

# 2019 Viera Suntree Little League



## Baseball & Softball In-House Rules



# Table of Contents

<b>VSLL IN-HOUSE RULES MISSION</b> .....	4
<b>VSLL VISION</b> .....	4
<b>VSLL POOL PLAYER RULES</b> .....	<b>5</b>
<b>VSLL Majors Rules</b> .....	6
1. Majors Baseball Pitch Count .....	6
2. Drop Player Rule .....	6
3. Home Team Responsibilities .....	7
4. Standings, Game Changer, and Scoreboard will be used in Majors. ....	7
5. Manager Selection .....	7
6. Manager Preparation.....	8
7. Umpiring.....	8
8. Sliding.....	8
<b>VSLL MINORS RULES</b> .....	9
1. Continuous Batting Order.....	9
2. Home Team Responsibilities .....	9
3. Standings .....	10
4. Player Positioning .....	10
5. Manager Preparation.....	10
6. Dugout .....	10
7. Game Length .....	10
8. Time between innings .....	11
9. Sliding.....	11
<b>VSLL Kid Pitch Rules</b> .....	12
1. Pitching Rules.....	12
2. Scoring.....	13
3. Stealing .....	13
4. Umpiring.....	14
5. In-House Tournament.....	14
6. AA Baseball Coach Interaction .....	14
7. Hitting.....	14
8. Sliding.....	14
<b>VSLL Machine Pitch Rules</b> .....	15
1. Strikeouts .....	15
2. Defensive positioning .....	15
3. Scoring.....	15
4. Base Running.....	15
5. Umpiring.....	15

Viera Suntree Little League In-House Rules

6.	Coach Interaction.....	15
7.	Bats .....	16
8.	Sliding.....	16
<b>VSLL T-Ball Rules .....</b>		<b>17</b>
1.	Defensive positioning .....	17
2.	Strikeouts .....	17
3.	How an inning ends .....	17
4.	Batting Tee.....	17
5.	Base Running.....	17
6.	Coach Interaction.....	17
7.	Sliding.....	17
<b>VSLL Juniors, Seniors, and Intermediate (50/70) Rules.....</b>		<b>18</b>
1.	Travel.....	18
2.	Baseball Pitch Count.....	18
3.	Home Team Responsibilities .....	18
4.	Bats .....	18
5.	Manager Preparation.....	18

## **VSSL In-House Rules Mission**

Viera Suntree Little League in-house rules are concurrent or stricter than those of the official regulations and playing rules from Little League. The purpose of our in-house rules is to prepare our league players to achieve the developments needed in playing baseball and softball. Additionally, VSSL rules are for the safety and betterment of our league and our players.

These rules are subject to change by the VSSL Board of Directors. All managers and coaches should study and familiarize themselves with these rules.

VSSL follows a strict chain-of-command or protocol due to the large size of our league. The protocol should look something like this for practically all situations:

24-hr rule → Team Coach/Manager → Division VP → VP of Operations →  
Player Agent → League Vice President → League President

In certain circumstances the League Officials will meet to discuss as needed. Efforts should be made to keep situations handled at the lowest level possible. Team managers and parents should apply the 24-hour rule to all game or practice related issues.

## **VSSL Vision**

The VSSL Vision is to **Develop Every Player, Teach Life Lessons and Have Fun!**

## **VSLL Pool Player Rules**

Divisions eligible for pool players are Majors Baseball, Majors Softball, Intermediate Baseball (50/70), Juniors Baseball and Softball, Seniors Baseball and Softball.

VSLL allows the use of pool players during the regular season and follows the Florida District 2 guidelines and Little League Regulation V(c) for pool players. Pool players must be assigned by the Player Agent only.

Regulation V (c) reads:

A pool of players from existing regular season teams can be created with players that are willing to participate in extra games during the regular season when teams face a shortage of rostered players for a regular season game.

- The league's Player Agent will create and run the pool. The league's Player Agent will use the pool to assign players to teams that are short of players on a rotating basis.
- Managers and/or coaches will not have the right to randomly pick and choose players from the pool.
- Players used from the pool will not be allowed to play any other infield position including pitcher or catcher. Pool players must play in the outfield.
- Pool players must bat in batting order positions 6 thru 9.
- The number of pool players that can be added to a team is as follows:
  - A team with 7 regular season team members can add 2 pool players.
  - A team with 8 regular season team members can add 2 pool players. Only one pool player can be in the game at any given time. The pool players will be each other's substitute.
  - A team with 9 regular season team members can add 1 pool player. The pool player cannot start, can only play a maximum of 6 defensive outs and can only bat twice, unless the pool player has the opportunity to bat twice in an inning.
  - A team with 6 or less regular season players cannot add pool players.
  - A team with 10 or more regular season players cannot add pool players.

VSLL In-house Tournament pool players shall be pulled from eliminated teams if available. The Player Agent will remain oversight and assignment of all pool players. Minors AAA Kid Pitch Softball will be eligible for pool players only during in-house tournament in accordance with VSLL In-house rules.

## **VSSL Majors Rules**

### Official Regulations and Playing Rules

The official regulations and playing rules of Little League Baseball and Softball will be followed. These rules are contained in the Little League Annual rulebooks provided to all managers.

In addition, the following rules apply to the Majors Division.

1. Majors Baseball Pitch Count
  - a. VSSL follows the Little League pitch count regulation with one exception, if a pitcher throws more than 20 pitches in a game, in addition to the prescribed days of rest, the pitcher must have a one game of rest.
  - b. No one player may pitch the minimum 20 pitches in 3 games consecutively.
2. At the beginning of the season, VSSL uses a 50-pitch maximum in the Majors, regardless of player age. The VSSL 50-pitch maximum does not apply after spring break.
  - a. Spring break will reset all pitchers and make them eligible to pitch.
  - b. In Fall Ball, a VSSL 40-pitch maximum in Majors will be heeded.
3. Managers are to report all pitch counts to the Division VP within 24 hours.

**Any violation of these pitching rules shall be brought to the attention of the Division VP and if needed, to the League Officials for team manager disciplinary action.**

4. Drop Player Rule
  - a. This rule will be used in all, or any, cases where a player is injured and out for the season, dropped out of the league, or for any reason will not return to the team.
  - b. An eligible player from Minors AAA who assessed but was not selected in Majors Draft will be selected within 72 hours. The player agent must be informed and will approve the player selected. Willfully and knowingly not reporting the dropped player immediately will result in the team's manager suspension and length of suspension will be determined by the League Officers.

- c. Up to April 30<sup>th</sup>, any player who assessed for Majors Division but was not drafted, may be selected in Majors to cover. All players who assess for Majors but were not selected will be notified of this rule.

## 5. Home Team Responsibilities

- a. The home team will supply two new game balls. Visiting teams will supply two serviceable game balls.
- b. The home team will be responsible for preparing the field ready for play. This includes:
  - i. Removing pitching mound and home plate covers and placing them outside of the field.
  - ii. Lining the infield foul lines and batter's boxes with chalk
  - iii. Raking the dirt (if necessary) around home plate and pitching mound
  - iv. Pitching mound and home plate to be covered by last home team playing on each field.
- c. Home team will use the 3<sup>rd</sup> base dugout, visiting team will use the 1<sup>st</sup> base dugout.

## 6. Standings, Game Changer, and Scoreboard will be used in Majors.

- a. The Division VP will maintain and update the Majors Standings for each team.
- b. All efforts should be made to use an electronic scoreboard for all games.
- c. Each game must have an official score book.
  - i. Each team shall assign a Game Changer and Official Scorer parent. This parent can be the same person.
- d. The home team will be the official scorer using Game Changer and the visiting team will be the backup, using an official baseball score book.

## 7. Manager Selection

- a. All managers will be determined season by season. At times when, VSSL has multiple candidate managers, the League President and Division VP will decide on the selection process.
- b. Qualified managers shall be selected in order of their child's age.
  - i. For example, 12-year-old and 11-year-old parents should have priority in manager selection, if they are qualified.

## 8. Manager Preparation

- a. All managers are expected to come prepared to every game. The manager should have their lineup and defensive positioning set before every game in order to minimize delays during the game itself. A line up will be provided to the umpire.

## 9. Umpiring

- a. Every attempt will be made to cover all games with league umpires. If no umpires are available, then team manager/coaches and parents are responsible to cover umpiring for the league.

## 10. Sliding

- a. Sliding is allowed and encouraged for development of the players.
- b. Head-first sliding is not allowed unless returning to a base.
  - i. A player sliding head-first to advance shall be called out by umpire.

## **VSLL Minors Rules**

### Official Regulations and Playing Rules

The official regulations and playing rules of Little League Baseball and Softball, Minor Division will be followed. These rules are contained in the rulebooks given to all managers.

In addition, the following rules apply to all Minors Divisions (Kid Pitch, Machine Pitch, and T-ball):

#### 1. Continuous Batting Order

- a. A continuous batting order will include all players on the team roster present for the game. Each player will be required to bat in his/her respective spot in the batting order.
- b. If a player is injured, becomes ill, or must leave the game site after the start of the game, the team will skip over the player's spot in the batting order without penalty. If the injured, ill, or absent player returns they are simply inserted into their original spot in the batting order and the game continues.
- c. If a player arrives late to a game, the manager will add the player to the end of the current lineup.

#### 2. Home Team Responsibilities

- a. The home team will supply two new game balls. Visiting teams will supply two serviceable game balls.
- b. The home team will be responsible for getting the field ready for play. This includes:
  - i. Removing pitching mound and home plate covers and placing them outside of the field.
  - ii. Lining the infield foul lines and batter's boxes with chalk
  - iii. Raking the dirt (if necessary) around home plate and pitching mound
  - iv. Setting up the pitching machine or tee in perspective divisions
  - v. Pitching mound and home plate to be covered by last home team playing on each field.
- c. Home team will use the 3<sup>rd</sup> base dugout, visiting team will use the 1<sup>st</sup> base dugout.

### 3. Standings

1. No standings (wins & losses) will be kept. All Minors Divisions are strictly developmental.

### 4. Player Positioning

- a. Every player will play a minimum of two innings in the infield during the first four innings of every game.
- b. This rule assumes that no team will have more than 12 players. In the event a team has 13 or more players, the Division VP will work with the manager(s) to develop a workable player positioning strategy.
- c. Pitchers and catchers are considered infielders for the purposes of this rule.
- d. No player will play more than two innings at the same position per game, apart from a pitcher.
- e. No player will spend more than one inning on the bench per game unless there is an extenuating circumstance such as injury or illness.
- f. AAA and AA Baseball will have 10 defensive positions, with 4 outfielders.

### 5. Manager Preparation

- a. All managers are expected to come prepared to every game. The manager should have their lineup and defensive positioning set before every game in order to minimize delays during the game itself. A line up will be provided to the umpire.

### 6. Dugout

- a. No player is to have a bat in their hands unless that player is moving to or returning from the batter's box. An adult coach must always be in the dugout with players.
- b. In Minors A - Machine Pitch Baseball, all bats will be on the field against the fence outside of the dugouts.

### 7. Game Length

- a. All games will be one and one-half (1.5) hours in length, from the scheduled start time. No new inning will start after ninety minutes from scheduled start time. **All play will cease one hour and forty-five minutes from the scheduled start time.**
- b. After spring break Minors AAA will play a full game of 6 innings on Saturdays. The game length will be 2 hours with a hard stop of 2 hours and 15 min.

8. Time between innings

- a. There will be no more than one minute between half innings. The intent is to keep the games moving. For prepared managers, this should not be an issue.

9. Sliding

- a. Sliding is allowed and encouraged for development of the players.
- b. Head-first sliding is not allowed unless returning to a base.
  - i. A player sliding head-first to advance shall be called out by umpire.

## **VSLL Kid Pitch Rules**

The following rules will be in effect along with the Little League rules and regulations as well as the VSLL rules previously described:

### **1. Pitching Rules**

One of the main goals of the kid pitch division is to encourage the use and development of pitchers. There is no limit on the number of pitchers that can be used during a game.

#### **a. AAA & AA Kid Pitch Baseball**

- i. All pitchers will have a 40-pitch limit per game, regardless of the pitcher's age. If a pitcher reaches the 40-pitch limit in the middle of an at-bat, the pitcher will be allowed to finish the batter.
- ii. AAA only - After spring break the Maximum goes to 50-pitches with the same guidelines. For Fall Ball, the maximum of 40-pitches.
- iii. No one player may pitch the minimum 20-pitches in 3 games consecutively.
- iv. If a pitcher throws more than 20 pitches in a game, in addition to the prescribed days of rest, the pitcher must have one game of rest. However, if the pitcher reaches 20 pitches in the middle of an at-bat, the pitcher can finish the at-bat without having to rest a game.
  1. For example - If a pitcher starts a batter with 19 pitches, the pitcher can pitch a complete at-bat to the next batter. In this scenario, the pitcher is available to pitch the next game. If a pitcher throws his 21<sup>st</sup> pitch to a *new* batter, then the pitcher is ineligible for the next game.
- v. Spring break will reset all pitchers and make them eligible to pitch.
  1. Rain-outs do not count as a game rest.
- vi. Managers are to report all pitch counts to the Division VP within 24 hours.

#### **b. AA Baseball**

- i. Pitchers must pitch from the rubber on the mound.
- ii. In the event 1 pitcher walks 3 batters, or 2 or more pitchers walk 4 batters in 1 inning, the at-bat team will finish the inning with Coach Pitching.
- iii. With a coach pitching, the batter gets 5 coach pitches to hit the ball or is struck out. The at-bat cannot end on a foul ball.

- iv. A pitcher pulled for coach pitch, may return the next inning to pitch up to their max.
- c. Kid Pitch Softball (these rules will be used when playing a season within VSLL, if inter-league season, follow LL rules and D2 Rules)
  - i. No player shall pitch more than two innings in a game. A player may pitch a maximum of four innings in a calendar week.
  - ii. The maximum inning rule does not apply to outs recorded but rather applies to number of innings in which the pitcher participated. If a pitcher faces a single batter in an inning, one inning will be counted toward the maximum inning rule.

Any violation of these pitching rules shall be brought to the attention of the Division VP and if needed, to the League Officials for team manager disciplinary action.

## 2. Scoring

- a. There will be a four-run limit in all innings played. All play will cease after either three outs occur or four runs score, whichever comes first.
- b. The ten-run rule does not apply.
  - i. In AAA, after 4 innings, the 4-run or 3-out scoring will be lifted after spring break. Teams will have to get 3 outs to end the half-inning. For Fall Ball, AAA will keep the 4-run or 3-out rule for the whole season.
  - ii. In the AAA tournament, there will be a hard stop at three (3) hours. This will apply to every post season AAA game except the Championship game.

## 3. Stealing

- a. AAA Kid Pitch Baseball
  - i. There is no stealing home until after spring break. This includes running home on a passed ball or wild pitch. However, if the catcher puts the ball in play by throwing it to 3<sup>rd</sup> base in an attempt to throw the base runner out or catch the base runner off the bag, the runner at 3<sup>rd</sup> may attempt to advance to home.
  - ii. In Fall Ball, there will be no stealing home at all. Only one base shall be stolen at a time. This includes over throws. Fall ball is developmental.

- b. AA Kid Pitch Baseball
    - i. There is no stealing in AA.
  - c. Kid Pitch Softball (these rules will be used when playing a season within VSLL, if inter-league season, follow LL rules and D2 Rules)
    - i. There is no stealing home until after spring break.
4. Umpiring
- a. Every attempt will be made to cover all AAA Kid Pitch games with umpires. If not, then team managers, coaches and parents are responsible to cover this for the league.
5. In-House Tournament
- a. A season-ending tournament will be held in AAA Baseball and Kid Pitch Softball, and the regular season schedule will accommodate the tournament.
  - b. The Division VP is the Tournament Director. If deemed necessary by the VP and/or the Board of Directors, a modified set of rules will apply to tournament games. All appeals or protest will stop at the Division VP.
  - c. There is no tournament in Minors A, AA or CP SB.
6. AA Baseball Coach Interaction
- a. Defensive teams may have one coach against the backstop, **offset** behind catcher (not directly behind) as a catcher's assistant. They are there at their own risk and can only communicate with the catcher.
  - b. No additional coaches or adults on field unless umpiring behind pitch mound
7. Hitting
- a. There is no bunting in AA Baseball.
8. Sliding
- a. Sliding is allowed and encouraged for development of the players.
  - b. Head-first sliding is not allowed unless returning to a base.
    - i. A player sliding head-first to advance shall be called out by umpire.

## **VSLL Machine Pitch Rules**

The following rules will be in effect along with the Little League rules and regulations as well as the VSLL rules previously described:

### **1. Strikeouts**

- a. Batters will be given every opportunity to put a ball in play. Every player will be given **six** pitches, and an at-bat cannot end on a foul ball.
- b. As a courtesy to the batter and opposing manager, the coach is asked to inform the batter when there is one pitch remaining.
  - i. Managers will not soft-toss or pitch the ball to hitters who are having troubles hitting the ball.

### **2. Defensive positioning**

- a. Teams will play ten players in the field. This rule will not apply if a team does not have ten players available for a game. When playing ten in the field, a team will have four outfielders all of which must have both feet on the outfield grass.

### **3. Scoring**

- a. There will be a four-run limit in all innings played. All play will cease after either three outs occur or four runs score, whichever comes first.

### **4. Base Running**

- a. Base runners can only advance one base at a time. Extra base hits can be rewarded if the hit ball goes to the outfield on a fly ball, is a hard line drive down the line, or is hit into the outfield gap. There is no advancement of base runners on overthrows of any base.
- b. The “infield fly rule” does not apply.

### **5. Umpiring**

- a. Typically, machine pitch games do not have formal umpires. On field Managers/Coaches are umpires. Closest coach calls it. All calls are final.

### **6. Coach Interaction**

- a. Only 2 coaches can be in the field defensively to provide instruction and encouragement. Another coach can stand against the backstop, offset behind catcher (not directly behind) as a catcher’s assistant. They are there at their own risk & can only communicate with the catcher.

7. Bats

- a. All bats will be on field against fence outside of dugouts.

8. Sliding

- a. Sliding is allowed and encouraged for development of the players.
- b. Head-first sliding is not allowed unless returning to a base.
  - i. A player sliding head-first to advance shall be called out by umpire.

## **VSLL T-Ball Rules**

The following rules will be in effect along with the Little League rules and regulations as well as the VSLL rules previously described:

1. Defensive positioning
  - a. Teams will play all available players in the field.
  - b. The defensive team is required to play 6 infielders in the proper infield positions. The positions are pitcher, 1<sup>st</sup> base, 2<sup>nd</sup> base, shortstop, 3<sup>rd</sup> base and a floater that should be positioned near 2<sup>nd</sup> base.
  - c. The remainder of the defensive team should be positioned behind the infielders.
  - d. The pitcher must be positioned on the pitching rubber.
2. Strikeouts
  - a. There are no strikeouts in the t-ball division.
3. How an inning ends
  - a. During each half-inning, all available players will bat for the team on offense. The inning ends after all available players have batted, regardless of the number of outs recorded or runs scored. Even if an out is made, the appropriate base runner(s) will remain on base.
4. Batting Tee
  - a. The manager or coach of the batting team must remove the tee from home plate if a base runner is coming home. The tee should never be used as home plate.
5. Base Running
  - a. There are no extra base hits, except the final batter of each inning.
6. Coach Interaction
  - a. No more than 3 coaches should be on the field to provide instruction and encouragement. A coach or team parent must be in dugout at all times.
7. Sliding
  - a. There is no sliding in any base in T-ball.

## **VSLL Juniors, Seniors, and Intermediate (50/70) Rules**

The official regulations and playing rules of Little League Baseball and Softball will be followed. These rules are contained in the rulebooks given to all managers. In addition to these rules, the District 2 Inter-league rules will apply.

### 1. Travel

- a. Teams will travel to other local leagues within our District to play games. VSLL will host games on our fields as well.

### 2. Baseball Pitch Count

- a. We will follow the Little League and D2 pitch count regulations.
- b. No one player may pitch the minimum 20 pitches in 3 games consecutively.
- c. Managers should maintain a pitch count to avoid over-throwing any pitcher.
  - i. For players in multiple divisions or other baseball teams, the Manager shall obtain pitch count from other teams to protect the player's arm and abide by the required days of rest.

**Any violation of these pitching rules shall be brought to the attention of the Division VP and if needed, to the League Officials for team manager disciplinary action.**

### 3. Home Team Responsibilities

- a. The home team will supply two new game balls. Visiting teams will supply two serviceable game balls.
- b. The home team will be responsible for preparing the field ready for play.
- c. Home team will use the 3<sup>rd</sup> base dugout, visiting team will use the 1<sup>st</sup> base dugout.

### 4. Bats

- a. An "on-deck" batter is allowed in a designated area on the field. The batter will assist the umpire with passed balls.

### 5. Manager Preparation

- a. All managers are expected to come prepared to every game. The manager should have their lineup and defensive positioning set before every game in order to minimize delays during the game itself. A line up will be provided to the umpire.