Max	None

- An inning is deemed to start as soon as the last out in the preceding inning is called by the umpire.
- Tie games are permitted.

3.7.2 Timeouts, Visits, and Substitutions

- **AA, AAA, Majors.** Coaches must request and be granted time out by an umpire before leaving the dugout or coaching boxes. Coaches will have one timeout per offensive half inning. On defense, with time called, the head coach may visit the pitcher or any other defensive player(s). Each of these visits will count as a visit to the pitcher, regardless of whether the

head coach speaks with the pitcher. The pitcher must be replaced upon the second such visit to the same pitcher within an inning or the third such visit to the same pitcher within a game.

Any changes to the defensive lineup will also constitute a visit, regardless of whether the coach calls for and is granted time out. Defensive changes to address an injured player do not constitute a visit, but the coach may not speak with the pitcher during this stoppage.

- **Rookie**. Coaches must request and be granted time out by an umpire before leaving the dugout or coaching boxes. Coaches will have one timeout per half inning. Coaches may only change the defensive lineup once per inning, and this change constitutes the timeout for that half inning, regardless of whether the coach calls for and is granted time out. Defensive changes to address an injured player do not constitute a visit.

3.7.3 Mathematical Certainty

The outcome of a game may become mathematically certain either by 1) reaching No New Inning with one team leading by more than the other team can reach (even with a tie) that inning or 2) plating a run after No New Inning has been reached, which results in one team leading by more than the other team can reach (even with a tie) that inning.

When mathematical certainty is achieved by reaching No New Inning, the current batter will finish the at-bat, and the umpire will call the game at the completion of that play. The score following the completion of that play will be the final score.

When mathematical certainty is achieved by plating a run (No New Inning has already been reached), the umpire will call the game immediately upon that run scoring. The final score is the score immediately upon plating the run that achieved mathematical certainty. Even if additional runs score on that same play, these are not included in the final score.

Umpires may not call a game before No New Inning has been reached as long as enough innings remain for the losing team to score enough runs to tie or win. For example, if only three minutes remain when the fourth inning ends in a AA game with the visiting team losing by eight, the fifth inning must still begin, regardless of how unlikely it is that the visitors could score four in the top of the fifth and hold the home team scoreless in the bottom of the fifth, all in under three minutes. The fifth inning will begin, and after three minutes (assuming the fifth inning has not completed with the visitors making up four runs), the game can be called.

3.7.4 Mercy Rule

Mercy Rule applies if a team is ahead by ten or more runs at the end of 4 or more complete innings. If the home team is leading by ten or more runs at the end of three and a half innings, the game will be called due to the Mercy Rule.

We have chosen not to adopt the "15 after 3" rule that Little League introduced in 2019.

3.7.5 Official Games

Games are considered official if they either 1) reach the no-new inning threshold and complete that inning or 2) complete four full innings (three and a half if the home team is winning).

Innings are considered "complete" even if they end with mercy rule, mathematical certainty, or run maximum.

3.7.6 Weather and Play Stoppage

The head umpire on the field decides when a game may be stopped due to weather or field conditions (including lights). At that point, the SLL Board is responsible for deciding whether and when to resume the game.

If a game is called before becoming an official game, the game will resume at its stopping point (same lineup, same batting order, same score, same inning, same outs, same runners, same count, etc.).

3.7.7 Hard Stops

The League currently does not have Hard Stops or "drop-dead" time limits. However, when the league did, this is how these were handled.

Once the Hard Stop time has been reached, the game will be called once 1) the current play has stopped and 2) the current at-bat has completed. If a batter is approaching the plate but has not yet seen a pitch, the game may be called immediately.

The score of any game ended by the hard stop will revert to the score at the end of the last complete inning, with one exception. If the home team ties up the game in the bottom of the inning that reaches the hard stop, the game ends in a tie, regardless of whether that inning began with the home team winning, losing, or tied. The home team has to be the team that creates the tie. Otherwise, the score reverts to the previous inning.

3.8 Equipment

3.8.1 General

- Batting helmets must have a face guard.
- Catchers' masks must be hockey-style masks. Two-piece masks are not permitted. A dangling throat guard must be affixed to the hockey-style helmet.
- Metal spikes are not allowed at any Smyrna Little League park, including in fall Majors/Intermediate games.

3.8.2 Bats

All bats used either in games or practices must comply with the standards put forth by Little League at: www.littleleague.org/playing-rules/bat-rules/

Specifically, all bats "shall bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball's Youth Bat Performance Standard."

Bats must not exceed 33 inches in length and must not exceed 2 5/8 inches in diameter.

Wood bats do not require the USA logo but must meet the length and diameter requirements. In addition, wood bats must not have a minimum diameter smaller than 7/8 of an inch.

If an illegal bat is found to be used in a practice or a game, the bat must be removed from the field and dugouts immediately, and the coach will receive a warning from the umpire on behalf of the SLL Board. If a coach is warned a second time in a season, the SLL Board will consider disciplinary action.

A coach, umpire, or SLL official will communicate the infraction to the player using the illegal bat, but the player shall not be disciplined.

The umpire shall not alter the progress of the game as a result of the use of an illegal bat. The SLL Board will not alter the outcome of a game as a result of the use of an illegal bat.

Note: Tee Ball bats cannot be used in any division other than Tee Ball, PW1, or PW2.

3.9 Special Rules

- **Forfeits**. Game is forfeited if a team does not have 8 players by 15 min after official start of the game. If neither team has 8, then both forfeit.
- **Readiness**. Both teams must be ready to play within 3 minutes of the last out of the prior half inning. Penalty to batting team is an out. Penalty to fielding team is player who made last out is awarded 1st base. Umpire is not required to enforce this rule, but it is available if there is a lack of effort in having team ready.
- The home team scorekeeper will be the official scorekeeper. The visiting team will provide someone to operate the scoreboard.
- The home team is responsible for preparing the field (e.g. sitting out bases, chalking the field, setting up and returning the pitching machine).
- Walk-up music or any other music amplification are not permitted.

3.10 Fall Modifications

Pitching Restrictions. No pitcher may pitch more than six outs in a day (when an inning ends due to Max Runs / Inning, the current pitcher is assigned the balance of the outs for that inning). Little League rest requirement still apply, and pitching rules for catchers still apply (e.g. four inning limit, 40 pitch limit).

4 Pitching

4.1 Pitching Machine (Rookie and PW)

The Rookie division and both PeeWee divisions will employ a pitching machine in order to provide a more consistent pattern of hittable pitches.

Division	Speed
PW1	35
PW2	37
Rookie	40

- The machine will be placed at a distance of forty-six (46) feet from home plate.
- Each team will be allowed three (3) pitches with which to adjust the machine when their team comes to bat in each inning. There will be no adjustment of the machine for individual batters. The umpire may declare the machine out of adjustment at any time he believes it to be and order it to be adjusted.
- In the event that a batted ball strikes the pitching machine, the electrical cord, or the coach/parent operating the machine, the ball is dead and ruled a ground rule single. Only forced runners advance – the ground rule single should be played just as if it were a walk.
- In the event that a thrown ball strikes the pitching machine, the electrical cord, or the coach/parent operating the machine, the ball is still in play. If, in the view of the umpire, a child trying to field the ball would be in danger of running into the pitching machine, the umpire will call the play dead.
- Setup and storage of the pitching machine is the responsibility of the home team.
- Machine will be operated by coach/parent of the team that is batting. In the Rookie Division only, that coach/parent may not verbally or non-verbally instruct the batter or other players while on the field. This coach/parent can only warn a child to move away from the plate for safety reasons.
- If the machine is inoperable for any reason, the game is treated as if it were postponed due to inclement weather.
- The fielder playing the pitcher position stands to the side of the machine, behind the line even with the rubber, with one foot in the dirt area of the mound. For safety reasons, players can be moved back.
- The coach/parent operating the machine must always attempt to remain out of the way after a ball is hit. He/she should remain in the pitchers

circle to protect a player from running into the pitching machine, and, if possible, should kneel down until the umpire calls dead ball.

4.2 Pitch Counts and Rest

4.2.1 Daily Pitch Limits

League Age	Daily Pitch Limit
13-14	95
11-12	85
9-10	75

When the pitcher reaches the daily pitch limit, the pitcher may continue to pitch until any one of the following conditions occurs:

1. The batter reaches base
2. That batter is retired
3. The third out is made to complete the half-inning or the game.

4.2.2 Rest Requirements

The following rest requirements apply for pitches thrown in any game, including travel and tournament baseball, exhibition games, and games impacted by weather (postponed or called).

Pitches	Rest Required
1-20	0
21-35	1
36-50	2
51-65	3
66+	4

EXCEPTION: If a pitcher reached a day(s) of rest threshold (the second number) while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

1. The batter reaches base
2. That batter is retired
3. The third out is made to complete the half-inning or the game.

The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached **during** that at-bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter.

EXAMPLE: If a pitcher has pitched 19 pitches and is beginning to face a new batter, the pitcher has not reached the 20 threshold. Thus, the pitcher may pitch to that batter and is still required to take no rest.

NOTE: Because the rule is that the pitcher must take rest according to the threshold reached **during** the at-bat, if the pitcher has 19 pitches and begins a new batter and throws 16 pitches to that batter to reach 35, the pitcher reached both the 20 threshold and the 35 threshold during that batter. Thus, the rest required is one day. Even if the pitcher in this scenario threw 17 pitches to total 36, the 35 threshold was still the largest threshold reached during the at-bat, and one day of rest would be required.

4.2.3 Tracking Pitch Counts

The Home Team is responsible for keeping track of pitch counts.

Each coach must send a Pitch Count e-mail to the Division Commissioner within 24 of the completion of each game. This e-mail should include the pitcher's name, pitches thrown, and days rest required.

4.2.4 Restrictions

Catching

A pitcher who begins pitching to a batter after already having thrown 40 or more pitches is no longer eligible to catch that day. A pitcher who began his/her last batter with 39 or fewer pitches but then ends that batter with 40 or more pitches is still eligible to catch.

A player may not pitch after catching any amount in four different innings.

Double-header

A player cannot pitch in two games in a day.

4.3 Intentional Walks

A pitcher or head coach may intentionally walk a batter by calling time, receiving time from the umpire, and then announcing that he would like to intentionally walk the batter. The coach may do this at any point in the at-bat.

The batter then receives a walk, and the pitcher's pitch count is incremented by however many more balls are required for a walk. The pitcher does not actually throw these pitches.

5 Offense

5.1 General

- An adult coach will be allowed in the coach's boxes at first and third bases. The coaches must ask for and receive time out before leaving the dugout or the coach's boxes. It is okay to have a base coach instructing batters when the team is on offense.
- If a player hits an over-the-fence home run, then all runs are scored in the inning, even if that exceeds the inning maximum. If a player hits a "bounce over the fence" ground rule double, runners on 2nd and 3rd are scored, even if that exceeds the inning maximum.
- A runner is encouraged to slide into second base, third base and home plate when a play is being made on him/her by a fielder. The purpose of this rule is to reduce the number of collisions. Under no circumstances will deliberate collisions be tolerated. If, in the judgment of the umpire, a collision was determined to be deliberate, the runner will be declared out.
- Runners sliding head first is automatically out, except slides back to a base
- Batters who sling their bat, causing a safety issue as determined by the umpire, should be addressed by the umpire and the player's head coach. The player shall not be declared out and the play is not dead. If a problem persists over multiple games, the Division Commissioner and additional Board Members may be consulted to address the situation.
- Only the current batter is allowed to take warm-up swings. No other player may swing a bat, whether on the field, off the field, in the dugout, or in the cages.
- Slashing is not allowed. If a batter shows bunt while in the batters box and with the pitcher on the mound, that batter may only bunt or pull back the bunt on the next pitch. That batter may not swing the bat at next pitch.
- Pinch Running for Catchers. The last out made may Pinch Run for the catcher of record at any point in the inning. This catcher of record must return as catcher at the beginning of the next half inning. The intent of this rule is to speed up the game by allowing the catcher to put on gear for the following inning. There is no Pinch Running for pitchers.

5.2 Exceptions

5.2.1 Dropped Third Strike

Only in the Majors division is the batter permitted to advance on an uncaught third strike. This advancement is not allowed in any other division.

5.2.2 Infield Fly

The infield fly rule is in effect in AA, AAA, and Majors. The rule does not apply to all younger divisions.

5.2.3 Overthrows in Rookie

Overthrows to first base in Rookie can result in a maximum of one additional base (second base) for the batter runner and, for all other runners, two bases total from where they began the play. In other words, the maximum advancement for any runner (batter runner or otherwise) is two bases from where they started the play. Runners advance at their own risk and may be put out. Once any runner reaches the farthest base allowed by this rule safely, that player cannot be put out. The umpire will call time immediately once the farthest legal advancement has been achieved by all runners.

For example, on an overthrow to first base, the batter runner may advance, at his/her own risk, as far as second base. A runner beginning the play on first base may advance as far as third base, and a runner beginning the play on second base may score. All advancement is at the runner's own risk.

This rule does not apply to overthrows to other bases or to the pitcher.

5.3 Stealing

Runners are never allowed to lead off.

Division	Stealing Rules
PW1, PW2, Rookie	No Stealing
AA	• Stealing allowed once the ball reaches the batter • Runner beginning the play on third cannot steal home. Advancement from third allowed only on batted ball or forced in by walk. Any such runner attempting to advance to home otherwise may be put out. If such runner reaches home safely, that runner cannot be put out and will return to third base once the play is called dead, and any other runners advancing during that play will forced back to allow for such runner to return to third. The play will be called dead once no runners are attempting advancement. • Walked runner may not continue on to second immediately if a runner is on third. Stealing from first is permitted on the next pitch.
AAA	• Stealing allowed once the ball reaches the batter
Majors	• Stealing allowed once the ball reaches the batter

AAA Gentleman's Agreement. The AAA division has a standing gentleman's agreement that a walked batter will not immediately proceed to

2B if the fourth ball is returned to the pitcher with a reasonable amount of expediency (pitch caught cleanly, returned throw to pitcher caught cleanly). AAA coaches agree not to deliberately send a walked batter immediately to 2B with the intent of creating a cat and mouse game with the runner on 3B. This is not an official rule and should not be enforced by the umpires.

5.4 Pitching Machine Divisions (Rookie and PW2 Only)

5.4.1 Balls and Strikes

- Each batter will receive a total of five pitches or three swinging strikes, whichever comes first. There are no called strikes or balls.
- If the batter has not hit the ball in play after the fifth pitch, he/she will be declared out. If the batter swings and fouls the fifth pitch, he/she will be given another pitch and will continue to receive additional pitches as long as he/she continues to foul the pitch.
- No base on balls nor hit batsman will award first base to a batter.

5.4.2 Bunting

Bunting is not allowed in Rookie and PeeWee divisions. Bunting is allowed in older divisions.

If the umpire determines that a Rookie batter has attempted to bunt, the batter will be charged with a foul ball. If that Rookie batter attempting to bunt on the fifth pitch, that batter will be declared out.

6 Defense

Division	Positions
TB, PW1, PW2	All players will play defensively each inning (see PW2 section for limitations)
Rookie	10 fielders (Left Center and Right Center)
AA, AAA, Majors, Intermediate	9 fielders (standard)

6.1 Minimum Players and Substitutions

Division	Minimum to Play
TB, PW1, PW2	No minimum
Rookie	8
AA	9
AAA	9
Majors	9

Once a head coach knows his/her team (the "short" team) will have fewer than the Minimum to Play for an upcoming game, the coach shall contact the Division Player Agent, who will help the short team find enough substitutes to reach the Minimum to Play for that game.

The substitute is preferably a player from the same draft round as the highest-drafted missing player. If no player is available from the same draft round, the substitute should not be from any more than one round higher, but the substitute could be from lower rounds. Coaches should work through the Player Agent to find substitutes.

A substitute must play in Right Field and must bat in the final spot of the batting order. A substitute must not be allowed to play in any game if it would result in that player missing a game played by his/her own team.

If no substitute is found by the Player Agent prior to the game or any other circumstance causes a team to have fewer players than the Minimum to Play (e.g. injury during the game), the Player Agent will communicate this to the opposing team, and the opposing team will offer enough players to help the short team reach Minimum to Play. These players on the opposing team will have batted last in the previous half-inning for their own team and will play Right Field (then CF, then LF) but not bat for the short team.

6.2 Mandatory Play

For Rookie Division and older, each player on a team must play a minimum of six defensive outs (preferably two innings), cannot sit two consecutive innings until those two defensive innings are met, and bat at least once (and, upon reaching base safely, cannot be run for). The League encourages coaches to play each player for as many innings as is reasonably possible.

For guidance, if a team has only one extra player, no player should sit for more than two innings, preferably one. If a team has two extra players, the coach can spread the 12 bench spots across the entire team, across six players for two innings each, across four players for three innings each, or some other combination of these. With only two extra players, no player should sit out four innings, and even three can be easily avoided.

6.2.1 Measuring Outs Played

- If player was on field at beginning an end of inning, even if Mercy Rule or Max Runs applies: Three Outs.
- If the player enters the game during the inning and left the game during that same inning: Difference Between Outs Upon Entry and Outs Upon Exit.
- If the player enters during the inning and finishes the inning: Three Minus Outs Upon Entry.

6.3 Rookie Exceptions

6.3.1 General Play

- Each team will field ten players in the usual defensive positions, plus a fourth outfielder.
- The pitcher must have one foot in the pitchers circle. There will be no restriction as to which side of the pitching machine the pitcher must stand on. The pitcher will stand with his/her feet behind a line even with the rubber.
- The catcher may stand to the side of the batter with the umpire or take his/her normal position behind home plate to catch the pitched ball from the pitching machine. If the catcher decides to squat, the catcher must have a cup, a catcher's mitt, and a dangling throat guard (in addition to the hockey-style mask). If the catcher is not squatting and is standing behind the batter, only a chest protector and a regular batting helmet is required.
- The defense may have one coach on the field, and this coach must remain in front of and close to his/her team's dugout.
- Four outfielders shall be used for a total of ten players. Outfielders must be at least ten feet from the infield dirt.
- Infielders (1B, 2B, SS & 3B) must all be on the infield dirt or outfield grass before each pitch is delivered. They cannot be on the infield grass.

6.3.2 Stopping the Play

- To stop play, the defense must either 1) stop the advancement of the lead runner (regardless of the disposition of trailing runners), determined by the umpire, or 2) control the ball in the pitchers circle.

- The umpire will also stop play if the lead runner, on his/her own accord, stops advancement, regardless of what any trailing runners may be doing, provided that a defensive player controls the ball somewhere in fair territory in the infield.
- Once play has stopped, runners between bases but less than half way will return to the previous base. This is a judgment call by the umpire and can be questioned by the head coach only. If questioned, the head coach must call time out.

6.3.3 Batted Ball Fielded by Pitcher in the Circle

When a batted ball is fielded and possessed by the pitcher while in the circle and the pitcher makes no attempt to make a play on any runner, any forced runners will advance, and any other runners will be awarded bases according to where they were when the pitcher fielded and possessed the baseball.

If the pitcher makes any attempt to make a play on the batter or any other runner, the play is live and will end according to normal play-ending rules.

If the pitcher begins to attempt to make a play on a runner but never leaves the circle with the ball (e.g. fakes a throw), the play will be called dead when the pitcher is clearly making no more attempt on any runners and any runners obligated to return (e.g. running on a caught fly ball) have safely returned.

Whether runners are tagging up has no bearing on whether the play is live or dead. Only the actions of the pitcher dictate whether the play is live or dead.

Scenario 1. Ply fly pop fly is caught by the pitcher in the circle and the pitcher doesn't make any attempt on any runner. If runners tagged up after the ball was caught, the play is dead. If runners left early, the play is dead once they return the base, as they cannot advance. While waiting for the umpire to call this play dead, if the pitcher engages the runner, the play is live and will end according to normal play-ending rules.

Scenario 2. Pop fly is caught by the pitcher in the circle and the pitcher throws the ball to any base. Runners may tag up, and the play is live.

Scenario 3. Pop fly is caught by the pitcher in the circle and the pitcher fakes to throw (or starts to throw but never throws the ball) and then holds the ball with no intent to make any more plays. Any runners tagging up will be awarded the next base if they advanced past halfway before the pitcher ceased making any attempt. Any runners that left early run at their own peril but must return to the base before the play is dead. While waiting for the umpire to call this play dead, if the pitcher engages the runner, the play is live and will end according to normal play-ending rules.

Scenario 4. Ground ball fielded and possessed by the pitcher in the circle and the pitcher doesn't make any attempt on any runner. Any forced runners advance. Any unforced runners will be placed according to where they were when the pitcher possessed the ball in the circle. For example, with a runner

on third only, a ground ball fielded and possessed by the pitcher making no attempt to throw anywhere, the runner on third must return to third unless the runner made it past the halfway mark before the pitcher fielded and possessed the ball.

Scenario 5. Ground ball fielded and possessed by the pitcher in the circle and the pitcher makes an attempt on any runner. The play is live.

Scenario 6. Ground ball fielded and possessed by the pitcher in the circle and the pitcher fakes to throw (or starts to throw but never throws the ball) and then holds the ball with no intent to make any more plays. The play is dead, and the umpire will award bases according to where runners were when the pitcher ceased making any attempt.

Overthrows at first base on a caught pop fly (e.g. to throw out a runner that left early) are not limited to one base because they are not made on the batter-runner.

7 Division Cheat Sheet

Division	TB	PW1	PW2	Rookie	AA	AAA	Majors	Interm.
Age	4 & 5	5 & 6	6 & 7	7 & 8	9	10 & 11	11 & 12	13
Diamond	46,60	46,60	46,60	46,60	46,60	46,60	46,60	50,70
Draft	N	N	N	Y	Y	Y	Y	Y
Umpires	0	0	0	1	2	2	2	2
No New Inning	:45	:50	:60	1:15	1:20	1:25	1:40	
Max Runs / Inning	n/a	n/a	4	4	4	4	No Max	
Max Runs in 6th	n/a	n/a	4	6	4	6	No Max	
Hard Stop	1 hr	1 hr	n/a	n/a	n/a	n/a	n/a	
Pitch. Machine mph	n/a	35	37	40	n/a	n/a	n/a	n/a
Daily Pitch Max	n/a	n/a	n/a	n/a	75	75	85	95
Dropped 3rd Strike	n/a	n/a	n/a	n/a	N	N	Y	Y
Infield Fly Rule	N	N	N	N	Y	Y	Y	Y
Stealing	N	N	N	N	Y, not from 3B	Y	Y	Y
Bunting	N	N	N	N	Y	Y	Y	Y

8 Coaches

- Coaches may occupy the first and third base coaching boxes while their team is playing offense.
- One coach may be on the field, in front of and close to the team's dugout, while on defense.
- While occupying coaching boxes, a coach may not call any base runner out or safe. One warning will be given, after which the offender will be removed from the field, but will be able to occupy the dugout.
- Head coaches are responsible for the conduct of their scorekeeper to ensure that they do not interfere with calls by the umpire or confuse a player. Scorekeepers are not allowed to instruct players from the scorekeeper perch.
- **Conduct**. No coach shall use tobacco, alcohol, or any illegal or controlled substance at or near the fields or dugouts. No coach shall engage in any conduct deemed inappropriate or detrimental to any player, coach, parent, or SLL member during any practice or game. This would include profanity, physical intimidation, or any other conduct in the judgment of the umpire or SLL Board deemed inappropriate. If such action occurs during a game, the umpire may issue a warning and shall take such action as necessary to stop the inappropriate conduct, including ejection of any person from the game site. Any coach ejected by the umpire must sit out the remainder of that game and serve an additional one-game suspension. SLL reserves the right to take further additional action as deemed necessary for the well-being of the park.
- **Certification**. Coach of record must have completed the coach's certification course and submitted the necessary volunteer documentation.
- **Dugout Coaches**. No more than four adults may be in the dugout during a game. At least one adult must be in the dugout at all times.
- **Base Coaches**. Base coaches may be adults who are registered coaches.
- **Injury Timeouts**. Umpires may call an injury timeout, at which time coaches are permitted on the field to assist the injured played.

9 Disputes and Protests

- The Umpire's decision on judgment calls is final and not subject to protest.
- **Discussions**. One coach may, after timeout is called and with the permission of the umpire, approach the umpire for purpose of discussing a disputed call. The discussion must be mild and brief.
- **Protests**. If a head coach believes an umpire has misinterpreted a playing rule (as opposed to judgment calls, equipment, field conditions, time expiration and the like), he has the right to protest the umpire's decision. He must announce his intention to protest before the next pitch is thrown.
- **Protest Resolution**. Umpires shall halt play and try to resolve the protest with the SLL Board Member on Duty and both head coaches. If agreement is reached, the protest shall be considered withdrawn, even if the ruling is later determined to be incorrect. If the facts are agreed to but agreement cannot be reached, the SLL Board Member on Duty shall make final decision. If a decision is reached in this manner, it will be final, even if it later proves to be incorrect. If the steps above fail to yield a resolution, the game shall proceed under protest. The protesting head coach must, within 24 hours of the completion of the protested game, submit the protest in writing or via email to the Division Commissioner, or, if unavailable, the President or Vice President. The Division Commissioner (or President or VP) will note the time and date received and the name and team of the person submitting the protest. The League Director will obtain any needed information from the umpire and opposing head coach and render a decision within 7 days. Copies of the decision will be provided to head coaches, Game Umpires, and the SLL President for his permanent records.

10 Playoffs

10.1 Standings and Seedings

League and Division Standings will be maintained throughout the season, according to winning percentage, head-to-head, run differential, runs scored, and runs allowed, in that order. Winning percentage is calculated as wins divided by games played, and ties count as a half win. This same methodology is used to set seedings for any post-season tournaments.

For three-way ties or more, use this same methodology. As soon as one team drops out, repeat the methodology from the beginning for any remaining teams.

Be aware that the website may not always calculate standings or execute tie-breakers appropriately.

10.2 Playoff Format

Coaches and the Division Commissioner will set the format of the season-ending tournament(s) before half of the season has been played. Determining this format will be a fluid process, depending on how many games have to be rescheduled at the end of the season.

In the past, the league has used a number of formats, depending on coach preferences, number of teams, and available time. Formats can include but are not limited to:

- Single elimination
- Double elimination
- Gold-Silver brackets with first game determining brackets.
- Gold-Silver brackets with season standing determining brackets.

Key considerations when choosing format are:

- Maximizing how many games the kids will play.
- Rewarding regular season performance.
- Minimizing late-night games.
- Maximizing the overall satisfaction of the league.

10.3 Playoff Rule Modifications

Regular season rules (including time limits and run limits) apply to all playoff games, with the following exceptions.

Championship Game Time Limits

The following time limits apply to each division's championship game.

Division	Championship Game Time Limit
TB, PW1, PW2	No Playoffs
Rookie	No Time Limit
AA	1:30 (extended from 1:20)
AAA	1:35 (extended from 1:25)
Majors	No Time Limit

Ties and Extra Innings During Playoffs

For all playoff games, in the case of a tie at the end of regulation play, play will continue into extra innings with the following modified rules to determine the winner.

1. For all extra inning play, each half inning will begin with 1) the last player to complete a plate appearance at second base, and 2) one out.
2. Run limits for any extra innings will be equivalent to the regular season run limits for the last inning of regulation (e.g. sixth inning for Majors and younger, seventh inning for Intermediate and older).

Extra innings are defined as any of the following:

- Innings beyond six innings for Rookie, AA, AAA, or Majors
- Innings beyond seven innings for Intermediate
- Innings played after No New Inning has passed

Note: These modified rules apply to innings played after No New Inning has passed, even if that isn't beyond the sixth inning. For example, if a semifinal AAA game reaches No New Inning during the fourth inning, the fifth inning and all innings beyond will use these modified rules for extra innings.

10.4 Recognition

The Commissioner and the Board may determine which teams will be recognized at the end of the season with either a trophy or a medal. Typically the league recognizes the following:

Regular Season Champion of each division (sometimes runners-up)

Playoff Champion(s) and Runner(s) Up.

11 Common Judgment Calls

11.1 Stoppage of Play (Rookie)

According to the Offense section, umpires will stop play once the defense either 1) stops the advancement of the lead runner and all trailing runners, determined by the umpire, or 2) controls the ball in the pitchers circle.

However, if a defensive player, in possession of the baseball, runs through the pitchers circle with no intent of stopping the play (e.g. the first baseman running toward a runner rounding third), play will not be stopped.

If the defense throws the ball to a player inside the pitchers circle and that player controls the ball, the play must stop, regardless of what that defensive player might then do with the baseball. For example, even if the defensive player in the pitchers circle immediately throws the ball to the catcher at home plate, the play would have been called dead as soon as the defensive player possessed the ball in the circle.

11.2 Obstruction

The league generally follows Little League and Major League Baseball obstruction rules. However, the umpires will enforce these rules with some discretion, especially in the younger divisions.

Because defensive obstruction will occur with great frequency in the Rookie Division, the umpires in the Rookie Division will typically not reward extra bases unless the runners attempt to advance to these bases and are called out. That is, if the shortstop obstructs a runner rounding second and the runner does not attempt to go to third, the umpires will not award the runner third base. However, if the runner, following an obstruction signal called by the umpire, attempts to reach third and is called out, the umpire may award that runner third base.

11.3 Base Paths

The league follows Little League and Major League Baseball base path rules.

Runners create their base path with the trajectory of their running. Runners may not stray from this base path more than three feet in either direction.

12 Field Prep Guidelines

- Use the least amount of chalk necessary to allow the umpire to make his calls. Discuss with the umpire to see if he needs more chalk to make his calls, and take his direction. For weeknight games, chalking only needs to happen once (no need to do again before any 7:30 games). For weekend games, you will most likely not need to re-chalk either, but there's a chance you may re-chalk once.
- The League will maintain the pitcher's circle, the home plate fair/foul arc, outfield foul lines, and the halfway marks in the grass painted on Hawkins and Legion.
- Do not put chalk on the grass (e.g. the pitcher's circle, the home plate fair/foul arc, or outfield foul lines).
- Use a 2" chalk line (not the thicker 4" chalk line).
- No need to go back and forth to form a perfectly solid line – just one pass should be fine.
- Rake the infield only if needed. Be cautious not to rake dirt onto the grass. When raking baselines, only rake back and forth in the direction of the base path.

12.1 Rookie Exceptions

- Do not chalk batters' boxes for Rookie games.
- The first-base line and third-base line only needs to run from the 15' fair/foul arc to the base. There is no need to chalk the baseline from the plate to the fair/foul arc.
- Chalk the halfway point between 1st/2nd, 2nd/3rd, 3rd/Home. Between 1st/2nd and 2nd/3rd, a four-foot line is good. Between 3rd/Home, chalk just the width of the dirt – no chalk on the grass.

13 Best Practices

13.1 Managing Your Team

- Communicate often with your parents, especially about schedules and expectations for practices and games.
- Get a strong Team Mom. Have her set up a Shutterfly site (assignments and availability).
- Assign Snack Duty each game.
- Assign Dugout Duty each game.
- Assign Scorekeeper / Press Box Duty for all away games.
- Have parents complete a Team Roster with their contact information.
- Get as many Assistant Coaches as possible, and have them mark their availability on Shutterfly.
- Get a scorekeeper to track your games on GameChanger.
- Have a plan for each practice.
- Bring hard copies of the batting order and inning-by-inning lineup each game.
- Talk to your kids after each game, whether you give out game balls, packs of gum, or simple verbal recognition.
- Have nice things to say about each kid at your team party. Find good stats on all kids (if you're creative, you can find them for every player).
- Set expectations about uniforms (recommend a color for pants, explain that cleats are strongly recommended, there will be plenty of bats and helmets if they don't want to buy their own).

13.2 Managing the Game

- Ask your parents to have players ready 30 minutes before the game starts.
- Bring a copy of your batting order to share with the opposing team prior to the game. Some teams will enter the opponent's order into GameChanger, so it's nice to have it a few minutes before the game starts
- If you're the first game or if the prior game ends early, you may have a small amount of time for your players to throw in the outfield, but please do not use the infield (this is a LL rule, so it's good to get in the habit for All-Stars). Absolutely no hitting from the pitching machine.
- For the Visitor, be sure to have a Press Box scorekeeper ready and in the Press Box before the game.
- Batting cages are available for all teams to use before games. Priority goes first to Majors, then AAA, then AA, then Rookie, then PW2, then

PW1. An older team has rights to a cage if 1) the scheduled start time of its game is within one hour and 2) a full battery (at least one batter and a pitcher) is present and prepared to use the cage for batting. That is, if a Rookie team is using a cage and a AAA team approaches the cage within an hour of its game's scheduled start time and with a batter and pitcher, the Rookie team must yield the cage to the AAA team. Common courtesy should be employed even beyond these rules. For example, if a team has an upcoming game in 70 minutes and has several players waiting to use the cage, a team without a game that day should consider yielding the cage. In addition, when cages are in demand, one team should occupy only one cage, even if the other team is from a younger division.

- Players should be off the field ten minutes prior to the scheduled game time – this is a good time for bathroom breaks and to settle down in the dugout.
- Coaches and umpire meet at home plate 10 minutes prior to the scheduled game time.
- Keep the game moving – if Bill's the umpire, that won't be an issue, but please help out if Bill's not the umpire.
- Line up and shake hands immediately after the game is finished.
- Move your players and equipment out of the dugout as quickly as possible – all post-game meetings, cheers, discussions should happen outside of the field.
- By the end of every game day, please e-mail the Division Commissioner with the score of your game and the two team names. It's helpful to copy your opposing coach to make sure you all agree on the score.

14 Commissioner Duties

14.1 Evaluations

The commissioner should ensure that the appropriate personnel will run the evaluations, as outlined herein.

If the commissioner is also a head coach, he/she will want to evaluate players, so someone else must run the evaluations.

If the commissioner is not a head coach, he/she may run the evaluations.

14.2 Draft

The commissioner should collect and total the evaluations sheets and run the draft, as outlined herein.

14.3 Scores and Standings Online

The Commissioner is responsible for collecting game scores and entering them online to maintain regular season standings.

For the 2015 season and prior, the process was:

4. http://www.smyrnalittleleague.com/index.php
5. Login / Web Admin Login
6. Select Schedule/Results
7. Click Quick Enter Scores Checkbox
8. Sort or Filter for Rookie
9. Watch for dates of games (since North/South will be grouped together)
10. Submit

14.4 End of Season Tournament

The Commissioner is responsible for running the End of Season Tournament, as outlined herein.

14.5 All Stars

The Commissioner is responsible for running the All Star process, as outlined in the “SLL Rookie All-Star Overview” document.

WHEN ANNOUNCING ALL-STARS AT CLOSING CEREMONIES, BE SURE TO PROVIDE A LIST OF NAMES IN ALPHABETICAL ORDER, NOT IN THE ORDER OF VOTING RESULTS.

14.6 Communication

Keeping a good pulse on the season is integral to the role of commissioner. This should be accomplished by:

- Attending as many games as is reasonable.
- Seeking feedback from parents across many teams.
- Seeking feedback from all coaches.

In addition, the commissioner should work to ensure that all coaches are communicating effectively with their teams.