

Santa Cruz Little League

2018 Local Rules and Regulations

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1 Preface

These Local Rules are a supplement to the Little League Baseball Official Regulations, Playing Rules, and Policies (“Green Book”). These rules are not intended to stand alone; they should be read in conjunction with the Green Book. These Local Rules follow the same organizational structure as the Green Book, and refer by rule number (e.g., “Rule 1.01(b)”) or section (e.g., “Regulation VIII”) to the Green Book wherever possible. Readers are advised to consult the corresponding Green Book sections to better understand these rules.

1.1 Changes from 2017

In [2 Regulations](#), the following changes have been made:

- Minor League divisions are now classified as “Non-Competitive” or “Competitive”.
- A team using players from the Player Pool must not have more than nine players (including pool players) at game time.
- In the Major League, all players must now participate for (at least) nine defensive outs (rather than six) in all six-inning games. The requirement that players play three complete games over the course of the season has been removed.
- It is now clear that there is no expectation of equal playing time in Minor League playoff games or during Minor League tournament play.
- The rule requiring that pitchers not play catcher on their first rest day is now limited to the A and AA divisions.

In [3 Official Playing Rules](#), the following changes have been made:

- All bats permitted by Little League (including wood bats) are now allowed in SCLL.
- Lineup cards are required in all divisions.
- There is no longer a limit on the number of players that may be positioned in the infield.
- A catcher is now required in all divisions, including Rookie.
- AAA games may no longer end in a tie.
- The courtesy runner rule, which previously applied in A, AA, and AAA has been removed.
- The ground rules have been revised to clarify dead ball areas and to rely on the Green Book for the handling of balls that are out of play.
- The AA rule providing that there are no walks during the first two weeks of the season has been removed.
- The A and AA rule providing that a pitcher must be removed after hitting two batters has been removed.
- The rules clarify the handling of regular season Minor League games called before becoming a regulation game.
- The rules clarify the handling of games in which insufficient players are available, or in which no manager is available.
- The rules specify the handling of games interrupted by light or sprinkler failure.
- The rules specify that the Intermediate Division uses the continuous batting order.
- The rules specify the procedure to be used when injury or illness requires an offensive substitution when using the continuous batting order.

In [4 Operating Policies](#), the rules now specify that:

- League Age 9 players must be drafted into the same league as any older siblings who are active SCLL players.
- Intermediate Division teams are formed via a draft, from a common pool of all players, independent of whether those players were previously in the American League or National League.
- Major League teams no longer use the property player system; instead, teams are redrafted every year just as in Minor League divisions.

- Majors teams may have any number of League Age 11 players. (By the Green Book, Majors teams are limited to eight League Age 12 players, and by the Local Rules to two League Age 10 players.)
- The size of AAA teams is 12 players, with 11 players used only if the pool of available players is not divisible by 12.
- In AA, all League Age 9 players will be placed on teams and that managers may, or may not, select League Age 8 players.
- Only players who participated in evaluations for Majors are eligible to fill Majors roster vacancies.
- AAA vacancies will be filled only from the waiting list, and not by bringing up players from AA.
- Majors games will be rescheduled only due to rainout, or other situations in which the field is unplayable.
- In Major Division playoff games, the team with the higher seed is always the home team.
- The home team is required to provide the game coordinator, in the case of games using only junior umpires. The visiting team is required to provide a snack shack volunteer for games on Field #2 or Field #3.

In [7 Fall Ball](#), the following changes have been made:

- There is no time limit on games in Fall 11-12 and Fall 13 divisions.
- The five-run rule does not apply in the Fall 11-12 and Fall 13 divisions.
- The regular-season rules regarding mound visits and offensive timeouts now apply in Fall Ball.
- The teams will be formed via a draft.
- The 11-12 and 13 Divisions are limited to one manager and two coaches.
- Pitchers are no longer allowed to re-enter as pitchers, except as provided by the Green Book.
- The Courtesy Runner rule has been removed.

2 Regulations

2.1 Regulation III: The Teams

Regulation III(c). SCLL operates eight divisions, as described in the table below:

Division	Type	Age(s)	Purpose
Rookie	Tee Ball	5-6	For League Age 5. League Age 6 players who have not previously played Tee Ball. Introduces baseball fundamentals to first-time players.
Farm	Non-Competitive Minor League	6-7	For League Age 7. League Age 6 players who have previously played Tee Ball. Uses a pitching machine. Introduces hitting a moving pitch and making outs.
A	Non-Competitive Minor League	8	League Age 8. Open to League Age 7 players with advanced skills, with approval by the Division Rep, Safety Officer, Player Agent or President. Introduces player pitch. Teams formed based on school attendance and player requests.
AA	Non-Competitive Minor League	9	League Age 9. Also open to League Age 8 players with advanced skills, who request to be evaluated and are drafted onto a team based upon skill and availability. Teams formed via draft.
AAA	Competitive Minor League ¹	10-11	League Age 10 & 11. Also open to League Age 9 players with advanced skills, who request to be evaluated and are drafted onto a team based upon skill and availability. League Age 11 players who do not participate in Majors evaluations and/or are not drafted by a Majors team.
Majors	Major League	11-12	League Age 11 & 12. Also open to League Age 10 players with advanced skills, who request to be evaluated and are drafted onto a team based upon skill and availability. All players League Age 12 must be drafted to a Majors Division team unless an exception is approved by the candidate's parent, the Board, and the District Administrator.
Intermediate	Intermediate	13	Plays against Intermediate Division teams outside District 39.
Challenger	Challenger	5-13	Open to children with physical and mental disabilities. No skill level is required. Games are played on the weekends. Each player may use a "buddy" to assist him or her during the game.

Determination of "advanced skills" shall be made via evaluations.

Farm is a Minor League Machine Pitch division. A, AA, and AAA are Minor League Player Pitch divisions.

In all divisions, players should be rotated through a wide variety of positions during the season to maintain interest, to be allowed to learn by making mistakes without fear of criticism and to develop a broad knowledge of the game. In Tee Ball and Minor League divisions, managers are expected to maintain approximately equal playing time for all players within any given week. Since many Minor League games are called due to time limit, managers are encouraged to have each player play two of the first four defensive innings.

¹ The term "Competitive Minor League" is a term from the Green Book that implies adherence to more of the standard rules of baseball. It is not meant to imply that it appropriate for AAA teams to focus exclusively on winning.

2.2 Regulation IV: The Players

Regulation IV(a). Per Regulation IV(a) Note 2, “If a player is repeatedly missing practices or games, the Manager must make the local league Board of Directors aware of the situation immediately.” SCLL considers missing 2 or more events in a row, **without notifying the Manager**, to be an infraction for players in AA and above. In addition, if a player misses 2 or more consecutive games, the Player Agent must be notified for players in AA and above.

Regulation IV(i). Regulation IV(i) notwithstanding, prior to or during a game, a manager may bench a player for disciplinary reasons including, but not limited to, repeated unexcused absences, poor sportsmanship, offensive or inappropriate language, bullying, verbal outbursts towards other players or coaches, ridicule of other players, and/or physical attacks on other players. A benched player may receive less playing time than specified in Regulation IV(i), or no playing time at all. A benched player may be seated with the team, or asked to sit in the stands, at the discretion of the manager.

The manager must, as soon as possible, notify the parent(s) or guardian(s) of the benched player that their child has been benched and explain the reasons for benching. **The manager must notify the Player Agent and Division Representative within 24 hours of the benching.** The player and parent(s) or guardian(s) must meet with the Player Agent and Division Representative prior to the player being allowed to participate in further practices or games.

Regulation IV(i). In the Major League, each player must play nine defensive outs per game, unless the game is shortened. A game is considered shortened if the bottom half of the sixth inning is not played, or if fewer than three outs are recorded in the bottom half of the sixth inning. In a shortened game, the Green Book minimum of six defensive outs applies.

2.3 Regulation V: Selection of Players

Regulation V(c). The Player Agents for the AAA, Majors, and Intermediate Divisions operate a Player Pool as per Regulation V(c). The eligible players for the AAA and Majors Divisions are the players in those divisions, respectively. The eligible players for the Intermediate Division are players in the Intermediate Division, together with those players in the Majors Division who are League Age 11 or 12. The Player Agent shall ensure that a player does not miss a game or practice for his or her regular season team to participate in a game as a pool player.

In no event shall a team utilizing a player from the Player Pool have more than nine players, including pool players. If Player Pool players are requested, but not needed because of the number of rostered players present, they shall not participate in the game.

Consult Regulation V(c) for other rules that apply to the use of pool players.

2.4 Regulation VI: Pitchers

Regulation VI(c). The pitch limits in Regulation VI(c) are reduced as follows:

League Age	Through Last Sunday in March	Remainder of Season
7-8	35 pitches	35 pitches
9-10	50 pitches	50 pitches
11-12	50 pitches	85 pitches
13	95 pitches	95 pitches

In A Division and AA Division, a pitcher who delivers 31 or more pitches may not play the position of catcher for the remainder of the day. Furthermore, in A Division and AA Division, a pitcher may not play the position of catcher on the first required rest day. **NOTE:** A pitcher who throws twenty or fewer pitches has no required rest days – and can therefore play the position of catcher on the day following his or her pitching outing.

Regulation VI(e). The scorekeeper shall serve as the pitch-counter.

At the end of each game, the pitch counter shall present the official pitch count sheet to each manager for signature. The pitch counts listed on this sheet shall be the official pitch count recognized by the SCLL. If the manager refuses to sign the pitch count sheet or disagrees with the number listed thereon, the scorekeeper shall present the sheet to the plate umpire of the game. The plate umpire shall determine the pitch counts and sign the sheet. The official pitch count sheets shall be maintained with the scorebooks in the scorekeepers’ booth above Field #1.

2.5 Regulation VII: Schedules

Regulation VII(h). Time limits are imposed on Minor League games as follows:

Division	Time Limit
Rookie	50 minutes
Farm	60 minutes
A	90 minutes
AA	90 minutes
AAA	105 minutes

In Rookie Division and Farm Division, the game will stop immediately when time expires. In A Division, no new half-inning shall be started after time has expired. In AA and AAA Divisions, no new inning shall be started after time has expired. If the home team is ahead, the bottom half of the inning shall not be played if time has expired prior to commencement of the bottom half of the inning.

In all divisions, play must cease at 10PM, independent of start time.

2.6 Regulation VIII: Minor Leagues

2.6.1 Rookie Division

All games will have two or three teams and will be organized to rotate through a practice area, play offense and play defense.

2.6.2 Farm Division

The Farm Division is a Minor League Machine Pitch division.

During the regular season, Farm Division teams will have the option of two practices and one game per week or one practice and two games per week, or a combination of the two, at the discretion of the Division Representative.

Only pitching machines supplied by SCLL can be used in games. The pitching machine must be located at the pitching rubber or 46 feet from the back of home plate. The pitching machine must be operated by an offensive coach or manager. The catcher shall put balls received into a bucket, rather than returning them to the operator of the machine. Coaches and players are not permitted to pitch.

Each batter gets a maximum of five pitches which, in the judgment of the machine operator, are “hittable.” During the first four weeks of the season, a player who does not hit any of the first five hittable pitches, may hit from the

tee. After that period, the managers must agree prior to the game as to whether the tee will be used, or whether such players will be considered to have struck out.

A batted ball that hits the pitching machine is declared a dead ball. The batter is awarded first base and each runner advances one base, no force required to advance.

When a defensive out is made, the runner shall return to the dugout and an out will be called.

The half inning is over when 3 defensive outs are made or when the offense has completed their batting order.

2.6.3 A Division

The A Division is a combination of player pitch and coach/machine pitch.

During the regular season, A Division teams will have the option of two practices and one game per week or one practice and two games per week, or a combination of the two, at the discretion of the Division Representative.

If a pitching machine is utilized for a portion of the season, note rules above. If coach pitch is determined to be used for a portion of the season, the coach must pitch from the 46' distance.

An emphasis on teaching pitching to all players will be the focus of managers at every practice.

When player pitch is implemented, once a pitcher reaches 4 balls, the defensive coach will come in to pitch to the batter. The accumulated number of strikes shall be counted. Only hittable pitches by the coach shall count toward strikes.

2.7 Regulation XIV: Field Decorum

Regulation XIV. In addition to the Field Decorum rules in Regulation XIV:

- Players may not go to the Snack Shack, sit in the stands, chase foul balls, or communicate with spectators, scorekeepers, or speak in an unsportsmanlike manner at any time to opposing players.
- Chanting or yelling while the pitcher is preparing to pitch is not permitted.
- Players are not allowed to have food in the dugout during games, other than sunflower seeds. Gum may be chewed in the dugout or on the field. Sunflower seeds are not permitted on the field. Teams must clean the dugout (placing trash in trash cans, sweeping the floor, etc.) immediately following the game.

3 Official Playing Rules

Rule 1.01. Rule 1.01 notwithstanding:

- Rookie, Farm, and A Division teams have a manager and not more than three (rather than two) coaches.
- In the Rookie Division and Farm Division, all players are used on defense.
- In the A Division and AA Division, ten players are used on defense.

Rule 3.13. The following ground rules apply.

All Fields

No players may leave the dugout and proceed to the bullpen area for the purposes of warming up a pitcher unless a pitcher, a properly equipped catcher, and a properly equipped spotter are present. Upon completion of the bullpen session, the pitcher, catcher, and spotter must return to the dugout as a unit. On Field #1, no spotter is required, as the bullpens are located within batting cages.

Managers and coaches (except when coaching a base, visiting the mound, or otherwise playing an active role on the field) must be located within the dugout or on the concrete area adjoining the dugout.

Harvey West Park, Field 1

- Any ball touching the trees overhanging the fence extending down the right field line in foul ground is immediately dead.
- Any ball touching the trees overhanging the outfield fence in fair ground is immediately dead. A batted ball striking these trees on the fly is a home run.
- Any batted ball striking the scoreboard (or its extensions) on the fly is a home run.
- The concrete area at the top of each dugout is a dead ball area. Any ball entering this area is immediately dead.
- Any ball touching the protective screen above home plate or landing on top of any portion of a dugout is immediately dead.
- Players are not allowed to sit or stand on the concrete area at the top of the dugout, on the steps, or on the flat concrete surface immediately adjacent to the chain link fence that separates the dugout from the playing field. Managers and coaches may sit or stand in the concrete area at the top of the dugout.

All Other Fields

- Foul territory beyond the plane specified by the front of the dugout extended parallel to the foul line is a dead ball area, with the exception of the area beyond the third-base dugout on Field #2. On Field #2, only the triangular area bordered by the dugout, the fence, and the corner of the third-base dugout nearest to third base is a dead ball area.
- Any batted ball landing beyond the temporary outfield fence on the fly (or, in the event that the fence does not meet the solid wall, would have cleared the fence had it been extended to the wall) is a home run.
- Any batted ball touching the protective screen above home plate is immediately dead.

Rule 4.01. In divisions without umpires, lineup cards should be exchanged among managers. Lineup cards must list ineligible pitchers and catchers.

Rule 4.04. As per Rule 4.04, all Minor League Divisions use the continuous batting order. The Majors Division does not use the continuous batting order. The Intermediate Division uses the continuous batting order.

A Division, AA Division, and AAA Division managers may adjust their batting order for the first three games of the season. Prior to the fourth game of the season, the managers must submit their permanent line-up to their Division Representative. Once permanent line-ups are established, the first batter of each game shall be the batter

who was next scheduled to bat in the previous game at the time of the last out. The managers may adjust and re-start their batting order once at the beginning of the playoffs.

Rookie and Farm Division managers are encouraged to adjust the batting order for each game, so that each player has an opportunity to bat in different spots in the lineup.

When using the continuous batting order:

- If a player on base is injured or ill and must be replaced, the player shall be replaced with the most recent batter not on base.
- If the batter is injured or ill and must be replaced, the batter shall be replaced with the next player in the lineup, who shall assume the current ball/strike count.

Rule 4.10(e). SCLL uses rule 4.10(e), i.e., the “ten-run/fifteen-run” rule.

Rule 4.11(e). Rule 4.11(e) notwithstanding, in the Rookie, Farm, A, and AA divisions games other than playoff games, a game called due to the expiration of the time limit, weather, or light failure will be deemed complete, even if not a regulation game. The score of such a game shall be determined in accordance with Rule 4.11(d). Such games may end in a tie.

Rule 4.16. Rule 4.16 notwithstanding:

- A Division and AA Division teams may play with seven (or more) players.
- Farm Division teams may play with six (or more) players.

Rule 4.16 & 4.17. In the event that either team is unable to place nine (AAA, Major or Intermediate) or seven (AA) players on the field before or during the game, or in the event that either team is not able to place at least one adult in the dugout as manager or acting manager, the game will be referred to the Board of Directors. The Board of Directors will usually declare a forfeit, with the exception of (a) games that determine playoff seeding, and (b) playoff games.

Rule 4.19(g). SCLL uses Rule 4.19(g) i.e., in Minor League games, all protests must be resolved before the next pitch or play.

Rule 5.07. In the Rookie and Farm Division, the half-inning ends when all players on the offensive team have batted one time, or, in the Farm Division, when three outs have been recorded. **NOTE:** In the Rookie and Farm Divisions, the five-run rule does not apply.

In the A Division, AA Division, and AAA Division, the five-run rule applies in all innings, including in the last inning of play.

Rule 5.10(b). In the event of a play interrupted by light failure or sprinkler failure, the result of the play is null and void, and the game shall be resumed from the point prior to the play. If the game cannot be resumed within a reasonable time period, it shall be suspended and resumed at a later date (Minor League playoff games and all Major League games), or deemed complete (Minor League regular season games).

Rule 6.02(c). In AA Division, AAA Division, Majors Division, and Intermediate Division, SCLL enforces Rule 6.02(c), which requires that the batter must keep at least one foot in the batter’s box during the at-bat.

Rule 6.08(a). In the A Division, Rule 6.08(a) does not apply. Instead, when four balls have been called, the coach shall enter as pitcher. The defensive player pitcher shall take a position anywhere within the 10-foot circle that does not obstruct the coach. The coach will proceed to throw up to three hittable pitches, from the pitcher’s plate, to the batter until the batter strikes out or puts the ball in play. A hittable pitch is any pitch that, in the umpire’s judgment, could reasonably be hit by the batter. The umpire shall call each hittable pitch not put into play a strike. Each unhittable pitch shall be called “no pitch.” No runners may steal while a coach is pitching to a batter. The coach shall do his/her best not to interfere with a ball in play and shall never coach a runner or player while on the mound. If necessary, the Division Representative may allow the use of a tee.

Rule 7.05(i). Farm Division and A Division use Rule 7.05(i) Note 2 (which prohibits advancing more than one base on an overthrow in Tee Ball). **NOTE:** This rule is intended to avoid repeated overthrows.

Rule 7.13. In Farm Division (as in Tee Ball), base runners must stay in contact with the base until the ball is hit. In the A Division, base runners at third base must stay in contact with the base until the ball is hit. **NOTE:** This rule prohibits “stealing” in Farm Division and “stealing home” in A Division.

Rule 9.01(a). In the A Division, a coach from the visiting team will act as umpire. In the Farm Division, the offensive coach or manager operating the pitching machine acts as the umpire. In the Rookie Division, no umpire is used, but the managers of the teams are responsible for enforcing rules and regulations.

Rule 9.01(d) and (e). All Board Members have the same powers of ejection given to umpires under Rule 9.01(d) and (e), together with the additional power to eject a spectator from the stands. All Board Members may also remove any player, manager, or coach from a game if, in the judgment of the Board Member, the participation of the player, manager, or coach would be unsafe.

Rule 9.01(d). SCLL considers stealing and relaying of pitch selection and/or location, by verbal or nonverbal means, to be unsportsmanlike behavior. Umpires may therefore eject players, coaches, or managers for such behavior.

4 Operating Policies

4.1 Local League Draft Methods

The AA, AAA, Majors, and Intermediate Division teams are formed through a draft process. Refer to the “Local League Draft Methods” section of the Operating Policies manual for detail regarding draft processes and regulations. All divisions use “Plan B – Redraft”, applying the “Alternate Method for Plan B” in which players returning to the division and players new to the division are combined into a single pool.

SCLL uses the “common pool draft method” as described in Operating Policies, Local League Maintenance of Rosters, Divisional Play, Option #4. This method allows both the SCLL American League and SCLL National League to draft from a common pool of eligible players. However, a League Age 9 (or older) player who is a younger sibling of an active SCLL player of League Age 10 or League Age 11 must be drafted into the same league as his or her older sibling. Once a player is League Age 9 they may not move between leagues, until and unless the player reaches the Intermediate Division.

As specified by the Common Pool Draft Form (available from <http://www.littleleague.org/learn/forms.htm#admins>), a coin flip shall determine whether the first draft pick is awarded to the American League or to the National League. After that point, each pick shall alternate between the two leagues. The draft order within each League shall be randomly determined.

4.1.1 Intermediate Draft Procedures

In the Intermediate Division, players are drafted from a common pool, independent of whether they previously played in the American League or the National League.

4.1.2 Majors Draft Procedures

No team may have more than 13 players. (Each team must have at least 12 players per Regulation III(a).)

No team shall have more than two players who are League Age 10. (As per Regulation III(b), no team shall have more than eight players who are League Age 12.)

The draft shall be managed and directed by the Player Agent. Attendance at the draft is limited to Majors managers, the Player Agent, the President, the Majors Representative and those other board members invited to assist the Player Agent in the draft process.

4.1.3 AAA and AA Draft Procedures

In AAA, all teams will draft 12 players. If the number of players available is not divisible by 12, teams who draft later may have only 11 players. In AA, all teams will draft players until (a) all League Age 9 players have been placed on a team, and (b) no manager wishes to draft any of the remaining League Age 8 players.

The draft shall be managed and directed by the Player Agent. Attendance at the draft is limited to AAA or AA managers, the Player Agent, the President, the Division Representative, and those other board members invited to assist the Player Agent in the draft process. AA managers may request board assistance in the draft process. For AAA and AA purposes, the Player Agent retains final discretion for player placement.

4.1.4 Rookie, Farm, and A Division Team Formation

The Rookie, Farm, and A Divisions are created from pools of players League Age 5-9, as appropriate for each division. The Division Representative for each of these divisions shall be responsible for assembling the players into teams for their respective division. In assembling the teams, the Division Representative shall take into consideration the information from the registration forms, including the area where the player resides, the school the player attends, and any reasonable requests of the players, their parents, and guardians. The Division Representative shall also take into consideration the volunteer list for managers and coaches to create comparable

coaching staffs for each team. Prospective managers must have submitted a Little League Volunteer Application and be cleared as volunteers before being assigned to a team.

4.2 Local League Maintenance of Rosters

4.2.1 Majors Division

When a roster vacancy causes a team to have fewer than 12 players (after the draft and prior to two weeks before the end of that team's current season), the vacating player must be replaced within ten days, as prescribed in this section.

- a. The team's manager shall inform the Player Agent within 24 hours from the time the manager determines that a permanent roster vacancy may exist. A "permanent roster vacancy may exist" if: (1) there is no communication between the manager and the parents for a period of one week; or (2) a player has not attended two consecutive team events, defined as: practices or games; or (3) the player or parents notify SCLL that the player will not be participating in the remainder of the season.
- b. Notice about the vacating player and "need to replace the vacating player" must be made to the Player Agent in writing (email is acceptable), and must include the player's name and explanation for the vacancy and date of vacancy. The Player Agent shall notify the President and Division Representative as soon as possible.
- c. In the event the vacancy is due to injury, the Player Agent and Safety Officer should be notified immediately. Determination of extended or permanent vacancy occurs when the player's doctor informs the player/parents that the player will not be able to resume playing baseball for an extended period or the remainder of the season.
- d. The Player Agent is responsible for contacting the player's parents to confirm the loss of the player and reason for the loss. Once the loss is confirmed, the Player Agent shall notify the President of the loss and the reason for the loss.
- e. The President shall send a letter to the player/parents notifying him or her of his or her formal release from SCLL.
- f. Only registered and officially "wait-listed" players are eligible to fill a roster vacancy. Wait-listed 12's must be picked up prior to pulling up players from AAA. (Players must be wait listed PRIOR to the creation of the vacancy.) The date used for the "creation of a vacancy" will be defined as: the last date of participation in a team meeting (practice or game) of the player that created the permanent roster vacancy (as indicated on "Notice to Player Agent (see 5a)).
- g. The manager shall work with the Player Agent to determine which players are eligible to fill the vacated roster spot. Only players League Age 10, 11, or 12 who participated in the Major League evaluations are eligible.
- h. It is the responsibility of the Player Agent to contact potential replacement players or the parents of potential replacement players and all parties involved within three days of notification by the manager that a permanent roster vacancy may exist. Managers and coaches are not permitted to contact replacement players or the parents of replacement players directly until they have been notified by the Player Agent that the player has been added to the team roster. Exceptions will be made if the player/parents request to talk with the manager to help make their decision.
- i. The Manager shall have five days from the receipt of the list of eligible players to select an eligible replacement player. Failure to notify the President and Player Agent of the loss of a player or continued absence of a player, or failure to select a replacement player within five days

will result in disciplinary action against the manager. The disciplinary action shall be determined by the Board.

4.2.2 Other Divisions

Roster vacancies in Rookie, Farm, A, AA, and AAA Divisions will be filled only from waiting lists for those divisions.

4.2.3 Notifications

Notification of the replacement player selection shall be made ONLY by the Player Agent or his/her selected representative. Any prior notification to the replacement player and/or their parents by any other person shall be treated as a serious offense by the Board.

The process for notification is as follows:

1. The Player Agent shall notify the manager of the selected replacement player’s team to notify him/her that the player has been selected by another team to fill a roster vacancy.
2. The Player Agent shall notify the parent(s) of the selected replacement player.
3. The Player Agent shall notify the manager of the replacement player’s new team to notify him/her of the player change.
4. Managers, coaches or any other person other than the Player Agent are not permitted to contact a potential or selected replacement player or player’s parent or guardian.
5. SCLL recognizes the right of the player or his parents to decline to move up the player. If a player or player’s parents decline for the player to move up to a Major League team as a replacement, the player forfeits any future opportunities to move up to the Majors division for that season.

4.3 Pre-Game and Post-Game Responsibilities

The home and visiting teams are responsible for providing volunteers and performing pre-game and post-game tasks as follows:

	Pre-Game	Post-Game
Home Team Responsibilities	<ol style="list-style-type: none"> 1. Bring out bases, inspect field, improve mound with water, rake and tamper. 2. Turn on lights, if needed. 3. Occupy third base dugout. 4. A, AA, AAA, Majors Divisions: Provide scorekeeper, pitch-counter, and game coordinator. (These roles may be filled by a single person.) 5. Farm Division: Set up pitching machine. 	<ol style="list-style-type: none"> 1. AA, AAA, Majors Divisions: Enter score online or provide score to Information Officer.
Visiting Team Responsibilities	<ol style="list-style-type: none"> 1. A Division: Provide an umpire. 2. On Field #1, provide two adult volunteers to staff snack shack. On Field #2 & #3, provide one adult volunteer to staff snack shack. 3. Occupy first base dugout. 	<ol style="list-style-type: none"> 1. Put bases away. 2. Farm Division: Put pitching machine away. 3. Lock scorebooth, bullpens, dugouts, and/or lock boxes.

		<p>4. Field #1 Games: Check in with Snack Shack staff before leaving to guarantee no staff person is left alone for safety purposes</p> <p>5. Turn off lights.</p>
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4.4 Pre-Game Warm-Ups

Batting practice using hard baseballs is permitted only in the Field #1 batting cages and, when using soft-toss into nets, in the picnic area and the outfield grass. Batting practice using wiffle balls is permitted in the outfield, in the picnic area, and the area near the flagpole. All batters must wear helmets, independent of the type of ball in use. No use of hardballs is permitted near the flagpole, whether for throwing, batting, or fielding.

Pre-game warm-ups shall take place per the following schedule. (All times given are prior to the scheduled start time for the game.)

Time	Activity
30 minutes	Teams take possession of dugouts
25 minutes	Visiting team warm-up
15 minutes	Home team warm-up
5 minutes	Plate talk

During warm-ups, the team not warming up shall not make use of any part of the field. In addition to infield practice, a coach for the team warming up may toss wiffle balls to batters in the outfield, provided those batters wear helmets.

If ten minutes of warm-up is infeasible (because, for example, the previous game has run late), warm-up time shall be limited to five minutes per team.

4.5 Game Scheduling

Games shall be scheduled on Harvey West Park fields as follows:

Division	Field(s)
Rookie	5
Farm	2, 3, and 5
A	2, 3 and 5
AA	1, 2, and 3
AAA	1, 2, and 3
Major League	1
Intermediate	2

Games may be scheduled on fields other than those listed above if the usual field(s) are unavailable.

The game schedules for the regular season (all divisions) and playoffs (AA, AAA, and Majors) shall be prepared by the Scheduler, Board President, Division Representatives, or such other persons as may be designated by the Board. The game schedule shall take into consideration local field availability, pitch count and mandatory rest day rules, post-season playoff tournament schedules, TOC schedules, and All-Star schedules. The schedule shall balance the number of home and away games for each team as much as possible and shall allow a reasonable

number of open dates for rainouts and other cancellations. The game schedule for the Majors Division shall be submitted to the President for review and approval.

Rescheduling of games is permitted only in the case of a rainout, or other situation in which the fields is unplayable. In that event, the Scheduler will determine a new date for the game, and will notify the Managers and Umpire-in-Chief.

Rescheduling of games must occur under the following guidelines:

- Rescheduled games have priority over practices at Harvey West Park. In the event a practicing team is displaced by a rescheduled game, the Scheduler shall inform the affected manager as soon as the field has been rescheduled.
- Majors Division games have highest priority when rescheduling games.
- Rookie, Farm, A, and AA Divisions need not make up rained out games. Games can be added to the end of the season if the schedule allows.

Failure to field a team on the date for the rescheduled game may be recorded as a forfeit.

4.6 Practices

A “practice” is any event exceeding one hour in duration whose primary purpose is the development of baseball skills, and where the participants include six or more players from a given team, together with one or more coaches from that team. The hour immediately preceding a game is considered pre-game warmup, not a practice. An “event”, for the purposes of this section, is either a practice or game.

To prevent excessive competition, maintain competitive balance between teams, and protect players from overuse injuries, no team may practice more often during a week (beginning Sunday and ending Saturday) than indicated in the table below.

	Maximum Duration	Before Opening Day	After Opening Day
Intermediate	2 hours	4 events	4 events
Majors	2 hours	4 events	4 events
AAA	2 hours	3 events	4 events
AA	2 hours	3 events	3 events
A	90 minutes	3 events	3 events
Farm	90 minutes	3 events	3 events
Rookie	60 minutes	3 events	3 events

No practice may occur outside the League Boundaries, without the approval of the Scheduler or President.

Practice slots shall be chosen in reverse of the draft order for AAA Division and Majors Divisions. For all other Divisions, the Division Representative will assign practice slots in coordination with the Scheduler.

4.7 Playoffs

The AA, AAA, and Majors Divisions use playoffs to determine which team will represent SCLL in the District 39 Tournament of Champions. There are six separate double-elimination tournaments corresponding to American League AA Division, National League AA Division, American League AAA Division, National League AAA Division, American League Majors Division, and National League Majors Division.

Seeding for the Majors Division tournaments is determined by the records of each team during the final four games of the season, which are scheduled against the other four teams in the same League (American or

National). Seeding for the tournaments is determined using the rules given in Tournament Rules and Guidelines, International Tournament Pool Play Format, Section III, treating the final four games of the regular season as if they were the Pool Play Round of a tournament.

Seeding for the AA Division and AAA Division tournaments is determined randomly.

Refer to <http://www.printyourbrackets.com> for brackets that show the correct placing of teams, once seeding has been determined.

Playoff games are played under the same rules that apply during the regular season, with the following exceptions:

- In Majors, the team with the higher seed will be the home team. In the AA and AAA Divisions, the Managers shall determine which team is the home team via a coin flip prior to the game.
- In the AA Division, all games must be at least 4 innings. In the AAA and Majors Division, all games must be at least 6 innings.
- For avoidance of doubt, in the AA and AAA Divisions, the “5-run rule” continues to apply, as required by the definition of Inning in Rule 2.00. SCLL does not exercise the option to in rule 5.07 which would allow unlimited number of runs in the final inning of play. If the 5-run rule prevents the team with fewer runs from scoring enough runs to tie the game before the end of the game, the game ends immediately. For example, if in the AAA division, the visiting team leads 5-0 in the top of the 6th inning, and scores one run, making the score 6-0, the game ends at that point.

4.8 Selection of Tournament Teams

4.8.1 Overview

There are two types of post season tournaments for the top players of the 7-12 year-old age groups held in the District. Tournaments for the 9-10, 10-11 and 11-12 year-old age players sanctioned by Little League are referred to as All Star Tournaments and All Star teams. These Tournaments are covered and governed by the “T” section of the Official Regulations and Playing Rules. In our District, District 39, there are two non-sanctioned tournaments for 7-8 and 8-9 year-old players. These are referred to as tournaments, not All Star tournaments, with the teams referred to as tournament teams. These District tournaments are covered under regular season rules in the Official Regulations and Playing Rules and the District supplemental rules for the specific tournament.

Players are selected to teams based on ability, attitude, sportsmanship, coachability, commitment, and availability for the duration of the tournaments and practices. The Player Agent shall send a communication to all parents of 8-12 year-old players outlining the Selection Process, eligibility requirements, and the time commitment involved. If a parent does not feel that his or her child meets the eligibility requirements or is not available, they must make their Manager aware of this as soon as possible.

By rule, a minimum of 12 and maximum of 14 players are selected to each team at the All Star Manager’s discretion. The All Star Manager may determine the number of players on the team, with input from other regular season managers. Managers should consider both the desire to field the most competitive team possible as well as giving the largest number of players the opportunity to participate in the All Star experience.

After the team is selected, replacement of any player(s) or an addition of a player for any reason will be handled by the All-Star Team Manager and Player Agent and must be submitted to the President for approval.

4.8.2 Non-Disclosure

All participants must agree to not disclose the details of the nominations or selection discussions.

4.8.3 Player Eligibility

Refer to Tournament Rules and Guidelines, Player Eligibility for player eligibility. The same guidelines will be used to determine eligibility for the non-sanctioned teams.

4.8.4 Age Pure Philosophy

The SCLL Board has implemented an age pure philosophy for all post season teams. Players on a post season team for SCLL will be the higher age in all brackets. (Example, the 11–12 All Stars will be made up of players League Age 12.) However, in the rare circumstance when a younger player could make a significant impact on an ‘older’ team, an exception can be made. The SCLL Board defines ‘significant impact’ as a player who would be:

1. Considered in the top half of the team in terms of skill level
2. Have a high probability of playing the entire game during the tournament
3. Bring a unique skill to the team

The process for this selection is as follows:

1. Prior to the manager’s All Star selection meeting, a manager notifies the Player Agent and President of a candidate.
2. The Player Agent will setup a list of all candidates.
3. The Board will review the list and provide a decision on each candidate.
4. The Player Agent then contacts the player’s parents to gain approval for their player to be nominated to ‘play up’.
5. The Player Agent then notifies the other managers of the division of this candidate.
6. During the manager’s All Star Selection Meeting, the Player Agent clarifies the SCLL Board definition of what a ‘significant impact’ player means and initiates a discussion among the managers to determine if the candidate meets the criteria of a ‘significant impact’ player.
7. If the candidate meets the criteria by a majority vote of the managers, he/she may be placed on the ballot for nomination.

4.8.5 Board Appointment of Managers.

An All Star Managers Selection Committee shall be appointed and approved by the Board of Directors before the start of the playing season. This Committee shall include at least four interested Board members. Beginning in mid-April, the Selection Committee shall send out a Manager Intent form to all rostered managers and coaches in Majors, AAA, and AA. Managers and coaches shall complete the Manager Intent form and submit to their respective Division Representative by May 1.

Starting in late April, the Selection Committee will work with the President and Division Representatives to determine the eligible managers and rostered coaches as defined in the Tournament section of the Official Rules and these Local Rules.

Prior to the regular May Board or the special Post Season Board meeting in late May of the SCLL Board, the All Star Managers Selection Committee shall contact each eligible manager and coach who has completed the Manager Intent form to confirm his or her interest and availability as well as the division he or she would like to manage. After confirming this information, the All Star Managers Selection Committee will confer and make recommendations to the Board.

The Managers Selection Committee shall recommend up to three manager candidates per team. This list of potential All-Star Managers will be presented to the Board at the May Board meetings. The Board shall select and appoint the managers either at the May meetings or, if the Board determines that further information is needed, by a special vote prior to the June Board meeting. Each candidate must receive a majority vote by the Board in order to be a manager. The Board shall select the 11-12's managers first, then the 10-11's managers, and so on. Nominations by the President are subject to Board approval on an individual basis as further described in the bylaws.

4.8.6 Manager Selection Criteria

Criteria to be considered by the All Star Managers Selection Committee and Board in recommending and appointing managers includes, but is not limited to the following:

- Behavior and interactions with other managers, coaches, players, and umpires during the regular season
- Knowledge of the rules of baseball as demonstrated during the regular season
- Previous Post Season managing and coaching experience
- How well the manager met his or her commitments to the League during the regular season
- Experience managing youth sports teams, ability to lead and manage a team.
- Experience coaching baseball
- Experience playing baseball
- Feedback from peers, players and parents
- Demonstrated willingness to practice Positive Coaching
- Enthusiasm while being cognizant of the commitment of managing

4.8.7 Manager Selection of Coaches

The manager of each team shall select the official coaches for his or her team following player selection. The coaches must be regular season SCLL rostered coaches or managers.

4.8.8 Player Agent's Role

The Player Agent assists the President and oversees the creation of the ballots and the voting process, to ensure that the player selection process adheres to LLB and Local Rules. The Player Agent is also responsible for setting the date for the manager's selection meeting of All Star players, creating ballots, determining ineligible players, directing the appropriate discussions regarding players, conducting the voting, assembling rosters and posting the rosters. In addition, the President shall appoint two Board members to assist with the ballot tallies for the Player's Vote outlined below. The two appointed Board members shall not have a child who is eligible for the same Post Season team as the Player Agent or each other, to ensure objectivity as to each team. The Player Agent will confer with the President before any action is taken.

4.8.9 Players' Vote for 11-12 Team

The Majors Division players will select four 12-year-old players for their respective Division's 11-12 All Star team. National team players will vote for the National All Star team and American team players will vote for the American All Star team by anonymous balloting. Players' ballots will be arranged with all eligible 12-year-old players for each team in that division listed alphabetically.

Player balloting will take place following the last regular season game for each team and continue until all teams have voted. Player balloting will take place in the dugout or bleachers. Managers and Coaches shall help ensure that players vote privately without consulting others. Any player collaboration will invalidate all ballots involved.

Players are limited to voting for six players per team. Only ballots containing six votes or less will be valid; a ballot containing over six votes will be nullified. The four players (per team) with the most votes will be placed on the respective All Star team. Any concerns regarding the validity of the ballots will be addressed by the Board.

Player ballots will be issued and collected by the Player Agent or the two appointed Board members as provided above and shall be immediately sealed following their collection. The results of the player balloting will be tallied by the Player Agent and the two appointed Board members prior to the managers' All-Star selection meeting.

4.8.10 Player Selection Process for 13, 11-12, 10-11, and 9-10 All-Stars

Prior to the All Star Selection Meeting, the Player Agent shall notify all managers of ineligible players. Prior to the managers' vote, each appointed All-Star manager shall request the number of players he or she would like to have on his or her team (minimum 12, maximum 14). At the All Star Selection Meeting, this number may be adjusted by majority vote of the managers.

The Player Agent will schedule and arrange the player selection meetings, which should be completed prior to the June 10. There shall be one combined player selection meeting for the National teams and one combined player selection meeting for the American teams.

The managers shall attend the appropriate player selection meeting (American or National) or send a coach to represent them at the meeting. Only one representative from each Majors team and each AAA team may attend the All Star selection meeting. Attendance at the meeting is limited to the team representatives, the Player Agent, the Division Representative, the President, and two appointed Board members, if invited by the Player Agent. In addition, the appointed manager for each All-Star team shall be entitled to attend the meeting; however, if the appointed manager comes from a regular season team that already has a representative at the meeting, the appointed manager shall not be permitted to vote during the player selection process but shall be permitted to give input when discussing players.

Majors managers will vote for the 11-12 and 10-11 teams. AAA managers will join the Majors managers to nominate and vote for the 9-10 team and stay and join the AA managers to vote for the 8-9 team.

At the All-Star managers meeting, all players meeting the age and minimum number of games will be on the ballot. The managers/coaches shall briefly discuss the respective merits of these players. Managers may bring statistics to help them advocate for the selection of players.

A manager from AAA may choose to attend the portion of the meeting for the 10-11 year-old All Star team and nominate and advocate for an 11 year-old player. This manager should first notify the Player Agent of his or her intention to attend. The AAA manager does not receive a vote in the selection of the 11-12 or 10-11 All Star Team.

Following the discussion, a vote will take place. Players who receive a majority vote will be placed onto the All Star team. If the vote results in fewer than the intended number of players placed on the team, the managers shall again discuss the merits of the remaining players and vote again. In the case of a tie that would result in too many players being selected, a new discussion and revote on those specific players shall take place. A player must receive a majority of the votes to be placed on the team.

Example: a player must have a minimum of three votes to be on the 11-12 team assuming there are four or more Majors teams in each division. In the event that there is still a tie, the Division Representative and Player Agent shall break the tie or recommend to place both players on the team.

4.8.11 Player Selection Process for 7-8 and 8-9 Tournament Teams

All players on the 7-8 (8-9) Tournament teams shall be selected from the A and AA (AA and AAA) Divisions by the A and AA (AA and AAA) managers.

Prior to the managers' vote, each appointed Tournament manager shall request the number of players he or she would like to have on the team (minimum 12, maximum 14). At the player selection meeting, this number may be adjusted by majority vote of the managers.

One manager from each A and AA (AA and AAA) team may attend the player selection meeting or send a coach to represent him or her at the meeting. Attendance is limited to those managers/representatives, the President, the Player Agent, the Division Representative, and the two appointed Board members. Prior to submitting their ballots, the attending managers and coaches shall nominate any number of players and briefly discuss the respective merits of these players.

Managers may bring statistics to help them advocate for players. Following the discussion, a vote will take place. Votes will be tallied by the Player Agent and the Division Representative or assisting Board members. Players need a majority of the votes to be selected to the team. If the vote results in fewer than the intended number of players placed on the team, the managers shall again discuss the merits of the remaining players and vote again. In the case of a tie that would result in too many players being selected, a new discussion and revote on those specific players shall take place. In the event that there is still a tie, the Division Representative and Player Agent shall break the tie or make the recommendation to add both players to the team.

7 Fall Ball

Fall Ball is a non-competitive, instructional league. Fall Ball games are intended to be learning opportunities for players, coaches, managers, and umpires. Each team is permitted only one practice, prior to the first game.

There are four Fall Ball divisions. Each division is open only to players of specific League Ages. Each division plays under the rules that would apply to a corresponding spring-season division, except as otherwise noted below.

Division	Age(s)	Rules
Fall 13	13	Intermediate
Fall 11-12	11 & 12	Intermediate
Fall 9-10	9 & 10	AA
Fall 7-8	7 & 8	A

Regulation V. Teams shall be drafted using the Alternate Method for Plan B, as described under Local League Draft Methods.

Regulation VI(b). In addition to the pitch count limits in Regulation VI(b), a pitcher shall be considered to have reached the pitch limit when three defensive outs have been recorded. In the event that the half-inning ends due to the five-run rule (Rule 5.07), the pitcher shall be charged with the number of defensive outs that would have been required to end the half-inning. For example, if the pitcher enters the game with one out in the half-inning, and the inning ends due to the five-run rule, the pitcher shall be charged with two defensive outs.

Regulation VII(h). Games are subject to time limits as shown in the following table:

Division	Time Limit (Minutes)
Fall 9-10	105
Fall 7-8	90

There is no time limit on the Fall 11-12 and Fall 13 divisions.

Rule 1.10. Only those bats that may be used in Major League may be used in the Fall 11-12 Division.

Rule 4.04. The continuous batting order applies in all divisions. Managers may adjust their batting order for the first two games of the season. Prior to the third game of the season, the managers must submit their permanent line-up to the Fall Ball Coordinator. Once permanent line-ups are established, the first batter of each game shall be the batter who was next scheduled to bat in the previous game at the time of the last out.

8 Division Overviews

This appendix provides a summary of rules for each division.

8.1 Intermediate Division

Overview	The Intermediate Division is for League Age 13.
Ages	League Age 13.
Team Formation	Draft.
Events per Week	4
Time Limits	7 innings. No time limits on games. No game can end in a tie. Any game called for time or weather must continue at a later date.
Offense	Continuous batting order. Lineup cards required.
Defense	9 players
Pitching	League Age 13 limited to 95 pitches.
Minimum Play Time	Continuous batting order. Six defensive outs.
Stealing	Players may steal all bases. Leading is allowed.
Runs	10 run rule applies after the 5 th inning.
Standings	Standings are calculated by 1) Winning Percentage, 2) Head to Head and 3) Runs Against.
Playoffs	None
Pinch Runners	None

8.5 Majors Division

Overview	The Majors Division is for League Age 11 & 12.
Ages	League Age 11 & 12. Some League Age 10 year olds who request to be evaluated may be drafted to a Majors team.
Team Formation	Draft.
Events per Week	4
Time Limits	6 innings. No time limits on games. No game can end in a tie. Any game called for time or weather must continue at a later date.
Offense	9 players. Lineup cards required.
Defense	9 players
Pitching	Ages 11 – 12 may pitch up to 50 pitches through the last Sunday in March and up to 85 pitches for the remainder of the season. League age 10 may pitch up to 50 pitches for the entire season. Please see SCLL Pitching Rules. Official Pitch Counter is required (may be the Scorekeeper)
Minimum Play Time	1 at-bat and 9 defensive outs.
Stealing	Players may steal all bases. No leading off.
Runs	10 run rule applies after the 4 th inning.
Standings	Standings are calculated by 1) Winning Percentage, 2) Head to Head and 3) Runs Against. For the purposes of Playoffs, the final four, divisional games of the season will determine Playoff seeding.
Playoffs	Double Elimination.
Pinch Runners	Special Pinch Runner (Rule 7.14)

8.6 AAA Division

Overview	The AAA Division is a Competitive Minor League division.
Ages	10 – 11, some League Age 9 year olds who request to be evaluated may be drafted to a AAA Team.
Team Formation	Draft.
Events per Week	Pre Season: 3; Season – 3 - 4
Time Limits	105 minutes. No new inning shall begin after the time limit, except that no game can end in a tie.
Minimum # of Players	7
Offense	Continuous batting order. Managers may change batting order during the first 3 games of the season. After the first 3 games, Managers must submit their set batting order to the Division Representative. Batting order may be re-set for Playoffs. Managers shall provide the opposing Manager and Umpire with a lineup card.
Defense	9 players
Pitching	Ages 11 may pitch up to 50 pitches through the last Sunday in March and up to 85 pitches for the remainder of the season. League age 9 - 10 may pitch up to 50 pitches for the entire season. Please see SCLL Pitching Rules. Official Pitch Counter is required (may be the Scorekeeper)
Stealing	Players may steal all bases. No leading off.
Minimum Play Time	SCLL encourages Managers to distribute playing time and positions fairly throughout all players. 2 defensive innings.
Runs	5 run rule applies to all innings. 10 run rule applies after 4 th inning.
Standings	Standings are calculated by 1) Winning Percentage, 2) Head to Head and 3) Runs Against.
Playoffs	Double Elimination.
Pinch Runners	None

8.7 AA Division

Overview	The AA Division is an introduction to competitive play.
Ages	League Age 9, some League Age 8 year olds who request to be evaluated may be drafted to a AA team.
Team Formation	Draft.
Events per Week	3
Time Limits	90 minutes. No new inning shall begin after the time limit.
Minimum # Players	7
Offense	Continuous batting order. Managers may change batting order during the first 3 games of the season. After the first 3 games, Managers must submit their set batting order to the Division Representative. Batting order may be re-set for Playoffs. Managers shall provide the opposing Manager and Umpire with a lineup card. No walks are allowed during the first two weeks. See 6.08 for coach pitch rules.
Defense	10 players
Pitching	League age 9 may pitch up to 50 pitches for the entire season. League Age 8 may pitch up to 35 pitches up for the entire season. Please see SCLL Pitching Rules for more information on pitching/catching rules.
Stealing	Players may steal all bases. No leading off.
Minimum Play Time	SCLL encourages Managers to distribute playing time and positions fairly throughout all players. 2 defensive innings.
Runs	5 run rule applies to all innings. 10 run rule applies after 4 th inning.
Standings	Standings are calculated by 1) Winning Percentage, 2) Head to Head and 3) Runs Against.
Playoffs	Double Elimination.
Pinch Runners	None

8.8 A Division

Overview	The A division introduces players to live pitching. All players will learn pitching mechanics. The teams shall have a combination of 2 practices and 1 game for a portion of the season and 1 practice and 2 games for a portion of the season to be determined by the Division Representative and Scheduler. The first 4 weeks of play shall be either machine pitch or coach pitch.
Ages	League Age 8, some League Age 7 year olds may request to play up in the A division and undergo an evaluation to determine their readiness.
Team Formation	All teams are formed by the Division Representative through requests, school attendance and other considerations.
Events per Week	3
Time Limits	90 minutes. No new half inning shall begin after the time limit.
Minimum # Players	7
Offense	Continuous batting order. Managers may change batting order during the first 3 games of the season. After the first 3 games, Managers must submit their set batting order to the Division Representative. Managers shall exchange line up cards.
Defense	10 players
Pitching	League age 9 may pitch up to 50 pitches for the entire season. League Age 7- 8 may pitch up to 35 pitches up for the entire season.
Stealing	No stealing home base. Only one base is allowed on an overthrow.
Minimum Play Time	SCLL encourages Managers to distribute playing time and positions fairly throughout all players.
Runs	5 run rule applies to all innings. 10 run rule applies after 4 th inning.
Standings	None
Playoffs	None
Pinch Runners	None

8.9 Farm Division

Overview	The Farm Division is a machine pitch division introducing hitting and more structured defense. The teams shall have a combination of 2 practices and 1 game for a portion of the season and 1 practice and 2 games for a portion of the season to be determined by the Division Representative and Scheduler.
Ages	League Age 7, some League Age 6 year olds who have previously played one year of tee ball. Teams should have no more than 10 players per team.
Team Formation	All teams are formed by the Division Representative through requests, school attendance and other considerations
Events per Week	3
Time Limits	60 minutes. Managers should manage the game to allow for a natural stop at 60 minutes.
Minimum # Players	Six (6)
Offense	Continuous batting order. Managers are encouraged to change the batting order each game. For the first 4 weeks of the season, a tee may be used if a player has not hit one of 5 hittable pitches. After that, the tee may be used at the managers' discretion, determined before the game.
Defense	10 players. A half inning is over when 3 defensive outs are made or the Offense completes the batting order.
Pitching	Machine pitch. Offensive coach determines if a pitch is hittable.
Stealing	No stealing of bases. Only one base is allowed on an overthrow.
Minimum Play Time	Managers are encouraged to rotate players through all positions.
Runs	The final batter of each inning shall run all the bases.
Standings	None
Playoffs	None
Pinch Runners	None

8.10 Rookie Division

Overview	Tee Ball introduces players to the game of baseball. Teams shall rotate thru designed drills for 30 minutes, focused on teaching mechanics and then play a 2 – 3 inning game for 30 minutes.
Ages	League Age 5 and League Age 6 for players who have not played previously.
Team Formation	All teams are formed by the Division Representative through requests, school attendance and other considerations. Teams should have no more than 8 – 10 players.
Events per Week	2 - 3
Time Limits	60 minutes
Minimum # Players	Six (6)
Offense	Continuous batting order. Managers are encouraged to change the batting order each game.
Defense	All players shall play on defense.
Pitching	N/A
Stealing	No Stealing
Minimum Play Time	SCLL encourages Managers to distribute playing time and positions fairly throughout all players.
Runs	The final batter of each half inning shall run all the bases.
Standings	None
Playoffs	None
Pinch Runners	None