



SAN CLEMENTE LITTLE LEAGUE

2020 LOCAL RULES

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I. PURPOSE AND APPLICABILITY

San Clemente Little League ("SCLL") is bound by the Little League Official Regulations and Playing Rules and the Little League Operating Manual published by Little League Baseball, Incorporated. The following Local Rules are intended to supplement those publications and provide parents and players an understanding of how SCLL administers its volunteer policy, divisions and teams.

II. VOLUNTEER POLICY

- A. **Purpose.** SCLL is a 100% volunteer organization. The volunteering of one's time is an action that fits with the ideals and objectives of Little League Baseball. Children learn the value of service and giving to others by watching their parents volunteer. SCLL aims to see that all parents volunteer in one way or another and depends upon every parent to donate time in order to ensure a well-run program upon which the players can rely. Each Manager will receive material that will provide an outline to communicate with families and ensure all aspects of service are covered.
- B. **Qualification.** Every volunteer shall complete a Little League Volunteer Application, Background checks are required for managers, coaches, team parents and umpires, Background checks will be available at no cost to the volunteer.
- C. **Volunteer Roles.** There is an opportunity for every adult to volunteer his/her time for SCLL's benefit. Some of these roles include Manager, Coach, Umpire, Team Parent, Scorekeeper, Field Volunteer, Snack Bar Volunteer and Special Event Volunteer. If a parent has not already assumed a volunteer role prior to the season starting, he/she is encouraged to cooperate with his/her child's Team Parent in filling the team's volunteer duties.
- D. **Significant Volunteer Service.** Only volunteers that demonstrate significant volunteer service in and for the benefit of SCLL will earn the privilege of being a Regular Member of SCLL and holding voting rights per the SCLL Constitution. *Significant volunteer service is defined as actively and continually contributing to any volunteer role for the benefit of a particular team throughout the entire playing season. It is doing one's "fair share" of the work necessary to meet the team's, division's or League's needs. SCLL defines significant volunteer service as contributing a minimum of 2 hours of service per player per month.* The Team Parent shall keep a record of every parent's volunteer service given for the benefit of that team, division and/or SCLL. Such record, along with the Team Parent's evaluation of which parents met his/her volunteer requirement, will be given to the Vice President upon request in order to monitor SCLL's Volunteer Policy and maintain a proper Membership roster.
- E. **Volunteer Umpire Policy.** Teams, as required by the Chief Umpire, are responsible for providing volunteers to act as umpires to officiate the League's Upper Division games. SCLL and/or District 68 will provide opportunities for anyone interested in becoming a volunteer umpire to attend a training class that will qualify him/her as such. Once qualified, all volunteer umpires will have access to a scheduling system to assure game coverage. Each volunteer umpire will earn points for his/her service, and the volunteer umpire may assign such points to any particular team he/she has identified to SCLL's Umpire in Chief (UIC) when required. Each Upper Division team must achieve a certain amount of umpire points during the Regular Season and provide umpires for a determined number of SCLL City Playoff games or face discipline at the Board of Director's discretion. Once a team's required umpire points are achieved, that team's volunteer umpires may be pulled off the umpire schedule to allow other teams to sign up and earn their points. Umpire points will be monitored by the UIC. The point values and team requirements will be distributed to the managers prior to the beginning of the season as well as posted on the SCLL website. Junior Umpires also known as "JUMPERS" will only be allowed to gather points for one specific team combined in all divisions as indicated at the start of the season.
- F. **Penalties for Failure to Accumulate Sufficient Volunteer Umpire Points.** SCLL's intent is to assure officiating coverage for all Upper Division games. Managers and coaches devote abundant hours for the benefit of SCLL, so it is incumbent upon the other parents or their agents to volunteer their time as umpires and help their teams achieve enough points. The League benefits more from volunteers donating their time to umpire games than imposing penalties on offending teams. However, to encourage all teams to do their fair share of this important job, the following process and penalty structure will be utilized if necessary:
1. *Appeal and Reconciliation Process:* The UIC will notify the team manager if his team has not accumulated enough umpire points by Spring Break and the end of the Regular Season. The chart below lists the penalty

that can be imposed on the team for such insufficiency. The manager can opt to do nothing and have the penalty imposed on his team or he may request a hearing in front of a Board of Directors' committee established for such purpose. The meeting shall take place within seven days at which time the manager may explain any circumstances that led to his team's current position. After hearing from the manager and considering all circumstances, the committee shall decide upon an appropriate course of action. Such action could be imposing the stated penalty, waiving the penalty or requiring some type of equitable recompense from the team, including but not limited to, monetary assessments, suspension of the manager and/or coaches or forfeiture of one or more games.

2. *Penalties:* The following chart outlines the penalties that will be imposed on a team that does not achieve sufficient volunteer umpire points. A team will be deemed to have made up its umpire points once a volunteer umpire schedules himself/herself to officiate a game.
3. Every team will be assigned a specific number of games of which their umpire representatives must schedule during the City Playoffs. If these games are not scheduled, team may be penalized based on the 61-75% penalty as defined below.

<u><i>Insufficiency</i></u>	<u><i>Penalty</i></u>
Met less than 30% of total points at Spring Break	<i>For all teams:</i> Manager is suspended from all baseball activity for one week starting the first week after Spring Break.
Met 85-99% of total points at end of regular season	<i>For all teams:</i> Remaining umpire points must be scheduled prior to City Playoffs or the manager is suspended for the 1 st game of the City Playoffs and he will remain suspended until points are made up.
Met 76-84% of total points at end of regular season	<i>For all teams:</i> Manager is suspended for the 1 st game of the City Playoffs or District TOC and team must make up rest of points during the City Playoffs. Manager remains suspended until points are made up or scheduled.
Met 61-75% of total points at end of regular season	<i>For AA-50/70:</i> Team forfeits the 1 st game in the City Playoffs and points must be made up during the City Playoffs. <i>For Juniors:</i> Manager is suspended for the 1 st game of the District TOC and team must make up rest of points during the City Playoffs. Manager remains suspended until points are made up or scheduled.
Less than 60% of total points at end of regular season	<i>For AA-50/70:</i> Team forfeits privilege of playing in the City Playoffs. <i>For Juniors:</i> Manager is suspended from all baseball activity for a minimum of one week following the regular season. Such suspension must include the 1 st game of the District TOC. Manager remains suspended until points are made up or scheduled.

III. STRUCTURE OF SCLL

- A. **Divisions of Play.** SCLL has various divisions of play, structured by League Age and developmental purpose. The Lower Divisions consist of Tee Ball, Rookie (coach pitch) and Single A (machine pitch). The Upper Divisions are all player pitch and consist of AA, AAA Minor (if offered), AAA, Majors, 50/70, Juniors and Seniors. SCLL also has a Challenger Division that enables boys and girls with physical and mental challenges to enjoy the game of baseball.
- B. **Code of Conduct.** All parents, guardians and guests must adhere to the SCLL Code of Conduct.
- C. **Anti-Bullying Policy.** All players, managers, coaches, umpires, parents, guardians, guests, spectators and volunteers must adhere to the SCLL Anti-Bullying Policy.
- D. **Refunds.** SCLL will issue a full refund of a player's registration fee if, prior to the first Player Evaluation date, the parents tell the Player Agent that their child will not be participating in SCLL. There are no refunds after Player Evaluation for any level of play.

IV. MANAGER SELECTION AND REQUIREMENTS

- A. **Selection and Appointment.** Any adult may request to be a Team Manager. Such request should be delivered to the Junior, Upper or Lower Division Commissioner or the President. The Commissioners will put together the list of the potential managers for review by the Manager Selection Committee. That committee will present a slate of manager candidates to the Board of Directors for approval. The President is provided to slate for approval and appointment.

- B. **Requirements.** All managers must be appropriately qualified as a volunteer per SCLL's Volunteer Policy. Managers shall be responsible for their teams and must exercise good sportsmanship at all times on the field. Managers must attend the following clinics before the start of the Regular Season or face discipline by the Board of Directors:
1. *District 68 Rules Clinic.* All AA managers must attend, all Upper Division managers that have not attended at least one rules clinic in the past 3 years must attend.
 2. *Manager Safety Meeting.* All managers must attend.
 3. *Coaches Training Clinic.* All managers must attend one clinic.
- C. **Communication.** All managers must make the Player Agent aware if any player misses two consecutive games or three consecutive practices for any reason. All managers are encouraged to rely on his/her Division Commissioner for guidance and maintain an open channel of communication with him.
- D. **Penalties.** Any manager who is found in violation of any rule in the Official Regulations and Playing Rules or in these Local Rules will first receive a warning from his/her Division or Chief Commissioner or President. Upon a subsequent violation, the manager will be subjected to discipline by the Executive Committee and Board of Directors.

V. SENIOR DIVISION RULES

- A. **Structure.** SCLL will work with District 68 in providing the opportunity for players to participate in the Senior Division based on demand and need for the playing season. The District will determine any intra-divisions of play.
- B. **Eligibility.** League Age 16, 15 and 14 year olds are eligible for participation in the Senior Division.
- C. **Player Evaluations.** SCLL will work with District 68 in assuring that all eligible players who wish to participate in the Senior Division have the opportunity to be evaluated by the team managers prior to the selection of teams.
- D. **Team Formation.** SCLL will work with District 68 to assure a fair selection process to achieve balanced teams.
- E. *No Adult Gloves On Gameday.* On gamedays no adults (manager, coach, parent, etc..) are permitted to wear a glove on a field for any purpose, including warming up players.
- High school players are encouraged to join SCLL following the completion of high school commitment on May 15. Players will be placed on appropriate level teams at the discretion of the board of directors. Players will be eligible for All-Star consideration based on meeting required game involvement.

VI. JUNIOR DIVISION RULES

- A. **Structure.** The Board of Directors shall determine the number of teams and intra-divisions of play (i.e. American, Central and National) prior to the selection of the Junior Division managers and according to the demand and need for the playing season.
- B. **Eligibility.** League Age 14, 13 and 12 year olds are eligible for participation in the Juniors Division.
- C. **Player Evaluations.** Player evaluations will be held prior to the draft at a location to be announced by the Board of Directors and communicated to all registered players. Managers will attend the Player Evaluation. Each player will have the opportunity to participate in drills on which the managers will evaluate his/her level of skill. Only players who attended the Player Evaluation will be eligible for the draft. Players who did not attend the Player Evaluation will be placed on a Waiting List and will be eligible for placement on a team if room allows.
- D. **Draft.** Player selection will take place in a manner outlined by the Little League Operating Manual.
- E. **Season and Game Format.** Season and game format will comply with the District's management, scheduling and rules for the Juniors Division.
- F. *No Adult Gloves On Gameday.* On gamedays no adults (manager, coach, parent, etc..) are permitted to wear a glove on a field for any purpose, including warming up players.

- High school players are encouraged to join SCLL following the completion of high school commitment on May 15. Players will be placed on appropriate level teams at the discretion of the board of directors. Players will be eligible for All-Star consideration based on meeting required game involvement.

VII. INTERMEDIATE (50/70) DIVISION RULES

- A. **Structure.** The Board of Directors shall determine the number of teams. SCLL plays a divisional format, thus there will be an American League and a National League for this division, unless we participate in a district league whereby we will request approval to play as one division.
- B. **Eligibility.** League Age 11 and 12 year olds are eligible to be drafted into the 50/70 Division.
- C. **Player Evaluations.** Player evaluations will be held prior to the draft at a location to be announced by the Board of Directors and communicated to all registered players. Managers will attend the Player Evaluation. Each player will have the opportunity to participate in drills on which the managers will evaluate his/her level of skill. Only players who attended the Player Evaluation will be eligible for the draft. Players who did not attend the Player Evaluation will be placed on a Waiting List and will be eligible for placement on a team if room allows.
- D. **Draft.** The purpose of the draft is to achieve fair and balanced teams throughout the division.
1. *Draft Order.* All managers will draw numbers to determine draft order. These numbers also determine in which league the team is placed. Odd numbers will represent the American League and even numbers will represent the National League. The draft is conducted in serpentine order and will proceed for twelve rounds. No more than 12 players will be placed on a team.
 2. *Trades.* Only trades within the same league will be allowed. All trades must be finalized by the managers and communicated to the Player Agent the night of the draft and before any manager leaves the draft room. Trades are not official until approved by the Board of Directors. The Player Agent will seek such approval within twenty-four hours of the draft. Managers may not communicate with the traded players until they have received Board of Directors' approval to do so.
 3. *Managers' Children.* A manager must draft his League Age 12 child in the third round. A manager must draft his League Age 11 child in the fourth round.
 4. *Siblings.* If a manager drafts a player who has a sibling playing in the same division, that manager must then draft the sibling in the immediate following round. If the player agent has been informed by a parent or legal guardian that it is not required that the siblings play on the same team, then this rule will not be in effect. This notification must be in writing and received at least 24 hours before the draft start time.
- E. **Player Movement Policy.** If a team loses any player on its roster, the manager shall inform the Player Agent of such loss within twenty-four hours. That team will receive the first eligible replacement player from the Waiting List maintained by the Player Agent
- F. **City Playoffs.** After the Regular Season, each league may participate in its own City Playoff. Seeding in the City Playoff will be by Regular Season league standings respective of National and American leagues. Local Rules will be followed for all games, except, there will be no time limit and all games must be played to completion with a declared winner.
1. *Tie-Breaker Rules.* Within a league, if two teams have the same Regular Season league record, SCLL will compare the following in the order stated to determine the higher seed: record in head-to-head games; overall division record; lowest runs allowed in head-to-head games; lowest runs allowed overall; coin flip.
- G. **District Tournament of Champions.** Should District 68 host a District TOC for this Division, the American League City Playoff winner and the National League City Playoff winner may represent SCLL in the tournament. If two teams from each league are allowed to advance, the second place City Playoff team from each league will also represent SCLL in the tournament.
- H. **Game Rules.** Playing rules will follow those set forth in the Official Regulations and Playing Rules with the following additional rules:

1. *Continuous Batting Order.* All teams will use a continuous batting order.
 2. *Pitching.* Refer to Green Book Section VI
 3. *Minimum Play.* Every player on a team roster who is eligible and physically present at the start of the game will participate in a minimum of twelve defensive outs or four innings. The exceptions to this rule are as follows:
 - (a) For any game ending in less than seven complete innings, including games called due to the “mercy rule,” the minimum play requirement will be nine defensive outs or three innings.
 4. *Time Limit.* The official start time of the game is the actual start time. There is no time limit, however no new inning can start after two hours and fifteen minutes, which is determined by the plate umpire for the game.
 5. *On-Deck.* The on-deck position is not permitted.
 6. *No Adult Gloves On Gameday.* On gamedays no adults (manager, coach, parent, etc..) are permitted to wear a glove on a field for any purpose, including warming up players.
- I. **Challenger Involvement.** The 50/70 Division players shall support the SCLL Challenger Division by acting as Junior League “buddies” during assigned Challenger practices and games.

VIII. MAJORS DIVISION RULES

- A. **Structure.** The Board of Directors shall determine the number of teams. SCLL plays a two league format, thus there will be an American League and a National League for this division.
- B. **Eligibility.** All League Age 12 year old’s must be drafted into the Majors Division unless he/she has elected to participate in and is drafted into the Juniors Division or has been given allowance per Regulation V(a) of the Official Regulations and Playing Rules. League Age 9 (in the fourth grade), 10, 11 are eligible to be drafted into the Majors Division.
- C. **Player Evaluations.** Player evaluations will be held prior to the draft at a location to be announced by the Board of Directors and communicated to all registered players. Managers will attend the Player Evaluation. Each player will have the opportunity to participate in drills on which the managers will evaluate his/her level of skill. Only players who attended the Player Evaluation will be eligible for the draft. Players who did not attend the Player Evaluation will be placed on a Waiting List and will be eligible for placement on a team if room allows. All League Age 11 year old and younger players that have not been drafted when the maximum number of players per team is reached will be placed in the AAA division player pool.
- D. **Draft.** The purpose of the draft is to achieve fair and balanced teams throughout the division.
 1. *Draft Order.* All managers will draw numbers to determine draft order. There must be an equal number of American and National Teams. The draft is conducted in serpentine order and will proceed for twelve rounds. No more than 12 players will be placed on a team unless approved by the President.
 2. *Trades.* Only trades within the same league will be allowed. All trades must be finalized by the managers and communicated to the Player Agent the night of the draft and before any manager leaves the draft room. Trades are not official until approved by the Board of Directors. The Player Agent will seek such approval within twenty-four hours of the draft. Managers may not communicate with the traded players until they have received Board of Directors’ approval to do so.
 3. *Managers’ Children.* A manager must draft his League Age 12 child in the third round. A manager must draft his League Age 11 child in the fourth round. If a Manager has multiple children, siblings must be taken in the next subsequent round (i.e. 4th round... 5th round etc.) until all siblings are drafted.
 4. *Siblings.* If a manager drafts a player who has a sibling playing in the same division, that manager must then draft the sibling in the immediate following round. If the player agent has been informed by a parent or legal guardian that it is not required that the siblings play on the same team, then this rule will not be in effect. This notification must be in writing and received at least 24 hours before the draft start time.

- E. **Player Movement Policy.** If a team loses any player on its roster, the manager shall inform the Player Agent of such loss within twenty-four hours. That team will receive the first eligible replacement player from the Waiting List maintained by the Player Agent. No more than 12 players will be placed on a team unless approved by the President.
- F. **City Playoffs.** After the Regular Season, each league may participate in its own City Playoff. Seeding in the City Playoff will be by Regular Season league standings respective of National and American leagues. Local Rules will be followed for all games, except, there will be no time limit and all games must be played to completion with a declared winner.
 - 1. *Tie-Breaker Rules.* Within a league, if two teams have the same Regular Season overall record, SCLL will compare the following in the order stated to determine the higher seed: record in head-to-head games; overall division record; lowest runs allowed in head-to-head games; lowest runs allowed overall; coin flip.
- G. **District Tournament of Champions.** Should District 68 host a District TOC for this Division, the American League City Playoff winner and the National League City Playoff winner may represent SCLL in the tournament. If two teams from each league are allowed to advance, the second place City Playoff team from each league will also represent SCLL in the tournament.
- H. **Game Rules.** Playing rules will follow those set forth in the Official Regulations and Playing Rules with the following additional rules:
 - 1. *Stealing.* All rules pertaining to stealing must follow Green Book Rule 7.13
 - 2. *Continuous Batting Order.* All teams will use a continuous batting order.
 - 3. *Pitching.* Refer to Green Book Section VI
 - 4. *Minimum Play.* Every player on a team roster who is eligible and physically present at the start of the game will participate in a minimum of nine defensive outs or three innings. The exceptions to this rule are as follows:
 - (a) For any game ending in less than six complete innings, including games called due to the “mercy rule,” the minimum play requirement will be six defensive outs or two innings.
 - 5. *Time Limit.* The official start time of the game is the actual start time. There is no time limit, however no new inning can start after two hours, which is determined by the plate umpire for the game.
 - 6. *Mercy Rule.* Per Green Book 4.10 (e), 10 run mercy rule is applicable, but 15 run mercy rule will NOT be applicable to SCLL Majors.
 - 7. *No Adult Gloves On Gameday.* On gamedays no adults (manager, coach, parent, etc..) are permitted to wear a glove on a field for any purpose, including warming up players.

Challenger Involvement. The Majors Division players must support the SCLL Challenger Division by acting as Junior League “buddies” during assigned Challenger practices and games.

IX. AAA DIVISION RULES

- A. **Structure.** The Board of Directors shall determine the number of teams. SCLL plays a two league format, thus there will be an American League and a National League for this division.
- B. **Eligibility.** League Age 10-year olds are eligible to be drafted into the AAA Division. 11-year olds not drafted in majors must be drafted in AAA. If there is no AAA Minor Division, all league age 10 year olds must be drafted into the AAA Division. There may be a limited number of roster openings for League Age 9-year olds to be drafted into the AAA Division. The Board of Directors will determine whether such roster openings are available, and if so, the Player Agent will inform the AAA managers of this number prior to the start of the draft.
- C. **Player Evaluations.** See Local Rule VIII (C).
- D. **Draft.** The purpose of the draft is to achieve fair and balanced teams throughout the division.

1. *Draft Order.* See Local Rule VIII (D.1).
 2. *Trades.* See Local Rule VIII (D.2).
 3. *Managers' Children.* All Managers respective children must be drafted in the third round, if Manager has multiple children, siblings must be taken in the next subsequent round (i.e. 4th round... 5th round etc.) until all siblings are drafted.
 4. *Siblings.* If a manager drafts a player who has a sibling playing in the same division, that manager must then draft the sibling in the immediate following round. If the player agent has been informed by a parent or legal guardian that it is not required that the siblings play on the same team, then this rule will not be in effect. This notification must be in writing and received at least 24 hours before the draft start time.
- E. **Player Movement Policy.** See Local Rule VIII (E).
- F. **City Playoffs.** See Local Rule VIII (F).
- G. **District Tournament of Champions.** See Local Rule VIII (G).
- H. **Game Rules.** Playing rules will follow those set forth in the Official Regulations and Playing Rules with the following additional rules:
1. *Minimum Play.* Every player on a team roster who is eligible and physically present at the start of the game will participate in a minimum of nine defensive outs or three innings. Each player will participate for one inning in an infield position. The infield requirement is not applicable during City Playoffs, Green Book dictates. The exceptions to this rule are as follows:
 - (a) For any game ending in less than six complete innings, including games called due to the "mercy rule," the minimum play requirement will be six defensive outs or two innings.
 2. *Continuous Batting Order.* All teams will use a continuous batting order.
 3. *Pitching.* Any pitcher throwing more than fifty pitches in one game will require both a game's rest and three calendar day's rest. This rule is subject to the pitch count threshold exception of Regulation IV(d).
 4. *Time Limit.* The official start time of the game is the actual start time. There is no time limit, however no new inning can start after two hours, which is determined by the plate umpire for the game.
 5. *Mercy Rule.* There is a five run limit per side per inning until the last inning per the umpire's call. Last called inning by umpire is unlimited runs or once through batting order. Per Green Book 4.10 (e), 10 run mercy rule is applicable, but 15 run mercy rule will NOT be applicable.
 6. *Side retired.* Per Little League Playing Rules 5.07 the side is retired when three offensive players are legally put out, called out by an umpire or when all players on the roster have batted one time in the half- inning, or when the offensive team scores 5 runs.
 7. *No Adult Gloves On Gameday.* On gamedays no adults (manager, coach, parent, etc..) are permitted to wear a glove on a field for any purpose, including warming up players.

X. AAA MINOR DIVISION RULES

- A. **Structure.** The Board of Directors shall determine the number of teams, if any, based on the demand and need for the playing season. SCLL plays a divisional format, thus there will be an American League and a National League for this division.
- B. **Eligibility.** All remaining League Age 10 year olds must be drafted into the AAA Minor Division, if AAAM Division is available. League Age 9 year olds are eligible to be drafted into the AAA Minor Division. There may be a limited number of roster openings for League Age 8 year olds to be drafted into the AAA Minor Division. The Board of Directors will determine whether such roster openings are available, and if so, the Player Agent will inform the AAA Minor managers of this number prior to the start of the draft.

- C. **Player Evaluations.** See Local Rule VIII (C).
- D. **Draft.** The purpose of the draft is to achieve fair and balanced teams throughout the division.
 - 1. *Draft Order.* See Local Rule VIII (D.1).
 - 2. *Trades.* See Local Rule VIII (D.2).
 - 3. *Managers' Children.* See Local Rule IX (D.3).
 - 4. *Siblings.* See Local Rule IX (D.4).
- E. **Player Movement Policy.** See Local Rule VIII (E).
- F. **City Playoffs.** After the Regular Season, each league may participate in its own City Playoff. Seeding in the City Playoff will be by blind draw conducted by a Board member. Managers will be invited to participate in person for the blind draw, if a manager cannot participate the board member will draw for them. Local Rules will be followed for all games, except, there will be no time limit and all games must be played to completion with a declared winner.
- G. **Game Rules.** See Local Rule IX(H) with the following additional and/or different rules:
 - 1. *Stealing.* Until Spring Break, runners may only steal second base, and may not advance on an error during the steal. After Spring Break, runners may steal second and third base. Upon stealing second base, a runner may advance to third base on an error during the play, but may not steal or advance to home during a steal attempt.
 - 2. *Protests.* There will be no protests in this division. All issues must be addressed and resolved at the time of play.
 - 3. *No Adult Gloves On Gameday.* On gamedays no adults (manager, coach, parent, etc..) are permitted to wear a glove on a field for any purpose, including warming up players.

XI. AA DIVISION RULES

- A. **Structure.** The Board of Directors shall determine the number of teams. SCLL plays a divisional format, thus there will be an American League and a National League for this division.
- B. **Eligibility.** All remaining League Age 9 year olds and all League Age 8 year olds requesting to participate in this division must be drafted into the AA Division. The Player Agent shall have managed the registration list of these age groups so that no League Age 8 year old who wishes to play in the AA Division will be left out of this draft. There may be a limited number of roster openings for League Age 7 year olds to be drafted into the AA Division. The Board of Directors will determine whether such roster openings are available, and if so, the Player Agent will inform the AA managers of this number prior to the start of the draft.
- C. **Player Evaluations.** See Local Rule VIII (C).
- D. **Draft.** The purpose of the draft is to achieve fair and balanced teams throughout the division.
 - 1. *Draft Order.* See Local Rule VIII (D.1).
 - 2. *Trades.* See Local Rule VIII (D.2).
 - 3. *Managers' Children.* See Local Rule IX (D.3).
 - 4. *Siblings.* See Local Rule IX (D.4).
- E. **Player Movement Policy.** See Local Rule VIII (E).

- F. **Regular Season.** The focus of the AA Division is to develop the player, and as such, this division is not to be considered competitive. No standings shall be kept.
- G. **City Playoffs.** See Local Rule X (F).
- H. **Game Rules.** See Local Rule IX (H) with the following additional and/or different rules:
1. *Stealing.* Until Spring Break, runners may not steal any base. After Spring Break, runners may steal second base only. Runners may not further advance on errors or other advancing opportunities.
 2. *Walks.* To encourage hitting, there shall be no walks in this division. If the pitcher has thrown four balls, a coach on the batter's team will pitch to the batter. The batter will carry the strike count. All coach pitches will count as strikes regardless of the quality of the pitch or whether or not the batter swings at the pitch. If the batter does not hit a fair or foul ball off the final strike, he/she will be retired. Coach must start pitch with one foot touching the front edge of the mound, and may not advance more than one step from the mound when completing the pitch. Player pitcher is to stand no more than 12 inches from the mound, on either side of the mound, and in line with the pitchers plate while the coach is pitching. If a coach violates this rule umpire shall call "no pitch" and the coach shall throw the pitch again from the proper place.
 3. *Advancing Runners on a Hit.* To encourage proper defensive baseball no runner may be allowed to advance more than one base on any fielded infield hit, or infield defensive play attempt. The exception to this rule is this, if there is an error on a throw to a base and no other fielder (other then the baseman) attempts to "backup" the error, then runners may advance one extra base at their own peril.

Example 1. *Runner on second, ball is hit to shortstop who then attempts a play to first base. Throw to first sails over the first baseman's head to the fence but the right fielder has run to a backup position and is attempting to retrieve the ball, runner on second may only advance to third and batter runner must remain at first base.*

Example 2. *Runner on second, ball is hit to shortstop who then attempts a play to first base. Throw to first sails over the first baseman's head to the fence and no one is actively attempting to backup the throw or retrieve the ball other then the first baseman, runner on second may now advance to home and batter runner may advance to second base at their own peril.*

If in the judgement of the umpire a team violates this rule, all runners should be returned to the proper base allowed. Runners may advance as many bases as they would like at their own peril when a ball is hit to the outfield until the ball is returned to the pitcher near the pitching mound, or in the judgement of the umpire, an infielder with control of the ball is clearly attempting to return the ball to the pitcher near the pitching mound.
 4. *Protests.* There will be no protests in this division. All issues must be addressed and resolved at the time of play.
 5. *No Adult Gloves On Gameday.* On gamedays no adults (manager, coach, parent, etc..) are permitted to wear a glove on a field for any purpose, including warming up players.
- I. **Mercy Rule.** Little League Rule 4.10 (e), 10 run mercy rule will not be in effect for AA. Games will conclude upon playing a complete game, or end based on the time limit rule. The intent of this rule is to provide an opportunity for all players to play as many innings as possible in order to improve their skills and enjoy the game.

XII. MACHINE PITCH / SINGLE A DIVISION RULES

- A. **Structure and Eligibility.** Single A Division is machine pitch baseball and is primarily for League Age 7 year olds. If a League Age 8 year old who has not played Single A previously wishes to play in this division, he/she will likely be allowed to do so. Whether or not a League Age 6 year old will be allowed to play in this division will depend upon the registration numbers and the make-up of the teams. If a League Age 6 year old is allowed to participate in the Single A division, such allowance does not entitle that player to move up to the AA Division the following year.

- B. **Season Format.** No standings will be kept or official scorekeeping made. There will be no post-season, play-off or tournament play at the end of the Regular Season.
- C. **Game Format.** Games shall be three innings or an hour and a half, whichever comes first. The batting order shall include all rostered players and shall be continuous. Outs will be honored, however, there will be no switching of sides when three outs are made by the defensive team. The side will only be retired when all players have batted one time. If a batter is struggling to hit off of the machine, he/she shall be allowed to hit off the tee. Bunting is not permitted. There will be no calling of balls or strikes. There is no base stealing. There is no infield fly rule. The player in the pitcher's position shall stay outside of the ten-foot pitching machine circle. If a ball is overthrown, the runner will be permitted to advance up to one base at his/her own risk on the initial play only, no additional advancement on misplays. Catchers must wear full protective gear, per Little League Playing Rules 1.17. Up to three defensive coaches are permitted to be on the field in fair territory for instructional purposes, and they are prohibited from touching any live ball. If a ball accidentally touches a coach, the ball shall remain live. There shall be no protests.

XIII. ROOKIE DIVISION RULES

- A. **Structure and Eligibility.** Rookie Division is coach pitch baseball and is primarily for League Age 6 year olds. If a League Age 7 year old who has not played Rookie Division previously wishes to play in this division, he/she will likely be allowed to do so. Whether or not a League Age 5 year old will be allowed to play in this division will depend upon the registration numbers and the make-up of the teams. If a League Age 5 year old is allowed to participate in the Rookie division, such allowance does not entitle that player to move up to the Single A Division the following year.
- B. **Season Format.** No standings will be kept or official scorekeeping made. There will be no post-season, play-off or tournament play at the end of the Regular Season.
- C. **Game Format.** Games shall be three innings or an hour and a half, whichever comes first. The batting order shall include all rostered players and shall be continuous. Outs will be honored after Spring Break, however, there will be no switching of sides when three outs are made by the defensive team. The side will only be retired when all players have batted one time. If a batter is struggling to hit off of the coach, he/she shall be allowed to hit off the tee. Bunting is not permitted. There will be no calling of balls or strikes. There is no base stealing. There is no infield fly rule. After Spring Break, if a ball is overthrown, the runner will be permitted to advance up to one base at his/her own risk on the initial play only, no additional advancement on misplays. Catchers must wear full protective gear, per Little League Playing Rule 1.17. After Spring Break, the runner will be allowed an extra base at their own risk, if the hit reaches the outfield. Up to three defensive coaches are permitted to be on the field in fair territory for instructional purposes, and they are prohibited from touching any live ball. If a ball accidentally touches a coach, the ball shall remain live. There shall be no protests.

XIV. TEE BALL RULES

- A. **Structure and Eligibility.** Tee Ball Division is primarily for League Age 5 year olds. If a League Age 6 year old who has not played Tee Ball Division previously wishes to play in this division, he/she will likely be allowed to do so.
- B. **Season Format.** No standings will be kept or official scorekeeping made. There will be no post-season, play-off or tournament play at the end of the Regular Season.
- C. **Game Format.** Games shall be three innings or an hour and fifteen minutes, whichever comes first. The batting order shall include all rostered players and shall be continuous. No outs will be honored in this division. The side will only be retired when all players have batted one time. Bunting is not permitted. There will be no calling of balls or strikes. There is no base stealing. There is no infield fly rule. After Spring Break, and only upon agreement by both managers, coach pitch is allowed. Up to three defensive coaches are permitted to be on the field in fair territory for instructional purposes, and they are prohibited from touching any live ball. If a ball accidentally touches a coach, the ball shall remain live. There shall be no protests.

XV. CHALLENGER DIVISION RULES

- A. **Structure and Eligibility.** The Challenger Division is for boys and girls with physical and mental disabilities to enjoy the game of baseball. This division is open to children League Age 5 through 18 (or 22 if the player is in high school).

There is no residency restriction in this division, and as such, any player who wishes to participate in the SCLL Challenger Division may apply regardless of where he/she lives. The Challenger Division may have two leagues based on age and/or ability: a Junior League comprised of 5 through 11 year olds and a Senior League comprised of twelve year olds and above. These age ranges are flexible depending on a player’s ability.

- B. **Season Format.** SCLL will coordinate with other local leagues to schedule games during the playing season. No standings will be kept or official scorekeeping made. There will be no post-season, play-off or tournament play at the end of the Regular Season.
- C. **Game Format.** The managers will agree before play on the length of the game, up to three innings. The batting order shall include all rostered players and shall be continuous. No outs will be honored in this division. The side will only be retired when all players have batted one time. Bunting is not permitted. There will be no calling of balls or strikes. There is no base stealing. There is no infield fly rule. If a ball is overthrown, the runner will be permitted to advance up to one base at his/her own risk. Catchers must wear full protective gear. There shall be no protests. Challenger players may have “buddies” with them on the field and during their at bats to encourage and offer any help in order to achieve a fun experience.

XVI. ALL STAR TEAMS – PURPOSE AND STRUCTURE

In recognition of player talent, effort and sportsmanship, and to represent SCLL in District, Regional, Sectional and National Tournaments, SCLL will field All Star teams at the end of the Playoff / TOC season. SCLL also recognizes skill and sportsmanship in coaching by selecting All Star managers and coaches. All Star notifications will comply with Little League Baseball, Incorporated’s guidelines. The All Star teams, created from specific SCLL divisions at the boards discretion, are as follows:

Junior All Star Team	13U All Star Team (if offered)
Intermediate 50/70 American	Intermediate 50/70 National (if offered)
Little League (12u YO) All Star Team – American	Little League (12u YO) All Star Team – National
11u Year Old All Star Team – American (if offered)	11u Year Old All Star Team – National (if offered)
AAA 10u All Star Team – American	AAA 10u All Star Team – National
9u Year Old All Star Team – American	9u Year Old All Star Team - National

If a Senior All Star Team is to be fielded, SCLL will work with District 68 to achieve the selection of this team.

For each All Star team, the elected All Star Manager, Player Agent and President will resolve all ties and/or player disputes with the President having the final authority.

No individual may be involved in the team voting process of a given All Star team if said individual has a child playing in that division, or has a child eligible for that age group. Exception is given to members of the Board Of Directors Executive Committee who may be called upon to give counsel on any disputes as long as the specific dispute does not involve their respective children.

A player will be disciplined, per Little League Playing rule XIV (a) for inappropriate behavior, including possible removal or suspension from the team. A player may also be disciplined for any violation of the Parent Code of Conduct during their participation on the All Star team. Such discipline will be determined by the Board of Directors with input from the team manager.

XVII. JUNIOR ALL STAR TEAM

- A. **Manager and Coach Selection.** Any rostered manager or coach interested in being an All-Star manager or coach shall submit an application, highlighting coaching qualifications, prior little league experience and dedication to SCLL. A vote of all managers in the eligible divisions will occur for those individuals that have applied. The vote will allow all managers to vote for one manager and one coach, not including themselves. This information will be available to the Board of Directors, but will not dictate the selection, when they select the Manager and Coach. The Board of

Directors shall consider and vote from applicants for the position of All Star Manager and Coach. The All Star Manager will select his second coach at his discretion following the selection of the team and with Board of Directors' approval.

- B. *Player Selection.* An eligible player is defined as any player League Age 13 or 14 who has participated in 60% of the Regular Season Junior Division games as of June 15th of the playing year with the exception of a middle school, junior high or high school baseball program.

1. To determine the players for the All Star team, each manager who has players eligible for the team shall provide the League President with a list of players they recommend for the All Star team, along with any information they wish to furnish to substantiate that recommendation. An All Star selection committee shall meet to discuss all recommended players, and a decision will be made by the manager, with input from the committee, at that time to determine the remaining players on the All Star team, as well as any potential alternates.

The All Star selection committee shall consist of the All-Star Manager, the All-Star Coach, the division managers from the pool of eligible players for the All Star team, the League President, the Player Agent, an executive board member, and any other individuals selected by the League President.

XVIII. 13U ALL STAR TEAM

- A. *Manager and Coach Selection.* See XVII (A).

B. *Player Selection.* An eligible player is defined as any player League Age 12 or 13 who has participated in 60% of the Regular Season Junior Division or 50/70 Division games (as appropriate) as of June 15th of the playing year with the exception of a middle school, junior high or high school baseball program.

1. See Local Rule XVII (B.1)

The 13U All Star may compete in a Little League sponsored tournament if the opportunity exists. Otherwise, this team may have the opportunity to participate in some form of post-season play to be determined by the Board of Directors.

XIX. INTERMEDIATE (50/70) ALL STAR TEAM(S)

The following process is repeated for both the American and the National Leagues; if applicable, based on number of teams:

- A. *Manager and Coach Selection.* See Local Rule XVII (A).

B. *Player Selection.* An eligible player for the 50/70 All Star Team is defined as any player League Age 11 or 12 who has participated in 60% of the Regular Season 50/70 Division games. The President and the Player Agent shall appoint an Audit Committee to manage the Player Selection process and tally the votes. See Local Rule XVII (B.1) for selection of the members for the All Star team.

C. *Player Selection Option.* If the Board Of Directors decides it is feasible in a respective season, player selection will first take place as described below. After which see Local Rule XVII (B.1) for selection of the remaining members for the All Star team.

1. Before the last week of the Regular Season, each 50/70 team will vote for six of its own eligible players to be placed on the 50/70 All Star master ballot. Each player will cast one vote for up to six of the eligible players.
2. Player votes will be tallied. The top six vote getters from each 50/70 team will be placed on the 50/70 All Star master ballot.
3. The 50/70 All Star master ballot will then be distributed to the 50/70 teams for the final vote. Players will cast one vote for up to 6 players for the 50/70 All Star Team. Players may not vote for players from their own team.

4. The players' votes are tallied, and the top three vote getters will be deemed 50/70 12 Year Old All Star Team Members.

XX. LITTLE LEAGUE & 11 YEAR OLD ALL STAR TEAM(S)

The following process is repeated for both the American and the National Leagues:

- A. *Manager and Coach Selection.* See Local Rule XVII (A).
- B. *Player Selection.* An eligible player for the Little League All Star Team is defined as any player League Age 11 or 12 who has participated in 60% of the Regular Season Major Division games. There shall be a minimum number of 13 players on the Little League All Star Team unless it is agreed upon by the Manager, and All Star committee that a lesser number of players is warranted. The decision to carry less than 13 players on an All Star team must be approved by the President. The President and the Player Agent shall appoint an Audit Committee to manage the Player Selection process and tally the votes. See Local Rule XVII (B.1) for selection of the members for the All Star team.
- C. *Player Selection Option.* If the Board Of Directors decides it is feasible in a respective season, player selection will first take place as described below. After which see Local Rule XVII (B.1) for selection of the remaining members for the All Star team.
 1. Before the last week of the Regular Season, each Majors team will vote for six of its own eligible players to be placed on the Majors All Star master ballot. Each player will cast one vote for up to six of the eligible players.
 2. Player votes will be tallied. The top six vote getters from each Majors team will be placed on the Majors All Star master ballot.
 3. The Majors All Star master ballot will then be distributed to the Majors teams for the final vote. Players will cast one vote for up to 6 players for the Majors All Star Team. Players may not vote for players from their own team.
 4. The players' votes are tallied, and the top three vote getters will be deemed Majors 12 Year Old All Star Team Members.
- D. *11 Year Old All Star Team.* If, upon board of director decision, there are to be 11 Year Old All Star teams, the following process will be utilized (repeated for both the American and the National Leagues) to afford these players the opportunity to participate in a Little League sponsored tournament or in some form of post-season play to be determined by the Board of Directors:
 1. *Manager and Coach Selection.* See Local Rule XVII (A),
 2. *Player Selection.* An eligible player for the 11 Year Old All Star Team is defined as any player League Age 11 who has participated in 60% of the Regular Season Major Division games and who is not deemed a member of the 12 year old Little League All Star Team. The President and the Player Agent shall appoint an Audit Committee to manage the Player Selection process and tally the votes.
 3. At the conclusion of the selection of the 12 year old Little League All Star Team an All Star selection committee shall meet to discuss all eligible recommended 11Y/O players, and a decision will be made by the manager, with input from the All Star committee, at that time to determine the players elected to the 11Y/O All Star team, as well as any potential alternates.

XXI. 9/10 YEAR OLD ALL STAR TEAM

The following process is repeated for both the American and the National Leagues:

- A. *Manager and Coach Selection.* See Local Rule XVII (A).

- B. *Player Selection.* An eligible player for the 9/10 Year Old All Star Team is defined as any player League Age 9 or 10 who has participated in 60% of the Regular Season Majors, AAA, or AAAM Division games. The President and the Player Agent shall appoint an Audit Committee to manage the Player Selection process and tally the votes.
 - 1. In order to select members of the 9/10 Year Old All Star Team, the following process is to be followed:
 - (a) See Local Rule XVII (B.1).

XXII. 8/9 YEAR OLD ALL STAR TEAM

The following process is repeated for both the American and the National Leagues:

- A. *Manager and Coach Selection.* See Local Rule XVII (A)
- B. *Player Selection.* An eligible player for the 8/9 Year Old All Star Team is defined as any player League Age 8/9 who has participated in 60% of the Regular Season AAA, AAA Minor or AA Division games. The President and the Player Agent shall appoint an Audit Committee to manage the Player Selection process and tally the votes.
 - 1. In order to select members of the 9 Year Old All Star Team, the following process is to be followed:
 - (a) See Local Rule XVII (B.1).