



# SUGAR LAND LITTLE LEAGUE

## RULES AND GUIDELINES

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## **PARK RULES**

Sugar Land Park is a city park. We must adhere to the laws of Sugar Land regarding the use of the facilities.

Alcoholic beverages are prohibited at all practices and games regardless of where a practice or game is held.

The use of tobacco in any form is also prohibited at any location at the Sugar Land Little League fields or at any location where practices or games are held. The Fields are a designated City of Sugar Land public park and pursuant to Article VIII, Section 3-140, the use of all forms of tobacco is specifically prohibited.

*Where not otherwise provided herein, the “Official Regulations and Playing Rules” of Little League Baseball apply. The rules provided herein are intended to clarify and document League level rules based on rule options allowed under Little League Baseball and all references are to the “Official Regulations and Playing Rules” of Little League Baseball. In the event of any conflict between the “Official Regulations and Playing Rules” and the rules contained herein, the rules contained herein shall govern over Sugar Land Little League games.*

## **GENERAL GROUND RULES**

1. All players shall be listed on the lineup card and in the scorebook. If they are not present or are unable to play the correct number of innings, the Manager should make a notation and explanation.
2. A ball that becomes lodged or goes under the fence in fair territory shall be considered a ground-rule double. The fielder must raise both arms in the air to stop play. If the player attempts to retrieve the ball, play continues.
3. When a ball is hit over the outfield fence in fair territory it is declared a Home Run. If the ball hits the “yellow” tubing and does not leave the playing field, the ball is live. The Manager and Coach may congratulate the player as he circles the bases, but the rest of the team must remain in the dugout until the batter returns to the dugout from home plate.
4. No Protests will be allowed, except for rules infractions. All disputes must be settled within 5 minutes by the Lead Umpire. The Manager may, with permission from the LEAD UMPIRE, and with rule book in hand, question a call or ruling. The Umpire’s decision at the end of the 5 minutes is final. **JUDGEMENT CALLS CANNOT BE PROTESTED.**

## GAME TIMES

1. To ensure that games start on time, the Manager of the home team shall have his players ready to take the field at least 5 minutes prior to the actual Game Time. The meeting between the Managers and Umpires should take place 10 minutes before Game Time. The start of the game clock shall be when the first batter steps into the batter's box. The Umpire shall announce "on the clock" as he gives the pitcher the signal to play ball. In the Tee-Ball division, where an Umpire is not involved, all games shall start no later than five (5) minutes after the posted Game Time.
2. Games scheduled to start after another game will start on time unless the proceeding game concludes less than 10 minutes before the scheduled Start Time. If this occurs, then the official Start Time will be no more than 10 minutes after the completion of the preceding game. On-field warm-up, including pre-game outfield practice, will be limited to the time available. Areas are available adjacent to each field for pre-game warm-up. These areas must be used to ensure games start on time.
3. Pre-game Batting Cage times are assigned as follows:

Teams scheduled to play on Minor & Fehrle Fields have priority in Minor Cage A and Minor Cage B, next to Minor Field, respectively before games. Teams scheduled on Baker Field have priority in Baker Cage A directly behind Baker Field. Teams scheduled on Senior Field have priority in Baker Cage B closest to the tennis courts.

- a. **HOME TEAM:** The scheduled home team will have access to their scheduled batting cage **FIRST** for 30 minutes beginning at 1 hour and 5 minutes prior to their scheduled game start time.
- b. **VISITING TEAM:** The scheduled visiting team will have access to their scheduled batting cage for 30 minutes beginning at 35 minutes prior to their scheduled game start time and following the scheduled visiting team.
- c. (Minor Cage A) If a pitching machine was set up in the batting cage, the last team to use the machine is responsible for returning it to the shed.

## CODE OF CONDUCT

Any abusive language and/or gestures, unsportsmanlike conduct, taunting, or other negative behavior will not be tolerated at games or practices.

### *Managers, Coaches, and Players*

Any action against the Code of Conduct by a Manager, Coach, or Player shall result in a verbal warning from the Umpire. If the action continues, the Plate or Field Umpire shall eject said offender for the remainder of the game.

- a. That ejection could affect that individual's ability to participate in Post Season Play (All-Stars).
- b. Any Manager, Coach, and/or Player who is ejected from a game may be suspended by the SLLL Board of Directors for the following game after review.
- c. Any further misconduct on the part of said Manager or Coach shall result in suspension for the remainder of the season.
- d. The use of improper language by Managers or Coaches on the field or in the dugouts may be grounds for permanent suspension by the SLLL Board of Directors.

### *Parents & Spectators*

It is the Manager's responsibility to control the Parents and spectators of their team. Any action against the Code of Conduct by a Parent or Spectator shall result in a verbal warning from the Umpire or SLLL Board Member to both the Manager and the Parent/Spectator. If the action continues, the Manager and the Parent or Spectator will be ejected from the game.

- a. A certified letter shall be sent from the SLLL Board to the offender outlining his/her misconduct.
- b. In the event said individual is ejected for a second time at any SLLL function, that individual shall be BANNED from all remaining SLLL activities.
- c. Managers: an ejection for not controlling the behavior of the parent and/or spectator during any given game does not constitute a suspension for any subsequent game.

***Any individual ejected from a game by an Umpire or suspended from a game(s) by the SLLL Board may not stay in the stands or in an area where he may be seen or heard from the fields.***

## **DIVISIONAL RULES**

**Refer to the individual Division Ground Rules documents.**

## **POSTSEASON PLAYOFFS RULES**

The post-season playoffs will be determined by the League VP and can be single or double elimination. The League VP at their discretion can change the playoff schedule or adjust from double to single elimination due to time, weather, etc.

Seeding for the Playoffs will be based on win/loss records during the season (winning %). Should there be a tie in the standings, the following will be used as tiebreakers:

- 1st Tiebreaker: head-to-head
- 2nd Tiebreaker: number of total wins
- 3rd Tiebreaker: coin flip

The Home Team during Playoff games will be the higher-seeded team. Except for the Championship Game where the Home Team will be the Team that advanced through the winner's bracket (without a loss).

Game Tiebreakers. Ties will be played out using the International Tiebreaker rules.

During the first extra-inning: the offensive team's last out from the previous inning is placed on 2nd base and the inning starts with 1 out. If still tied after the first extra-inning, each additional inning will begin with the offensive team's last out placed on 3rd base and the inning starts with 2 outs. This format will be played until there is a winner.

Championship Game. Championship games are played the full 6 innings (Intermediate: 7 full innings) without any time limits. In the event of a tie at the end of six innings, one additional full inning will be played. If there is still a tie after 7 innings, the International Tiebreaker rules will apply.

Unless otherwise stated below, the General and Division Ground Rules apply during Playoffs.

## **DURING BRACKET PLAY:**

### **PWAAA:**

Follows regular season Ground and Division Rules

### **MINOR:**

Follows regular season Ground and Division Rules **LESS AND EXCEPT THE FOLLOWING AMENDMENTS:**

- League Age 9-year-olds must pitch a minimum of 6 outs per week is NOT IN EFFECT (as stated in Minors Division Rules #13a)

### **MAJOR:**

Follows regular season Ground and Division Rules **LESS AND EXCEPT THE FOLLOWING AMENDMENTS:**

- League Age 11-year-olds must pitch a minimum of 6 outs per week is NOT IN EFFECT (as stated in Majors Division Rules #14a)

## **CHAMPIONSHIP GAME ONLY:**

### **PWAAA:**

Follows regular season Ground and Division Rules

### **MINOR:**

Follows regular season Ground and Division Rules **LESS AND EXCEPT THE FOLLOWING AMENDMENTS:**

- Two (2) hour time limit
- League Age 9-year-olds must pitch a minimum of 6 outs per week is NOT IN EFFECT (as stated in Minors Division Rules #13a)
- NO 5 run per inning rule through the first 3 innings (as stated in Minors Division Rules #4)

### **MAJORS:**

Follows regular season Ground and Division Rules **LESS AND EXCEPT THE FOLLOWING AMENDMENTS:**

- Two (2) hour time limit
- League Age 11-year-olds must pitch a minimum of 6 outs per week is NOT IN EFFECT (as

stated in Majors Division Rules #14a)

- NO 5 run per inning rule through the first 3 innings (as stated in Majors Division Rules #4)

## **PRACTICES**

1. During the preseason, teams can conduct up to two field practices and one cage practice per week. Managers will sign up for these practice times during the Draft. This schedule will only apply to the preseason.
2. Practice timeslots are for 2 hours. At the end of each practice, you are required to:
  - Rake/drag the fields
  - pick up trash in the dugout and on the field
  - put away equipment and lock the shed
  - If you are the last practice during the evening, you must turn off the lights

Failure to comply with these simple rules may result in suspension from reserving the fields for future practices.

Additionally, as needed, please water the infield dirt areas and pitcher's mound.

3. During the preseason, field and cage practice slots will be pre-determined. Once games have started, teams may schedule one practice (field or cage) in advance. Open timeslots will be available for viewing on the League's website on the calendar. You must submit your practice request to the Vice President for approval. Teams can only have one upcoming practice on the schedule at once. Once your scheduled practice has been completed, another practice can be scheduled.
4. Batting cages can be reserved as well. On nights where there are only 6:30 pm games, the cages are available starting at 6:30 pm. On nights where there are 6:00 pm and 8:00 pm games, the cages are not available.

## League Provided Equipment

Sugar Land Little League provides certain playing equipment to the manager of each team. This is to ensure that each team is properly equipped with the necessary safety equipment. Each manager receives:

1. An equipment bag
2. Catcher's protective gear and catcher's mitt
3. Batting Helmets (However, it is highly recommended that each player have their own batting helmet)
4. Batting tee (for Tee ball only)

At the games and practices, the league provides additional equipment. For the machine-pitch divisions, SLLL provides the pitching machine. For divisions where the score/standings are kept, SLLL provides an official scorebook.

At the end of the season, the manager is responsible for promptly returning the playing equipment. Inspect the equipment, complete the Equipment Return form, and turn the equipment in to the SLLL Equipment Manager. You may not simply drop off your equipment bag at the shed, concession stand, etc. The manager is financially responsible for the playing equipment entrusted to him.

## Player Provided Equipment

1. Baseball glove
2. Baseball bat
3. A batting helmet that meets NOACSAE (National Operating Committee in Standards for Athletic Equipment). A full-face mask or C-flap is highly recommended for all batters.
4. Cleats are optional, but players usually wear them. Baseball or soccer-style cleats are ok. ***Metal cleats are not allowed.***
5. Catchers must wear a cup. Cups are highly recommended for all players.