

# Scripps Ranch Little League 2018 Local Rules

Updated 1/7/18

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## ARTICLE I - INTRODUCTION

Set forth below are the Local Rules for Scripps Ranch Little League (SRLI). These are meant to supplement and in some cases expand upon the Rules and Regulations in the Little League Official Regulations and Playing Rules (commonly known as, and hereinafter referred to as the "Green Book Rules/Regulations"). SRLI's rules cannot be less restrictive, but can be more restrictive. For instance, SRLI is permitted to have rules which insure greater fair play than the Green Book Rules/Regulations, but can never dictate waiving or providing less fair play than the Green Book Rules/Regulations.

An interested Manager, Coach, Parent or player who reviews the following rules as well as the Green Book Rules/Regulations will have a very good understanding of the rules and regulations which pertain to SRLI. Should the reader wish to understand other procedures, such as player selection procedures for the draft or All Stars, please read the SRLI Player, Manager and Coach Selection Procedures posted on the SRLI website.

### **2018 Division Alignment by league age:**

- Tee Ball: 5-6 year olds;
- Rookies: 6-7 year olds;
- MAPS: 7-8 year olds;
- Lower Minors: 9-10 year olds;
- Upper Minors: 10-11 year olds;
- Majors: 11-12 year olds;
- Intermediate (50/70): 12-13 year olds;
- Juniors: 13-14 year olds;
- Seniors: 15-16 year olds

**Any changes to the SRLI Local Rules must be approved by the SRLI Board of Directors, and published on the league website, [www.scrippsrancll.org](http://www.scrippsrancll.org), before they may be applied on the playing field. The SRLI Board of Directors will not approve any rule change requests after March 31st.**

## ARTICLE II - RULES APPLICABLE TO ALL DIVISIONS (UNLESS OTHERWISE STATED)

### ***A. SRLI Fair Play Policy Statement***

While healthy competition in baseball is generally a good thing, too much competition can be inappropriate for Little League. As such, the desire to "win" must be secondary to fairness and should never result in treating a player unfairly. Good managers discover how to be competitive while also being fair to all the players. The SRLI fair play rules are intended to provide a great experience for all players, while maintaining flexibility for managers and coaches in how they play and position players.

SRLI is committed to fair play for all players. Generally, fair play is measured in terms of opportunities to play infield/outfield, pitching time, and the number of at bats. While specific rules establishing minimum playing time and other fair play issues are set forth below for each division, as a general rule:

1. No player shall sit out 2 innings in a row and a player shall not sit out a second inning until all players have sat out at least one inning. Additionally, no player may sit out a 3rd inning until all players have sat out at least 2 innings. Thus all eligible players will play a minimum of 9 defensive outs (not necessarily consecutive) and bat at least one time by the end of the 6th inning. This provides for stricter compliance with the principles of fair play than Rule 3.03 of the Official Regulations and Playing Rules of Little League Baseball Incorporated.
  - a) Exception #1 – If the game is shortened to less than 6 full innings, this rule will still guarantee that all players will have played a minimum of 6 defensive outs and will have batted at least one time, prior to suspension of the game.
  - b) Exception #2 – When a player arrives late for a game this rule does not apply to the player.
  - c) Exception #3 – Starting pitchers in the intermediate division may remain in the game in the pitcher position through the 5<sup>th</sup> inning. They should then immediately fulfill their bench and outfield obligations in the 6<sup>th</sup> and 7<sup>th</sup> innings respectively. Starting pitchers in the Majors division may remain in the game in the pitcher position through the 4<sup>th</sup> inning. They should then immediately fulfill their bench and outfield obligations in the 5<sup>th</sup> and 6<sup>th</sup> innings respectively
2. The goal of managers and coaches should be, barring safety or other issues, to assure that each player receives close to equal playing time, including close to equal playing time at all the infield and outfield positions, and, over the course of the season, gets roughly an equal number of at bats.
3. Minimum Infield and Outfield Play – All players should play a minimum number of innings in the infield and outfield per game as shown in the table below. **Minimum infield and outfield play must be accomplished by the 5th inning in Majors and below, and by the 6th inning in Intermediate.** For the purposes of fair play rules, catcher is considered an outfield position in MAPS, Rookies, and T-Ball.

	J/S	Int	Maj	UM	LM	MAPs	Rookies	T-Ball
Infield	N/A	1	1	1	2	2	1	1
Outfield	N/A	1	1	1	1	1	1	1

This does not mean that a player must play every infield position. Managers should use common sense in deciding where in the infield a player will be positioned, keeping in mind amongst other issues, safety concerns.

- a. Exception #1 – If playing a position will constitute a genuine safety problem, the player need not be played in that position.
- b. Exception #2 – If attendance issues exist, such as missing practice or being late to the game or practice, or there has been a disciplinary problem, the player need not be played in the infield.
- c. Exception #3 – If the player does not want to play infield, or a particular position, such as catcher, the manager is not required to, and likely should not, play the player in the infield or a particular position. In this situation, it is recommended that the manager discuss the situation with the player’s parent(s) to avoid any misunderstanding.

To avoid perception that a player is not being played in the infield in order to gain a competitive advantage, the manager may request a single player safety conference with the Division Rep, the Player Agent and the President. Once it is agreed that the player should not play in the infield, the player's parents and that division's managers will be contacted by the Player Agent to ensure consensus and support for the decision.

### ***B. Managers and Coach Conduct***

It is the obligation of every SRLL Manager and Coach:

1. To uphold the principles of Little League Baseball, including but not limited to Character, Courage, and Loyalty;
2. To submit on time a Volunteer Application along with a copy of their driver's license;
3. To read and comply with the Green Book Rules/Regulations, as well as the SRLL Local Rules and Code of Conduct found in this document;
4. To read and comply with the SRLL Safety Plan;
5. To at all times act to protect the safety of all participants (players, managers, coaches, parents, and umpires);
6. To be fair to players, including but not limited to reading and following the fair play and minimum infield and outfield play rules set forth here, both in letter and spirit;
7. To be organized and be on time to games and practices;
8. To effectively communicate with and keep your team's parents informed of team and league events and league fundraisers;
9. To properly maintain SRLL fields and equipment;
10. To ensure that all bats are inspected and labeled appropriately;
11. To conduct yourself in a proper and professional manner, including during tournaments, and towards other managers, coaches, umpires, players and parents;
12. To attend at a minimum 1 clinic per year in an effort to strive to improve your skills as a manager or coach and do your best to teach baseball to players in a positive and constructive manner;
13. To serve alongside the youth umpires for one game in the MAPS division. (MAPS managers only);
14. To avoid using social media in a manner which may disparage, embarrass or harass members of SRLL, including players, youth and adult umpires, managers, coaches, board members and other volunteers.
15. To umpire one game behind home plate in the Lower Minors and Upper Minors divisions. (Lower Minors and Upper Minors managers only – Not their own team's games);
16. To attend the district or league rules clinic/umpire clinic. (Managers only);
17. To submit post season player assessments by the requested date each season; and
18. Players, managers and coaches of the participating teams shall not address, mingle with spectators, nor sit in the stands during a game in which they are engaged (3.09). Failure to comply with this rule can result in the ejection of a manager, coach, or player.

Managers or coaches who are unable to follow these obligations, the rules set forth in this document, or the Green Book Rules/Regulations, may be counseled by the President and/or their Division Rep, may be subject to warnings and or game suspensions at the discretion of the SRLL Board and President, and may not be selected to hold these positions with SRLL in postseason tournaments or during future seasons. Additionally, any manager or coach who is ejected from a game for any reason will not be allowed to return to the field until the Board has had an opportunity to discuss the matter fully.

### **C. *Player Conduct***

It is the obligation of every SRLL Player:

1. To be responsible including attending games and practices on time and properly equipped, properly stretching out and warming up to avoid injury, and following instructions of their team's manager and coaches, as well as all Green Book Rules/Regulations and SRLL rules;
2. To be respectful of others including teammates, opposing players, managers, coaches, and umpires;
3. To use equipment and league property safely and appropriately;
4. To play fair;
5. To always make their best effort;
6. To always exhibit good sportsmanship towards all persons and aspects of the Little League baseball. This includes not engaging in unsportsmanlike behavior or demonstrations, not cheating, as well as positively engaging in sportsmanship, such as supporting players, managers, coaches, umpires and supporting the spirit of the game;
7. To follow all safety rules;
8. To pay attention and listen to their managers and coaches;
9. Players, managers and coaches of the participating teams shall not address, mingle with spectators, nor sit in the stands during a game in which they are engaged (3.09). Failure to comply with this rule can result in the ejection of a manager, coach, or player; and
10. To avoid using social media in a manner which may disparage, embarrass or harass members of SRLL, including players, youth and adult umpires, managers, coaches, board members and other volunteers.

SRLL players who are unable to follow these obligations, the rules set forth in this document, or the Green Book Rules/Regulations, may be counseled by the President and/or their Division Rep, may be subject to warnings and or game suspensions at the discretion of the SRLL Board and President, and may not be selected for teams participating in postseason tournaments or during future seasons. Additionally, any SRLL player who is ejected from a game for any reason will not be allowed to return to the field until the Board has had an opportunity to discuss the matter fully.

#### ***D. Adults and Spectator Conduct***

It is the obligation of every SRLL parent or spectator:

1. To support SRLL and Green Book Rules/Regulations, including safety rules;
2. To notify the appropriate person(s), such as manager, coach or league official of any safety or health issues affecting your child;
3. To exercise sportsmanship, including but not limited to not publicly voicing disagreement with umpires, managers, coaches, players or other spectators;
4. To refrain from coaching their child or other players during games and practices unless they are the manager or one of the official coaches of the team;
5. To support players by cheering for both teams, and by never making negative comments directed at umpires, managers, coaches, and players from either team;
6. To not use profanity, alcohol or any tobacco product at the field;
7. To get your child to the field on time and properly equipped;
8. To provide assistance to your child's managers, coaches and team. SRLL is an all-volunteer league and if you do not volunteer, it means that someone else, or your child's manager or coach, will have to perform the task. Please help with field prep, team volunteer roles, sponsorship, tournament activity, board membership or whatever role you feel you can perform;
9. To treat everyone, including umpires, managers, coaches, players or other spectators with respect. If you have an issue or question, it is your obligation to first speak politely with your child's manager. If the situation or question is not resolved, you should speak with the Division Rep, Player Agent, or VP of Baseball, depending upon the situation; and
10. To avoid using social media in a manner which may disparage, embarrass or harass members of SRLL, including players, youth and adult umpires, managers, coaches, board members and other volunteers.

Spectators who are unable to follow these obligations, the rules set forth in this document, or the Green Book Rules/Regulations will be asked to leave the field of play. If a spectator refuses to leave the field of play, the game may be suspended, and the players returned to their dugouts. Only when the spectator has left the premises may the game resume.

#### ***E. SRLL Game Day Rules***

1. Field Prep – Both teams will arrive at the field in sufficient time to properly “prep” the field and allow players to safely warm up. Proper preparation requires repairing any damage or wear to the field including, but not limited to, batter's boxes and pitching mounds; dragging, wetting, and lining the field; and putting out all necessary equipment such as bases and fences. **Both teams are to share in these duties.** Persons doing field prep must arrive at the field in sufficient time in order to complete field prep before the teams need to take the infield for warm-ups. This generally means field prep must begin 1 to 1-1/2 hours prior to game time. Whenever a shed is unlocked, the lock must be secured to the shed to insure the lock will not be lost or stolen while the shed is unlocked.
2. Home and Visitor's Dugouts – Home Team shall occupy the 1st Base Dugout and the Visiting team shall occupy the 3rd base dugout. Until the infield is ready, home team shall warm up in the outfield or beyond the outfield fence on the 1st base side of the field and visiting team shall warm up in the outfield or beyond the outfield on the 3rd base side.

3. Infield (and Outfield) Warm-ups – Time permitting, at 30 minutes before game time, the visiting team gets the entire field (infield and outfield) for 10 minutes, and at 20 minutes before game time, the home team gets the entire field (infield and outfield). Infield/outfield warm up should end 10 minutes before game time. If there is inadequate time for each team to have 10 minutes of infield/outfield time, the teams should equally divide the available time. However, if the visiting team is late getting on the field due to something within their control, they are not to roll over into the home team's infield/outfield time.
4. Use of Batting Cages on Game Day – If there is a batting cage available to the division, the Division Rep of the affected division shall work out an equitable batting cage protocol. In general, the higher division (e.g. Upper Minors at Jerabek School and Intermediate at Jerabek Park) has priority for batting cage on game days.
5. Adult Game Coordinator Required – An Adult Game Coordinator must be present at all times for all games where only non-adult umpires are being used, or the game cannot be played. The responsibilities of the Adult Game Coordinator as detailed in the Green Book Rules/Regulations. During the regular season in Intermediate and above, professional adult umpires, or other similarly qualified umpires, will be utilized, while Adult Game Coordinators will be used in the Majors division and below (MAPs, Upper and Lower minors). Adult Game Coordinators are not required for T-Ball or Rookies games.
6. Line Ups – In MAPs through Intermediate, each manager shall provide the home plate umpire, scorekeepers, and opposing team with their lineup at least 15 minutes prior to the start of the game. **This lineup must contain the player's first initial and last name, their jersey number, their position in the batting order and their defensive positions for the entire game.** Changes to this lineup shall be reported to the home plate umpire, scorekeepers, and the other team as they occur during the game.
7. Game Balls – The home team must provide two (2) game balls.
8. Pledge of Allegiance and The Little League Pledge – For every game, the teams will recite the Pledge of Allegiance and the Little League Pledge. The Pledge of Allegiance will take place prior to the Little League Pledge. A player from the visiting team will be selected to lead the Pledge of Allegiance. A player from the home team shall be selected to lead the Little League Pledge.
9. Keeping the Game Moving Along – All reasonable efforts must be made to move the game along quickly. Managers must be organized enough to get their team on and off the field promptly. Players should be instructed to run on and off the field. Teams should have their catcher ready to go as soon as the third out occurs. The catcher from the team that was in the field should remain behind the plate to warm up the opposing pitcher until the catcher from the team which was batting is ready. Team conferences between innings are not permitted to slow the game down. As such, teams generally should not hold a conference before taking the field as this will almost always delay the game. A short conference when the team comes in from defense generally will not slow the game down as long as the first batter quickly gets ready to hit.
10. Each Team Must Have a Scorekeeper – In MAPs and above, each team will have a scorekeeper to keep score and note the official starting time of the game as indicated by the umpire at the beginning of the game. In Lower Minors and above, scorekeepers must keep track of pitch counts. After each ½ inning the two teams' scorekeepers will confirm they have the same score and number of pitches per pitcher. If there is a discrepancy, they will try to reconcile the difference including discussing this with the managers. In the event the differences cannot be reconciled, the home team's scorekeeper's count shall be the official count. All attempts to avoid a forfeit due to pitch counts shall be made including announcing when the pitcher has reached his or her maximum number of pitches.

11. Use of Continuous Batting Order – As permitted by the Green Book Rules/Regulations, with the exceptions noted below, SRLL utilizes a continuous batting order at all times. Exceptions to this rule include: **Intermediate (if intermediate is played as an interleague division according to D32 interleague rules), Juniors, Seniors, and Big League, where the non-continuous batting order set forth in Green Book Rules/Regulations will be utilized.**
12. Required Post Game Field Work – After the game, **both teams** must repair any damage or wear to the field, including, but not limited to, repairing any holes or damage done to the mound, batter's boxes or outfield fence. Teams are also required to also drag and wet the field before leaving the field.
13. Post-Game Equipment Storage – After the last game of the day (or if there is an extended period between games), both teams must insure that all equipment is put away, scoreboards turned off and/or stored, and that all sheds and booths are securely locked. In the event a lock is missing, it is the responsibility of both teams to either buy a replacement lock set to the same combination, or immediately report the missing lock to the proper Division Rep.

#### ***F. SRLL Safety Rules***

1. Wearing Athletic Cups – All male players, from Rookies through Big League must wear a protective cup. This rule is also strongly recommended for T-balls players as well.
2. Throwing the Bat – **A batter who accidentally throws their bat will be given one warning. Each time after that, they will be called out.** Note: a player who intentionally throws a bat is subject to immediate ejection on the first such offense. Intent is under the umpire's discretion based on Green Book Rules/Regulations.
3. Slash Bunting – Slash bunting (aka Butcher Boy) is not allowed in Upper Minors and below. A player in Upper Minors and below may not indicate the intention to bunt, then pull the bat back and swing at the ball. If a slash bunt is attempted, the ball is immediately dead regardless of whether contact is made. The batter is out and all runners will return to the bases from which they started.
4. No On Deck Circle – There is no on deck circle for any divisions within SRLL. Players should not be taking warm up swings unless they are standing at the plate, with the pitcher getting ready to pitch the ball. Kids swinging bats represents one of the most serious threats to safety.
5. No Bats in the Dugout – No bats are allowed in a dugout. Bats must be stored along the batting cage fence, in provided racks or in bat bags.
6. Adults Warming up Players – Adults (including parents, managers and coaches) cannot warm up players on game day at the field by playing catch with them. However, it is permissible for managers and coaches to throw infield grounders or outfield flies, and catch the return throw. No adult may ever warm up a pitcher and adults should never be in the catcher's crouch, even if it is not a game day, and even if the coach is wearing a cup and catcher's mask.
7. Infield/Outfield Warm Ups – While hitting infield or outfield, no adult may catch the return throws while another adult hits. Only the adult hitting the ball or a player wearing a catcher's helmet and mask may catch the return throws.
8. Throat Guards – All catchers and the home plate umpires must have a dangling throat guard to protect the throat.

9. Food within the dugouts – Gum, food and sodas are **NOT** permitted in the dugouts or on the playing fields at any time. Sunflower seeds are only permitted in the dugout. They are **NOT** permitted for players while on the playing field or at bat during practice or games. Note that the Board reserves the right to restrict sunflower seed use by team or division when allergy issues are identified. In that situation, notification will be sent via e-mail to managers, coaches and players on the team or within the division.
10. Managers and Coaches in the Dugout –The maximum number of non-players (approved adult volunteers, i.e. managers, coaches and/or scorekeepers) in the dugout at any time is 3 and the minimum is 1. Unless they are base coaching, helping with the batting tee (T-Ball and Rookies), running the pitching machine (Rookies and MAPS), a coach who is pitching (Lower Minors), or stationed in the outfield (T-Ball and Rookies), all adults must stay within **one arm's length of the dugout end pole, even with or behind the dugout end pole**, with the ability to duck inside the dugout in the event of a foul ball or errant throw.
11. Metal Cleats – The use of metal cleats is not allowed in the SRLL Majors division and below.
12. Bat Rules as Defined by Green Book Rules/Regulations – All bats must meet Green Book Rules/Regulations, which get updated annually, for the year in which the player is participating. It is the Manager's responsibility to insure all bats used in regular, playoff, and post season play are legal for that season and for use in their given divisions. Managers are responsible for putting a label on each bat and should be particularly attentive to bats added during the season. Players who are found to be using an illegal bat will be called out and ejected from that game. Managers of players using an illegal bat will also be ejected from the game, and any further game suspensions will be determined by the Board of Directors. For further information about Green Book Rules/Regulations regarding bat rules please visit the Little League website at [Little League Baseball](#).
13. Batting/Catching Helmets - Helmets with cracks or missing internal padding, with a mirror-like/chrome finish, or with non-manufacturer supplied stickers or paint are disallowed and must immediately be removed from use. Helmets with a manufacturer supplied sticker which matches the manufacturer of the helmet (Easton/Easton for example), will be allowed. Stickers representing teams outside of SRLL will not be allowed due to the subjective interpretation of their approvability by helmet manufacturers. SRLL recognizes that this rule is more strict than Green book rules 1.16 and 1.17. Helmet manufacturers have warned Little League for several years that any modification, either of stickers or paint, not approved by the helmet manufacturer will void the warranty. That should tell your league the manufacturer, who knows its product best, is concerned that these helmets may fail with no warning if they've been modified, and the manufacturer won't be held responsible. Applying paint or stickers to the shell can cause a chemical reaction that destroys the helmet's hard, protective ability. See Green Book rules **1.16 and 1.17** for specifics on this.

#### **G. SRLL Sportsmanship Rules**

1. Let the Umpires Make the Calls – Neither managers, coaches, parents, or players shall attempt to influence or question an umpire's call or direct negative comments at an umpire. For instance, adults and players shall not suggest or make calls for the umpire by saying such things as "strike", "ball", "yeah", "no", "out", "safe", "fair", "foul", etc. during the play. **Except for a properly conducted conference between a team's manager and the umpire(s), adults and players should never question a call. Let the umpire make the call and let the manager decide whether to discuss the call.**

2. Only Managers may Conference with Umpires – If an issue arises which requires a discussion, **the Manager, and only the Manager, may conduct a proper conference with the umpire(s)**. To properly discuss a call, play or situation with an umpire, the Manager must request time out, and if the umpire awards a time out, discuss this issue quietly, privately and politely with the appropriate umpire(s) following Green Book Rules/Regulations. Judgment calls may not be disputed and the following five (5) calls may not be disputed:
  - a) Ball/Strike
  - b) Safe/Out
  - c) Fair/Foul
  - d) Darkness
  - e) Weather
  
3. Use of the Mercy Rule – SRLL has adopted the option, in the Intermediate division and below, of not utilizing the mercy rule set forth in the Green Book Rules/Regulations. This decision has been made because it is believed that no SRLL Manager would willfully allow his/her team to excessively run up the score against another team. It is expected that Managers would take steps to keep the score within no more than 10-12 runs, including, but not limited to, eliminating base stealing and advancing on overthrows, changing pitchers and changing players at key positions. A Manager who as a practice runs up scores may be subject to removal during the current season or not being appointed as a Manager the following season. By not adopting the mercy rule and instead relying upon Managers to exercise a high degree of sportsmanship, SRLL hopes that games will continue to full length, players will have fun and gain valuable playing experience, and the stigma of having a game end abruptly via the mercy rule will be avoided. **The Juniors Division and above will utilize the mercy rule set forth in the Green Book Rules/Regulations (4.10 (e)).**

#### ***H. SRLL Dead Ball Areas***

1. Dead Ball Areas include:
  - a) All interior areas of dugouts including any concrete areas,
  - b) The area between the backstop and dugouts which should be marked with a chalk line drawn from the front post of the backstop to the front post of the dugout fence; and
  - c) Any areas outside a straight line extending from the end of the first and third base side fences; and
  - d) On the fields at lower Jerabek (Jerabek School), the curbing, dirt pathway, and anything outside of these areas along the left and right field lines.

#### ***I. SRLL Playoff Rules***

SRLL policy is that regular season standings do not result in trophies or awards, but merely result in the seeding for the playoffs in Lower Minors and above. This is designed to encourage Managers and Coaches to not get wrapped up in winning every regular season game. It also encourages Managers and Coaches to exhibit SRLL's philosophy of fair play, to give every child a chance to play different positions, and to keep playing times relatively even among the players on the teams.

1. Playoff Rules – In **Majors and below**, regular season rules will be used for the playoffs and there will not be any changes once the playoffs begin. **The Intermediate division will play their playoffs according to rules 3.03 and 4.04 in the Green Book Rules/Regulations, with a 9 man batting order, removal of SRTL divisional fair play requirements, mercy rule in effect, minimum 1 at bat per player, and minimum 6 consecutive defensive outs per player.**
2. Playoffs – At the end of the regular season all teams in MAPS and above will be eligible for the SRTL double elimination playoffs. Playoffs for divisions that participate in the District 32 TOC tournament will include an if-needed game. Divisions that do not play in the District 32 TOC tournament will have playoffs which do not include an if-needed game. Divisions that do not play in the District 32 TOC tournament can choose to add the if-needed game by 2/3 vote of the managers in that division. This vote, and notification to the SRTL board by the division representative, must take place before March 31st.
3. Seeding - Playoff seeding is based on regular season record (exception: Maps Division playoff seeding will be done by a random drawing). Regular season records that end in a tie will be broken using the following formula:
  - Head to Head
  - Coin toss
4. Determining Home Team in Playoffs – The team with the highest seed will be the home team in all playoff games until the Championship Game. In the Championship Game, the home team will be the team from the winner’s bracket. If a second (or "if necessary") game is played, the home team will be the highest seeded team. In MAPS playoffs, the home team will be determined by a coin toss.
5. Playoff Game Duration – All playoff games Majors and below, shall go 6 innings unless the game is tied at the end of six innings. If the game is tied after six innings, the game shall continue until the tie is broken at the end of a full inning. All playoff games in the Intermediate division shall go 7 innings unless the game is tied at the end of seven innings. If the game is tied after seven innings, the game shall continue until the tie is broken at the end of a full inning.
  - Exception – When playing a championship game, the managers in divisions that participate in District 32 Tournament of Champions (TOC) tournaments must both agree to continue playing. If both managers do not agree to continue then the game will be called and will end in a tie.

### **ARTICLE III - JUNIORS, SENIORS AND BIG LEAGUE DIVISIONS**

In order to fully understand the rules applicable to these divisions, you must review all of **Article II - RULES APPLICABLE TO ALL DIVISIONS.**

The Juniors, Seniors, and Big League Divisions follow the Green Book Rules/Regulations and have no Local Rules. While there are no specific Local Rules applicable to fair play in the Juniors, Seniors and Big League Divisions, managers are reminded of SRTL’s commitment to fair play.

### **ARTICLE IV - INTERMEDIATE DIVISION**

In order to fully understand the rules applicable to this division, you must review all of **Article II - RULES APPLICABLE TO ALL DIVISIONS.**

In addition to the rules set forth above in Article II and the Green Book Rules/Regulations, SPLL Intermediate follows the following Local Rules:

1. Game Duration – Except in playoff and World Series games, no new inning is to begin after 7 innings have been played, or, on Saturdays, when **2 hours and 15 minutes** have elapsed since the game began (note that a new inning begins as soon as the bottom half of the previous inning ends), whichever occurs first. During the regular season, if the score is tied after the last inning completed according to this rule, the game is considered a tie.
2. Pitcher Balks – **For the first half of the season, one balk warning per pitcher will be given before a balk is called. After April 15th, no balk warnings will be given.**

## **ARTICLE V - MAJORS DIVISION**

In order to fully understand the rules applicable to this division, you must review all of **Article II - RULES APPLICABLE TO ALL DIVISIONS.**

In addition to the rules set forth above in Article II and the Rules set forth in the Green Book Rules/Regulations, SPLL Majors follows the following Local Rules:

1. Game Duration – Except in playoff and World Series games, no new inning is to begin after 6 innings have been played, or **2 hours** have elapsed since the game began (note that a new inning begins as soon as the bottom half of the previous inning ends), whichever occurs first. During the regular season, if the score is tied after the last inning completed according to this rule, the game is considered a tie.
2. Players of league age 13 or older – Players that are LA 13 or older in this division are not eligible to pitch without the SPLL Board granting a special exception.
3. Four Inning Maximum for Pitchers – A player may pitch in a maximum of 4 innings in any one game. Delivery of a single pitch constitutes having pitched in an inning. Note: this rule is in addition to all Green Book Rules/Regulations pitch count rules, thus managers must comply with both sets of rules.

## **ARTICLE VI - UPPER MINORS DIVISION**

In order to fully understand the rules applicable to this division, you must review all of **Article II - RULES APPLICABLE TO ALL DIVISIONS.**

In addition to the rules set forth above in Article II and the Rules set forth in the Green Book Rules/Regulations, SPLL Upper Minors follows the following Local Rules:

1. Game Duration – Except in playoff and World Series games, no new inning is to begin after 6 innings have been played, or **2 hours** have elapsed since the game began (note that a new inning begins as soon as the bottom half of the previous inning ends), whichever occurs first. During the regular season, if the score is tied after the last inning completed according to this rule, the game is considered a tie.
2. Five Run Limit Per Inning – There shall be a five run per inning maximum, including the last inning.

3. Players of league age 12 or older – Players that are LA 12 or older in this division are not eligible to pitch without the SRL Board granting a special exception.
4. Three Inning Maximum for Pitchers – A player may pitch in a maximum of 3 innings in any one game. Delivery of a single pitch constitutes having pitched in an inning. Note: this rule is in addition to all Green Book Rules/Regulations pitch count rules, thus managers must comply with both sets of rules.

## ARTICLE VII - LOWER MINORS DIVISION

In order to fully understand the rules applicable to this division, you must review all of **Article II - RULES APPLICABLE TO ALL DIVISIONS.**

In addition to the rules set forth above in Article I and the Rules set forth in the Green Book Rules/Regulations, SRL Lower Minors follows the following Local Rules:

1. Game Duration – Except in play-off and World Series games, no new inning is to begin after 6 innings have been played, or **one hour and 45 minutes** have elapsed since the game began, whichever occurs first (note that a new inning begins as soon as the bottom half of the previous inning ends). During the regular season, if the score is tied after the last inning completed according to this rule, the game is considered a tie.
2. Four Run Limit Per Inning – There shall be a four run per inning maximum, including the last inning.
3. One Stolen Base Per Hitter – A runner may only steal/advance one base per hitter. A runner who steals/advances does so at his/her own risk of being put out. If the runner steals/advances a second base without being put out, he/she will be returned safely to the last base they were at legally. If the player is put out in the process of attempting to steal/advance to a second base, they are out.
4. No runner may steal home – Runners cannot advance home, except on a hit ball, a walk, or a hit batter. A runner who attempts to steal home, or is picked off 3rd base who proceeds to home, may proceed to home at his or her own jeopardy of being tagged out. If the runner safely reaches home, they will be returned back to 3rd base and all runners behind them will be returned to the base they started at. This rule is modeled after Rule 7.13 of the Official Regulations and Playing Rules of Little League Baseball (leaving base early).
5. Players of league age 11 or older – Players that are LA 11 or older in this division are not eligible to pitch without the SRL Board granting a special exception.
6. Two Inning Maximum for Pitchers – A player may pitch in a maximum of 2 innings in any one game. Delivery of a single pitch constitutes having pitched in an inning. Note: this rule is in addition to all Green Book Rules/Regulations pitch count rules, managers must comply with both sets of rules.
7. One Base Per Overthrow – Player may advance a maximum of one additional base per overthrow (does not apply to stolen bases or throws back to the pitcher after the initial overthrow). If the ball stays in play and another overthrow is made trying to make the play at the base(s) being advanced to, that is considered another overthrow and runner may advance again. All attempts at advancing on an overthrow are done at the player's own risk.

8. When Coach Pitching is Required – For the first half of the season (until the first Saturday on or after April 15th), in the event a player pitcher walks and/or hits three batters in a row, a manager, coach or adult volunteer from the batting team will pitch the remainder of the inning. Each child thereafter will receive five pitches to hit. If he or she does not put the ball into play on or before the fifth pitch, the batter will be declared an out and the at-bat will be scored as a strike out. If the final pitch is fouled off the batter will receive an additional pitch. There will be no walks while the adult is pitching. Any batted ball that hits the adult pitcher will be declared dead. Runners will return to their previous positions and the batter will receive an additional pitch. During the second half of the season, ordinary pitching rules apply, and managers and coaches will not pitch.
9. No Infield Fly Rule – There will be no infield fly rule.

## ARTICLE VIII - MAPS DIVISION

In order to fully understand the rules applicable to this division, you must review all of **Article II - RULES APPLICABLE TO ALL DIVISIONS**.

In addition to the rules set forth above in Article II and the Rules set forth in the Green Book Rules/Regulations, the SPLL MAPS division follows the following Local Rules:

1. Game Duration – Except in playoff and World Series games, no new inning is to begin after 6 innings have been played, or **one hour and 45 minutes** have elapsed since the game began, whichever occurs first (note that a new inning begins as soon as the bottom half of the previous inning ends). During the regular season, if the score is tied after the last inning completed according to this rule, the game is considered a tie.
2. Five Run Limit Per Inning – There shall be a five run per inning maximum, including the last inning.
3. One Base Per Overthrow – There shall only be a total of one base awarded on an overthrow or ball thrown into a dead ball area. The play is then dead. Runners are awarded the base they are going to plus one base, based on when the **throw leaves the fielder's hand**.
4. No Standings for Season – Playoff seedings will be randomly drawn.
5. The defensive team may use 10 players – The 10th player will be used as a 4th outfielder. All four outfielders must be positioned, behind an arc that is no closer than 100 feet from home plate, when the ball is batted. The arc will be created, by using chalk, during the field preparations prior to the start of the game.
6. The four outfielders are to play four abreast (left field, left-center, right center, and right field), rather than to have one positioned as a shallow rover.
7. Base Running Rules – No runner may advance any more than one base on a batted ball that does not leave the infield dirt. The only exception to this rule is that the batter and any runners may attempt to advance one base on an overthrow. Runners who advance in violation of this rule shall be returned to their proper base unless they are tagged out before arriving safely at the next base or returning safely to the prior base, in which case they shall be called out. If the ball hits the machine during the recovery of an overthrow, the ball is dead and the base runners advance to the base they are attempting to obtain. At no point shall a base runner advance more than one base on an infield ball that is overthrown. The batter and all base runners may freely advance on balls hit to the outfield until the ball is touched by a player or pitching machine/operator in the infield. The runners may continue to advance, at their own peril, to the base in which they are already running. A runner who attempts to take another base after the ball is touched by an infielder does

so at his own peril and may either continue to advance to the next base (in which case he will be returned to the prior base if he arrives safely) or return to the previous base.

8. Defensive player positions – No defensive player may play the same position in consecutive innings. For example, a player who plays 1<sup>st</sup> base in the 2<sup>nd</sup> inning may not play 1<sup>st</sup> base in the 3<sup>rd</sup> inning.
9. Force Plays at Home – A runner from third base who passes the halfway line cannot return to third base, and is out when a fielder with the ball tags home plate. If the runner returns to 3<sup>rd</sup> base after crossing the halfway line, the play remains a force at home, and once a player with the ball touches home plate, the runner is declared an out.
10. Adult Pitching Machine Operators – Each offensive team will provide one adult (18 years or older) to operate the pitching machine for their own team. The speed of the machine shall be set at 40 MPH and may not be changed during the game. The operator may adjust the direction and height of the machine before the beginning of a half inning and as reasonably necessary to bring the machine back into alignment during a half inning. The operator, however, may not adjust the machine to accommodate a player's strike zone. If players on the defensive team throw the ball to the pitching machine operator, the operator must catch the ball and play is then dead.
11. A Ball Striking the Pitching Machine or Operator is Dead – Any ball that strikes the pitching machine is a dead ball and all play immediately stopped. A batted ball not first touched by a fielder that strikes the machine shall be treated as a single. If a batted ball is first touched by a defensive player and then hits the machine, or is thrown by a defensive player and touches the machine, all runners shall be placed safely at the base to which they were advancing, unless this would result in the runner obtaining more bases than the runner is entitled to. For purposes of this rule, the "machine" includes the power cord, plastic cover, ball bucket and any other object other than the pitching rubber.
12. Each Batter Will Receive Five Pitches – Each batter will receive 5 reasonably hittable pitches, whether the batter swings at the pitch or not. Thus, should a batter swing at a pitch, which in the umpire's judgment is not a reasonably hittable pitch, the player will be awarded another pitch. After 5 reasonably hittable pitches, the batter is out, except that an uncaught foul ball cannot be the last pitch.
13. No Walks Hit By Pitches, Strikeouts or Bunts – There will be no base on balls nor will the batter be awarded a base if hit by a pitch. There will be no called strikes nor will a batter be called out solely for 3 missed swings. The batter must take a full swing. Bunting is not allowed.
14. No Infield Fly Rule – There will be no infield fly rule.
15. No Stolen Bases – There will be no stolen bases, advancing on passed balls, or advancing on overthrows from the catcher to the pitcher. Runners may not advance until the batter hits the ball. Should a player improperly advance, they will be returned to the base they came from.
16. Pitcher and Defensive Player Safety – The pitcher must have one foot inside of the pitcher's circle and one foot outside of the circle and may be positioned no closer to home plate than the machine. Other than the catcher, no defensive player shall be positioned closer to the plate than the pitcher. The catcher will wear the issued catcher's mask, chest protector, and shin guards. The catcher will stand or squat inside the backstop area but need not squat behind the plate.
17. Extra Chalk Lines – In addition to the customary lines for little league baseball, a "halfway line" will be placed intersecting the 3<sup>rd</sup> base line, halfway between 3<sup>rd</sup> and home, and a ten-foot circle will be drawn around the pitcher/pitching machine location.

## **ARTICLE IX - ROOKIES DIVISION**

In order to fully understand the rules applicable to this division, you must review all of **Article II - RULES APPLICABLE TO ALL DIVISIONS**.

In addition to the rules set forth above in Article II and the Rules set forth in the Green Book Rules/Regulations, the SRLL Rookies division follows the following Local Rules:

1. Game Duration – No new inning is to begin after 6 innings have been played, or **one hour and 15 minutes** have elapsed since the game began, whichever occurs first (note that a new inning begins as soon as the bottom half of the previous inning ends).
2. All Hitters or Three (3) Defensive Outs – An offensive inning ends when three outs are made, or all players on the offensive team have had an at bat, whichever occurs first.
3. The defensive team may use 10 players – The 10th player will be used as a 4th outfielder. All outfielders must be positioned, behind an arc that is no closer than 100 feet from home plate, when the ball is batted. The arc will be created, by using chalk, during the field preparations prior to the start of the game. The four outfielders are to play four abreast (left field, left-center, right center, and right field), rather than to have one positioned as a shallow rover.
4. Base Running Rules – **No runner may advance any more than one base on a batted ball that does not leave the infield dirt. The only exception to this rule is that the batter and any runners may attempt to advance one base on an overthrow. Runners who advance in violation of this rule shall be returned to their proper base unless they are tagged out before arriving safely at the next base or returning safely to the prior base, in which case they shall be called out. If the ball hits the machine during the recovery of an overthrow, the ball is dead and the base runners advance to the base they are attempting to obtain. At no point shall a base runner advance more than one base on an infield ball that is overthrown. The batter and all base runners may freely advance on balls hit to the outfield until the ball is touched by a player or pitching machine/operator in the infield. The runners may continue to advance, at their own peril, to the base in which they are already running. A runner who attempts to take another base after the ball is touched by an infielder does so at his own peril and may either continue to advance to the next base (in which case he will be returned to the prior base if he arrives safely) or return to the previous base.**
5. Force Plays at Home – A runner from third base who passes the halfway line cannot return to third base, and is out when a fielder with the ball tags home plate. If the runner returns to 3rd base after crossing the halfway line, the play remains a force at home, and once a player with the ball touches home plate, the runner is declared an out.
6. Adult Pitching Machine Operators – Each offensive team will provide one adult (18 years or older) to operate the pitching machine for their own team. The speed of the machine shall be set at 35 MPH and may not be changed during the game. The operator may adjust the direction and height of the machine before the beginning of a half inning and as reasonably necessary to bring the machine back into alignment during a half inning. The operator, however, may not adjust the machine to accommodate a player's strike zone. If players on the defensive team throw the ball to the pitching machine operator, the operator must catch the ball and play is then dead.
7. A Ball Striking the Pitching Machine or Operator is Dead – Any ball that strikes the pitching machine is a dead ball and all play immediately stopped. A batted ball not first touched by a fielder that strikes the machine shall be treated as a single. If a batted ball is first touched by a defensive player and then hits the machine, or is thrown by a defensive player and touches the machine, all runners shall be placed safely at the base to which they were advancing, unless this would result in the runner obtaining more bases than the runner is entitled to under Rule 9 above. For purposes of this rule, the "machine" includes the power cord, plastic cover, ball bucket and any other object other than the pitching rubber.

8. Each batter may receive up to 7 pitches – Each batter receives up to seven pitches. A pitch, which in the opinion of the two managers is an un-hittable pitch, is not counted in determining the 7 pitches. After 7 pitches, if the child has not put the ball into play, a batting Tee will be used, and the batter will be permitted to swing until he or she puts the ball into play past the 12-foot arc in front of the plate. If the ball does not travel past the 12-foot circle, it is considered a foul ball. There are no strikeouts in this division.
9. No Walks Hit By Pitches, Strikeouts or Bunts – There will be no base on balls nor will the batter be awarded a base if hit by a pitch. There will be no called strikes nor will a batter be called out solely for 3 missed swings. The batter must take a full swing. Bunting is not allowed.
10. Pitcher and Defensive Player Safety – The pitcher must have one foot inside of the pitcher’s circle and one foot outside of the circle and may be positioned no closer to home plate than the machine. Other than the catcher, no defensive player shall be positioned closer to the plate than the pitcher. The catcher will wear the issued catcher’s mask, chest protector, and shin guards. The catcher will stand or squat inside the backstop area but need not squat behind the plate.
11. No Keeping Score – Rookies is a purely instructional division and score shall not be kept.
12. No Infield Fly Rule – There will be no infield fly rule.
13. No Stolen Bases – There will be no stolen bases, advancing on passed balls, or advancing on overthrows from the catcher to the pitcher. Runners may not advance until the batter hits the ball. Should a player improperly advance, they will be returned to the base they came from.
14. When is Play Dead – The play becomes dead when the ball is returned to the infield area and the defensive team is not trying to make a play. Runners are allowed to proceed, at their own risk, to the base they were heading to, if they are approximately half-way. Managers and coaches are reminded this is an instructional division and managers and coaches should not encourage their runners to stretch their hit into an extra base, simply because the throw back to the infield was errant, or the ball was missed.
15. Adult Coaches During Defense – Two adult coaches may be positioned in the outfield on defense. These Coaches may instruct and direct, but may not touch any player or the ball. Remember that an adult must be in the dugout at all times with any players that are not playing defense.
16. RIF Safety Balls Must Be Used – A medium firmness RIF (Reduced Injury Factor) baseball will be used.
17. Extra Chalk Lines – In addition to the customary lines for little league baseball, the following lines will be drawn: i) A “halfway line” will be placed intersecting the 3rd base line, halfway between 3rd and home; ii) a ten foot circle will be drawn around the pitcher/pitching machine location; iii) an outfield arc line will be drawn which is no closer than 100 feet from home plate; and, iv) a 12 foot arch extending out from home plate, from the 3rd base line, to the 1st base line will be drawn.

## **ARTICLE X - T-BALL DIVISION**

In order to fully understand the rules applicable to this division, you must review all of **Article II - RULES APPLICABLE TO ALL DIVISIONS**.

In addition to the rules set forth above in Article II and the Rules set forth in the Green Book Rules/Regulations, the SROLL T-Ball division follows the following Local Rules:

1. Game Duration – No new inning is to begin after 3 innings have been played, or **one hour** has elapsed since the game began, whichever occurs first (note that a new inning begins as soon as the bottom half of the previous inning ends).
2. Offensive Inning Length – An offensive inning ends when all players on the offensive team have had an at bat. Offensive players who have been put out should be taught to return to the bench and practice good sportsmanship, but the offensive team should send all their batters to the plate each inning.
3. The defensive team may use 9 players – The 9th player will be used as a 4th outfielder instead of as a catcher. All outfielders must be positioned, behind an arc that is no closer than 100 feet from home plate, when the ball is batted. The arc will be created, by using chalk, during the field preparations prior to the start of the game. The four outfielders are to play four abreast (left field, left-center, right center, and right field), rather than to have one positioned as a shallow rover.
4. Base Running Rules – No runner may advance any more than one base on a batted ball that does not leave the infield dirt. Runners who advance in violation of this rule shall be returned to their proper base unless they are tagged out before arriving safely at the next base or returning safely to the prior base, in which case they shall be called out. The batter and all base runners may freely advance on balls hit to the outfield until the ball is returned to the infield. The ball is considered returned to the infield when it breaks the plane of the baseline. Once the ball breaks that plane, the runners may continue to advance, at their own peril, to the base to which they are already running. A runner who attempts to take another base after the ball breaks the plane does so at his own peril and may either continue to advance to the next base (in which case he will be returned to the prior base if he arrives safely) or return to the previous base.
5. Force Plays at Home – A runner from third base who passes the halfway line cannot return to third base, and is out when a fielder with the ball tags home plate. If the runner returns to 3rd base after crossing the halfway line, the play remains a force at home, and once a player with the ball touches home plate, the runner is declared an out.
6. No Keeping Score – T-Ball is a purely instructional division and score shall not be kept.
7. No Infield Fly Rule – There will be no infield fly rule.
8. When is Play Dead – The play becomes dead when the ball is returned to the area inside the baseline, and the defensive team is not trying to make a play. Runners are allowed to proceed, at their own risk, to the base they were heading to, if they are approximately half-way. Managers and coaches are reminded this is an instructional division and managers and coaches should not encourage their runners to stretch their hit into an extra base, simply because the throw back to the infield was errant, or the ball was missed.
9. Adult Coaches During Defense – Three adult Coaches may be positioned in the outfield on defense. These Coaches may instruct and direct, but may not touch any player or the ball. Remember that an adult must be in the dugout at all times with any players that are not playing defense.
10. RIF Safety Balls Must Be Used – A medium firmness RIF (Reduced Injury Factor) baseball will be used.
11. Extra Chalk Lines – In addition to the customary lines for little league baseball, the following lines will be drawn: i) A “halfway line” will be placed intersecting the 3rd base line, halfway between 3rd and home; ii) a ten foot circle will be drawn around the pitcher/pitching machine location; iii) an outfield arc line will be drawn which is no closer than 100 feet from home plate; and, iv) a 12 foot arch extending out from home plate, from the 3rd base line, to the 1st base line will be drawn.

12. No Defensive Players Stationed Within 40 Feet of Home – No defensive player will be positioned within 40 feet of home plate prior to the ball being hit. A circle should be drawn in the area of the pitcher’s rubber, such that the closest edge of the circle is at least 40’ from home plate. The pitcher shall stand inside this circle until the ball is batted.
13. Each Batter Will Hit Off a Tee – During the Offensive team’s time at bat, all players will have an at bat. Each batter will hit off a Batting Tee (**for every game**) and the batter will be permitted to swing until he or she puts the ball into play past the 12-foot arc in front of the plate. If the ball does not travel past the 12-foot arc, it is considered a foul ball. There are no strikeouts in this division. A Coach may adjust the height of the tee once per swing; after adjusting the tee, the Coach must stand clear of the tee.
14. One Aiming Swing is Allowed – To avoid the other players becoming bored, batters should be discouraged from taking practice swings, and discouraged from performing more than one aiming swing (sizing up the ball). If the bat touches the ball while taking their aiming swing, it will not be considered a hit.
15. Special Safety Concerns for T-Ball – A new batter may not enter the home plate area until told to do so by a Coach. Batters shall not be allowed to have a bat in their hand unless standing at the Tee, ready to hit, with no other player present, and the batter is under adult supervision. The Coach supervising the Batting Tee should hold the player’s bat until it is time for the player to hit.

Manager and Coach Signatures for each team:

Division \_\_\_\_\_ Team \_\_\_\_\_

Manager Name \_\_\_\_\_

Signature \_\_\_\_\_

Coach Name \_\_\_\_\_

Signature \_\_\_\_\_

Coach Name \_\_\_\_\_

Signature \_\_\_\_\_