



Summerlin North Little League Local Rules

Division Alignment (All Ages are based on League Age)

Tee Ball - 4 - 6 years old

A-Division(Machine Pitch) 6 - 8; note 6 year olds must have played at least 1 season of Tee Ball, prior to playing machine pitch.

AA - 8-10

AAA - 9 - 11

Major League - 10 - 12

50/70 - 12 - 14

Juniors - 13 - 14

All League age 9 - 12 year olds shall be evaluated and placed on either a Minor League(AA-AAA) team or a Major League Division team, based on the above drafting method. League age 8 year olds may opt to remain in Machine Pitch or evaluate for a spot on a AA team. Based on their assessment they may be drafted to a AA team or placed on a Machine Pitch Team.

Juniors - All 13 - 14 year olds shall evaluate and be drafted on a team, pending space availability.

2) T-Ball teams will be formed of between 8 - 10 players, A Division teams shall be formed of 11-12 players, AA - AAA shall be formed of 12-13 players, Majors shall be formed of 12 players

50/70 shall be formed of 12-13 players, Juniors shall be formed of 13-15 players

3) Spring Team Selection -

AA, AAA & Majors will be a 100% re-draft utilizing x number of playing cards to

determine the drafting order. All drafts will be done in a serpentine order, except fall. This will utilize the alternate method for plan B.

T-Ball shall be formed randomly and the league will do its best to honor any and all requests for kids to play together

A Division - Managers will be allowed to choose 4 kids to seed their team. Manager's child, 2 coaches children(based on board approval of coaches) and a sponsor's child. If team has no sponsor only 3 kids will be used to seed the team.

4) Evaluations -

Evaluations are mandatory for AA and up for the Spring Season. If your son or daughter does not attend 1 of the 3 evaluation dates, they will not be eligible for the drafting process and will be placed on a wait list.

5) Refunds -

To submit a refund request please email:

treasurer@snll.org and cc: president@snll.org with the following information:

The player's name

Parent's name

Division the player is registered for Reason for the refund

Little League refunds for AA and up requests after registration closes will be granted minus a \$40 transaction fee. Provided there is a written note from a doctor supporting a medical issue that would prevent a registered player from playing.

Players in the T-Ball and A Division may be granted refunds, minus a \$40 transaction fee, if the family unexpectedly relocates or otherwise cannot participate in the league. These refunds may be made until February 12, 2016.

Families who request refunds because of a division drafted, team drafted, etc will not be granted.

Any other requests for a refund will be judged on a case by case basis only.

6) Snack Shack Volunteers -

All teams will be asked to work a few 4 hour shifts in the snack shack during the season. During registration, parents may opt out of volunteering by paying \$90 per child. If you have not opted out of volunteering, parents must volunteer their time when asked to cover a shift.

The snack shack manager will put together a schedule. If you do not show up for your shift SNLL reserves the right to publish your name as a no show on our website and/or facebook.

Game Rules

1) If any player is out of the lineup for three(3) consecutive weeks or six games, without an injury, they may be subject to being removed from his/her team by action of the Board of Directors. Please note and injury requires a doctor's note. The Board reserves the right to allow such a player to remain on the roster.

2) It is the policy of SNLL that if a Minor Division Player declines to move up to a Major Division team, that player will forfeit any opportunity for a spot on an all-star team.

3) No player may be called up from the Minor Division to the Major Division during the last two(2) weeks of the regular season. (See regulation III(d)2)

4) SNLL will utilize a "Double First Base" for ALL T-Ball and A Division Games. (See Rule 7.15)

5) Protests in the Minor League Divisions (A - AAA) must be resolved before the next pitch - the clock will still run. Protests not resolved before the next pitch will not be considered. (see rule 4.19)

6) The Ten(10) run rule is in effect for all competitive divisions. A division is considered competitive if scores and standings are kept and must have 9 players to start a game.

A, AA, AAA, Majors, 50/70 and Juniors are all competitive divisions.

7) The Five(5) run per inning rule shall be waived in the 6th inning, limited to One(1) time through the batting order per team. (See Rule 5.07)

8) Continuous batting order shall be used in ALL divisions with possible exceptions in inter- league play.

9) Minimum Play Requirements

a) A & AA - No player may sit for more than 1 inning in a row

b) AAA and Majors - Players must play 2 defensive innings before being substituted

10) Time Limits -

Majors - 2:00

AA - 1:30

A - 1:30

T-Ball - 1:00

All time limits are no new inning.

11) Light Failure -

If the lights fail and can not be restarted before curfew, the game shall revert back to the the last completed inning and a winner will be declared.

Upon a light failure, clock will stop until lights can be resumed. If the lights fail in the last 20 minutes of play, the game will revert back to the last completed inning and a winner shall be declared as long as the following criteria have been met:

Majors, 50/70 and Juniors - The criteria for a regulation game must have been met. Minors - Half of time limit has been reached.

12) Pitch Count Violations -

All Pitch Counts must be adhered to as noted in Regulation VI(c).

- a) Any violation of Regulation VI(c), willful or not, will have the following consequences:
- b) 1) 1st Violation - 1 game suspension
2) 2nd Violation - 3 game suspension
3) 3rd Violation - Suspension for the remainder of the season

13) Home team will occupy the third base dugout

T-Ball Rules

All games shall be drop dead at 1:00

1/2 inning shall end when either

All batters have batted or the defense has made 3 outs

One(1) defensive player per infield position (No Catcher). All remaining players shall be placed in the outfield

One(1) base maximum per batted ball. Trophies will be given for participation

Minor League Rules

No runners may advance on a passed ball to the catcher in A

AA - Runners may advance on a passed ball. No Stealing of home. Must be forced in by either a walk, HBP or hit ball.

AAA Runners may advance on a passed ball. Stealing of home is permitted

A Division

One (1) base per overthrown ball at the runners peril. An overthrown ball is defined as a ball that is thrown to a defensive player covering a base that travels more than five(5) feet past the defensive player.

Batter shall receive a total of five(5) pitched balls - Batter shall be called out upon three(3) swinging strikes or not fouling off the 5th pitched ball.

No Bunts

On a ball hit into the outfield (must reach the outfield grass), Once the ball crosses the line from the outfield to the infield, the runner may either retreat or advance to the closest base at their own peril.

In order to advance to the next base, the runner must be more than half way toward that base before the ball reaches the infield dirt.

This will be the manager and coaches responsibility. If an umpire deems that a manager is blatantly disregarding the above rule and just sending every runner, the lead runner shall be called out.

There will be NO participation trophies in the Spring
One (1) coach will be allowed in the outfield during defense
Coach interference will be handled by green-book rules
All other minor league rules shall be in effect.

Post Season

All competitive divisions shall play a double elimination tournament at the end of the regular season in the Spring and a Single elimination tournament in the Fall.

Ten (10) run rule is in effect

No Ties

The championship and 'if' games shall be played without a time limit

Trophies will be awarded to 1st and 2nd place. If there are at least seven(7) teams in a division there will be a 1 game playoff for 3rd place.

TOC & All-Stars

The TOC teams, 2 from each Majors and AAA division, will be determined in the following manner:

- a) The team that wins their division
- b) The team that wins the Local Tournament - In the event that the same team

wins the division and the LT, then the team that places 2nd in the LT shall play

in the TOC.

- c) If there is an inter-league tournament 1st and 2nd place in regular season shall advance to TOC

The All-Star Selection Process:

Majors - From a ballot consisting of all eligible majors players, the coaches and players will vote for nine (9) players. The top nine (9) kids with the most votes will be selected to that season's All-Star team. The All-Star manager will select the remaining four (4) players.

In the event that a player is unable to commit to the all-star team, the player with the next highest amount of voters shall be awarded a spot on the team.

9/10 and 10/11 team - All eligible players will be invited to attend a try-out and will be allowed to evaluate once an All-Star commitment form is signed. The try-outs are mandatory to be eligible to be selected to a team.

The evaluations will be conducted by the manager of each team All-Star team with input from the Board.

All-Star Manager Selection:

Managers will be selected based on the following criteria:

Interest in managing, season record, interview with selection committee and recommendation of said committee.

Only managers or coaches from the Majors Division will be eligible to manage the Majors All-Star teams. If no manager or coach from that division is interested the Board reserves the right to select a manager for a lower division.

Any AA, AAA or Majors manager or coach may apply to manage a 8/9/10 or 9/10/11 All-Star Team.