

SOUTH MISSION VIEJO LITTLE LEAGUE

2020 LOCAL RULES

The objective of the Standing Rules of the South Mission Viejo Little League is to provide supplementary rules and additional guidelines, where required, to augment the rules and regulations published by Little League Baseball, Incorporated. In addition, the Standing Rules will cover the South Mission Viejo Little League procedures for areas not covered in the Little League Baseball Regulations.

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General Rules and Policies

1. Team Selections

- 1.1 All divisions, except T-Ball and Coach Pitch Divisions, will use the “re-draft” method. The draft order in all divisions will be determined by random draw and proceed in a serpentine order.
- 1.2 A draft committee consisting of the President, Division Representative, Player Agent and other board member, *if deemed necessary as designated by the President*, will be formed for each division.
- 1.3 Little League Regulations specifically require the secrecy of the order of the draft. Players may never be told or allowed to find out what order they or any other players were selected in the draft process. Managers and all others present at the draft are responsible for the integrity of any records kept that could indicate draft position. Managers will not take out of the draft room any listing of the draft order. *Managers and all others present at the draft who divulge draft information will face possible disciplinary action as decided by the SMVLL BOD.*
- 1.4 Any trades between teams shall be done and approved by the Drafting Committee at the time of the draft and before leaving the draft room.

1.5 Division Alignment.

T-Ball	4, 5, 6, 7	Assigned by Player Agent
Coach Pitch	5, 6, 7, 8	Assigned by Player Agent
A Division	7, 8, 9	Tryout and Draft
AA Division	8*, 9, 10	Tryout and Draft
AAA Division	9*, 10, 11	Tryout and Draft
Major Division	11, 12	Tryout and Draft
Intermediate (50-70) Division	11, 12, 13	Tryout and Draft
Junior Division	12, 13, 14	Tryout and Draft
Senior Division	13*,14*,15,16	Tryout and Draft if multiple teams— otherwise placed by District

* Age allowed if “drafted up” and based on team availability.

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- 1.6 Eight-year-olds in AA, and nine-year-olds in AAA may be limited based on registration numbers if they are playing up a division and will be determined by the board prior to the draft.
- 1.7 Any player drafted into the Majors division must have played in the AAA division in the previous year.
- 1.8 Any parent request for a player to stay down a division does not guarantee that the player will stay down.
- 1.9 Roster openings.
 - 1.9.1 In cases where current team rosters are at the maximum allowed, and additional applications are received, a waiting list will be compiled and maintained by the Player Agent. As openings on rosters occur, the Player Agent will inform the President, who will assign the players to a team based on the order in which the applications were originally received. Players on the waiting list will have 24 hours to respond to the President's offer of placement. Failure to accept placement in the allotted time frame will result in ineligibility for placement for the remainder of the season and the next player on the list will be offered the roster spot. Roster additions, up to maximum, will be done in draft order.
 - 1.9.2 If an opening occurs at the Major level and there are no players on the waiting list, the Player Agent will work with the Division Representative to pull up a player from the AAA level. If a player refuses to be pulled up when asked, that player is ineligible to be pulled up for the remainder of the year.
 - 1.9.3 No player will be added to the roster with less than 4 weeks of regular season play remaining for that division.

2. Team Management and Responsibilities

- 2.1 Each team in our league is responsible for obtaining a sponsor. If no sponsor is obtained by March 1 of the current season, the team will collectively be responsible for a \$350 sponsorship fee. The manager, coaches and team parent shall coordinate sponsorship recruitment efforts. If a team does not pay their sponsorship fee, the team will not receive their pictures, yearbooks, and/or other sanctions as determined by the Board.
- 2.2 All Single A, Coach Pitch and T-Ball managers and coaches must attend the **Big Al Clinic**. All managers and coaches from any division that have not previously attended at least 2 **Big Al clinics** are also required to attend. All managers and coaches from all divisions must attend **Positive Coaching Clinic** unless they have already attended at least 2 times. As determined by the Board, an additional arm health clinic may also be required. Failure to meet this requirement may result in disciplinary action determined by the Board.

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- 2.3 All official rostered manager and coaches, and each designated Team Umpire are required to attend a District Rules Clinic each season.
- 2.4 Each team is responsible for designating a “Team Umpire” and each team must provide volunteers to umpire games within the league. Each team should have multiple umpire volunteers.
- 2.5 After an umpire’s volunteer application is approved by the league President, the league Chief Umpire will determine the level for the volunteer.
- 2.5.1 Level 1: Entry level.
 - 2.5.2 Level 2: Some experience including attending the District Rules Clinic or SMVLL field clinic.
 - 2.5.3 Level 3: More experience including attending the District Rules Clinic and Field Mechanics clinics.
 - 2.5.4 Each team will earn points for the number of games umpired in the season. Each T-Ball and Coach Pitch team must earn a minimum of 12 points. Each A team and Junior team must earn a minimum of 25 points. All other teams must earn a minimum of 50 points. Points are earned based on the following method:

	Plate Umpire	Base Umpire
District Mechanics Clinic	1 point per parent (max 3 points per team) for attending full clinic	
A	3 points (level 1,2,3 umpire)	3 points (level 1,2,3 umpire)
AA	5 points (level 2 or 3 umpire)	3 points (level 1,2,3 umpire)
AAA	7 points (level 3 umpire)	5 points (level 2 or 3 umpire)
Major	9 points (level 3 umpire)	6 points (level 2 or 3 umpire)
Junior and above	9 points (level 3 umpire) Only games where South Mission Viejo is the home team count toward the team point requirement.	

- 2.5.5 The league will provide web access to the designated umpire site to cover games for the entire season.
- 2.5.6 Each team must sign up to umpire enough games by April 1 to meet the point requirement for the season. Initial penalty is loss of minimum of two (2) practice times if not signed up for points requirement by April 1. After April 1, the manager of the team cannot attend team games until the team signs up for the required point requirement.

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- 2.5.7 The Team Umpire is responsible to make sure parents from the team commit to umpiring games. Failure to meet the team commitment subjects the manager to disciplinary action, as described in the previous rule.
 - 2.5.8 Failure to show on a scheduled game without prior notification to the Chief Umpire will result in a penalty equal to the number of points that would have been earned for the assignment.
 - 2.5.9 An umpire may not umpire a game in a division where a family member is a player, manager, or coach (exceptions must be allowed by the Chief Umpire).
 - 2.5.10 Each Team Parent will assign volunteer BBQ and Snack Bar shifts at the beginning of the season. Each volunteer must serve snack bar and BBQ shifts as assigned throughout the season. Failure to show for a shift or find adequate adult replacement will result in a \$75 fine. If not paid by May 31, the team will not receive trophies or yearbooks at Closing Ceremonies.
- 2.6 If a manager, coach, player or parent is ejected from a game, the ejected party and the umpire involved will submit a written report of the circumstances to the Board of Directors within 24 hours of the ejection. At a minimum, the manager, coach, or player ejected will be suspended for one complete game (Rule 4.07). If a manager or coach is ejected from a game, in addition to a one game suspension, the offending manager or coach must umpire one game, in a division other than their own, before they can return to the dugout as manager or coach, or at the discretion of the Chief Umpire. This game is in addition to their minimum team umpiring requirement.
- 2.7 The home team scorekeeper will be the official scorekeeper and will have the official score. The official scorekeeper will be responsible for keeping track of pitched balls each inning for both the home and visiting team. The visiting team is responsible for running the score board for Majors and for putting away the remote score control in the snack bar at the end of the game. The home team is responsible for covering the mound and plate for the last game of the day. The home team for the last game on the majors field is responsible for making sure the lights are off and ensuring the shed is closed.
- 2.8 Managers must submit the name of any player missing three consecutive games to the Player Agent prior to the next scheduled game. Failure to notify the player agent of three consecutive missed games will result in disciplinary action of the manager as determined by the board.

3. Practice Schedule

- 3.1 Pre-season practices for all levels must not exceed eight hours per week. Practices during the regular season are limited to a maximum of 5½ hours per week. A week is defined as Sunday to Saturday. A manager's failure to follow these requirements will result in a one game suspension for the first offense. Additional non-conformances will result in additional disciplinary action by the Board of Directors.

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- 3.2 A practice shall be defined as any meeting of a manager or a coach and two or more players from the same team (other than their own child) to practice baseball skills.
- 3.3 A warm-up shall be defined as a maximum of 2 hours immediately preceding scheduled game time. Anything more will be counted against weekly practice time. For divisions AAA and above, warm-ups will consist of batting cage time only. In field warm-ups are restricted to 10 minutes a team prior to the start of the game.
- 3.4 For insurance reasons, all practices must be held at locations that have Permits approved by the City or School Districts or indoor batting facilities. Practices held at an unauthorized location will result in disciplinary action by the Board of Directors.

4. Scheduling

- 4.1 If a tie game or non-regulation game is called for reason of time limits, weather, or curfew, the game will be completed as soon as possible. The Division Representative is responsible for selecting the date and time.
- 4.2 Re-scheduled games are allowed when one or both teams cannot place nine players (8 players for AA and below) on the field at the start of the game, due to church, injury, family or school obligations. Absences due to attendance at another youth sports activity will not be excused. Rescheduled games must be played on the date and time selected by the Division Representative or one or both teams will be assessed a loss by forfeit.

5. Tie Breaker Procedures

- 5.1 Standings and seeding will be based on the win-loss percentage.
- 5.2 If two or more teams are tied, the following steps will be taken until the tie is broken.
 - 5.2.1 Head-to-head (best combined win-loss percentage amongst the teams that are involved.)
 - 5.2.2 Lowest Runs allowed in all games
 - 5.2.3 Highest Run differential in all games
 - 5.2.4 Coin Flip. (The team winning the last meeting may choose to call or defer the call to the other team.)

6. Manager Selection Committee

- 6.1 A Manager Selection Committee shall be made up of the following for each Division:
 - President. If President cannot attend, the Vice President will fill-in. If possible, Vice President should also be in attendance at all committee meetings.
 - Division Representative or other Board Member designated by the President.
 - Two Board Members who do not have a child in that division.

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- 6.2 Each committee will be responsible for investigating and interviewing each prospective manager. The committee will present its findings and recommendations to the President. The President will approve or reject the slate. The President will present his/her recommendations to the Board for approval.
- 6.3 If the Board does not approve the recommended slate, the President will submit another slate until it is approved by the Board. When approved by the Board of Directors, that slate will be the managers for the season.
- 6.4 All managers are released at the end of the season.
- 6.5 There are no appeals to District 68 or any other governing body from those not selected as a Manager.
- 6.6 The two official coaches must be submitted to the Board of Directors for approval at least one week before the first game.

7. Refund Policy

- 7.1 The following refund policy will be enforced on a case by case basis and as determined by the Player Agent, President, and the Treasurer. A formal, written request for a refund must be obtained from the parent of the player prior to the timeline detailed below:
 - 7.1.1 After registering, and after November 30th and before Jan. 1, a player will receive at 65% refund of their fees.
 - 7.1.2 After January 1, a player who has not attended tryouts and has decided not to play will receive a 50% refund exclusive of the online registration fee, if any.
 - 7.1.3 After try outs there are no refunds.
- 7.2 For the Fall Ball program, there will be no refund once registration closes.

8. All Star Selection

- 8.1.1 The suggested method for selecting the top six players for the Tournament Teams will be the same as the method suggested in the Little League Baseball Tournament Rules and Guidelines for the current year, as well as district rules/guidelines.
- 8.1.2 Each manager, official coach, player, league officer and division representative will vote for ten (10) eligible players, no more and no less.
- 8.1.3 No person may vote twice – for example: a person may not vote as a league officer and then vote again as a manager or coach.

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- 8.1.4 Each vote by manager, official coach, league officer, and division representative will count for 2 votes.
- 8.1.5 “Official coach” is defined as rostered coach(es) of record that have been approved by the Board of Directors.
- 8.1.6 Managers of the tournament teams will be recommended by a selection committee appointed by the President and submitted to the Board of Directors for approval. The President must announce the members of the selection committee by March 31.
- 8.2 For each tournament team, the manager will meet with the league president, player agent and division rep or another board member appointed by the league president and given the list of names (placed in alphabetical order) of the top six vote-getters who will be a part of the team. The managers will then be given the list of names of the individuals that fall within the next 19 highest vote-getters in alphabetical order. The manager then has the option of selecting 6, 7 or 8 more additional players from this list to round out the roster. The managers for tournament teams are not announced until after the tournament team balloting is complete.
- 8.3 The Little League Tournament Team will be announced by a member of the Board of Director’s Executive Committee, and/or on the SMVLL website once the team has been confirmed, but not before the date allowed by the District according to Little League rules.
- 8.4 Once a player has been selected to a tournament team, but prior to announcement by the board of directors, their parent or legal guardian will be required to provide the Board of Directors with a letter of commitment via email. If the appropriate commitment cannot be made as outlined in the aforementioned letter, that player will be removed from the team. Failure to fulfill that commitment after selection may result in that player being ineligible to play on a tournament team the following season.
- 8.5 Eleven (11) year olds in AAA are eligible to vote for the 10-11 year old All Star team only.
- 8.6 In the event that SMVLL fields a nine-year old tournament team, player selection will be determined by the managers in AA and AAA.

9. Trophies and Medals

- 9.1.1 It is the Board’s discretion to substitute trophies/medals for rings or other forms of recognition for all divisions.
- 9.1.2 T-Ball and Coach Pitch: Participation trophies for all players.

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9.1.3 Single A: If an end of the year tournament is held, first place team members will receive trophies and second place team members will receive medals.

9.1.4 AA: Members of the regular season first place winning team will receive trophies. The second place team members will receive medals. Members of the team that wins the end of the year tournament will receive trophies. The second place team members will receive medals.

9.2 AAA and Majors:

9.2.1 Members of the Regular Season winning team will receive trophies. The second place team members will receive medals.

9.2.2 Members of two teams that represent the league in TOC will receive trophies.

9.2.3 Juniors: Juniors championship team will receive trophies.

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Local playing rules are rules that differ from the Official Little League Green Book. Managers and coaches are responsible for knowing both.

All Divisions

- Continuous batting order (CBO) shall be used.
- We will NOT implement the 15-run mercy rule option (Rule 4.10(e))
- Darkness Policy: The drop-dead time for all games is 10 minutes after the published sunset time for that day (except on YAP1). Note, the game can be stopped before the drop-dead time if the Umpire in Chief for the game feels the playing conditions are unsafe due to weather, darkness, or other reasons.

T-ball

- Players will hit off the tee all season
- Games will be six innings with half of the team batting in each half inning
- No outs will be recorded in t-ball. All batters remain on base
- All players play in the field every inning
- Players rotate from infield to outfield each inning
- Last batter of each half-inning runs all bases for home run and reaches home plate safely or the catcher while in possession of the ball, steps on home plate.
- No contact is to be made with the catcher
- No score or standings kept. T-ball is instructional only

Coach Pitch

- No new inning to start after 1.5 hours
- Games will be 4 innings with the entire order batting each half inning
- Local rules to be followed by all teams. No “plate meetings” to modify rules.
- First half of the season coach pitches 4 balls. If no contact is made, 5th ball hit off the tee
- Second half of the season will be machine pitch. If no contact is made after 5 pitches, the 6th ball will be hit off the tee.
- If a defensive out is made, the player will be removed from the bag
- If three outs are achieved before the entire team has batted, the bases will be cleared and play will continue.
- The inning is over when the last batter reaches home plate safely or the catcher while in possession of the ball, steps on home plate.
- No contact is to be made with the catcher
- Batted ball hits or lodges under the machine it is a dead ball single
- No score or standings kept. Coach Pitch is instructional only
- Coaches allowed on field for defensive outs.

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Single A (Machine Pitch Rules)

- Time Limit: At one-hour forty-five minutes (1:45), teams will finish the current inning and umpire will declare the next inning is the last inning. There is a hard stop at 2:15 for all games.
- The beginning portion of the season is instructional, with no score kept. Remaining games are competitive, with official score kept by home teams as determined by schedule. Board and Division Representative to determine when instructional portion of season is over.
- Machine Pitch first half of the season
 - Machine pitch exclusively when facing NMVLL (Juggs machine only)
- For each at bat, up to 5 baseballs will be used. If no hit after 5 pitched, batter is out.
 - A foul ball on the 5th pitch or ensuing pitch allows for an additional pitch unless caught by the catcher. Batter “stays alive” as long as they continue to foul off pitches.
 - If a batted ball hits the pitching machine or the operator feeding the machine, the ball is dead and the batter will be awarded first base. Any base runners will be awarded one base if forced to advance. However, if a batted ball hits any part of a defensive player prior to hitting the pitching machine or the operator feeding the machine, then the ball remains live and in play.
 - No walks, no bunts, no HBP
- Catcher should be engaged in the proper position
- Coach on machine is to coach batter only. May not coach base runners during live play.
- No base stealing or advancing on past balls (ball that gets past the catcher).
- Defensive outfielders cannot make an out by tagging a base or tagging a runner.
- 4 adult coaches allowed in dug out. No coaches on the field during defensive play.
- 4 outfielders may be used at a minimum of 15 feet off infield
- All players must play defensive position every other inning and play infield 2 innings (minimum infield play does not apply if game is shortened for any reason)
- No infield fly rule
- No mercy rule during instructional portion of season only (no score is kept).
- 2 base max on all batted balls (batters and runners)
- To end an inning, offensive team scores 5 runs or defensive team gets 3 outs.
- The 5-run rule is lifted for the last inning. The last inning ends after 3 outs are recorded.
- A team with only 8 players at game time is allowed to start and continue the game with 8 players. A game cannot be started or continued with less than 8 players.
- Single elimination post-season tournament w/ seeding determined by standings.

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Single A (Kid Pitch Rules)

- Time Limit: At one-hour forty-five minutes (1:45), teams will finish the current inning and umpire will declare the next inning is the last inning. There is a hard stop at 2:15 for all games.
- The beginning portion of the season is instructional, with no score kept. Remaining games are competitive, with official score kept by home teams as determined by schedule. Board and Division Representative to determine when instructional portion of season is over.
- Kid Pitch Rules – temporary rubber placed 40 feet from home plate.
 - No bunts, no walks. If a batter is HBP, he is awarded first base.
 - After 3 strikes, the batter is out.
 - After 4 balls, the coach will then take over the strike count and pitch to the batter. The coach must be standing on a temporary rubber placed 40 feet from home plate.
 - If a batted ball hits the ball bucket on the pitcher's mound, the ball is dead and the batter will be awarded first base. Any base runners will be awarded one base if forced to advance. However, if a batted ball hits any part of a defensive player prior to hitting the ball bucket, then the ball remains live and in play.
 - The coach will throw to the batter until the ball is put in play, or he strikes out. No HBP is allowed when coach is pitching.
- A pitcher may pitch up to a maximum of 3 complete innings, or his maximum available pitch count on that day based on green book rules (whatever comes first). All other green book rules including pitch count and days of rest are still applicable.
- Catcher should be engaged in the proper position
- No base stealing or advancing on past balls (ball that gets past the catcher).
- Defensive outfielders cannot make an out by tagging a base or tagging a runner.
- 4 adult coaches allowed in dug out. No coaches on the field during defensive play.
- 4 outfielders may be used at a minimum of 15 feet off infield
- All players must play defensive position every other inning and play infield 2 innings (minimum infield play does not apply if game is shortened for any reason)
- No infield fly rule
- No mercy rule during instructional portion of season only (no score is kept).
- 2 base max on all batted balls (batters and runners)
- To end an inning, offensive team scores 5 runs or defensive team gets 3 outs.
- The 5-run rule is lifted for the last inning. The last inning ends after 3 outs are recorded.
- A team with only 8 players at game time is allowed to start and continue the game with 8 players. A game cannot be started or continued with less than 8 players.
- Single elimination post-season tournament w/ seeding determined by standings.

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AA

- Time Limit: At one-hour forty-five minutes (1:45), teams will finish the current inning and umpire will declare the next inning is the last inning. There is a hard stop at 2:15 for all games.
- To end an inning, offensive team scores 5 runs or defensive team gets 3 outs. Whatever comes first.
- The 5-run max rule is not in effect the last inning. To end the last inning, the defensive team must get three (3) outs.
- No infield fly rule.
- Runners may advance only one base at a time on a steal first half.
- Runners may advance first to third on a steal if warranted during the second half of the season.
- No stealing home (all season).
- All players must play defensive position every other inning and play infield 1 inning (minimum infield play does not apply if game is shortened for any reason)
- A team with only 8 players at game time is allowed to start and continue the game with 8 players. A game cannot be started or continued with less than 8 players.
- There will be a tournament at the end of the season. The seeding for this tournament will be based on the overall standings for the season.

AAA

- All games played until decided. Umpire-in-Charge (adult) can call games for darkness. Games stopped before completion of the last full inning will revert back to the score of the last completed inning as the final
- To end an inning, offensive team scores 5 runs or defensive team gets 3 outs. Whatever comes first.
- The 5-run max rule is not in effect the last inning. To end the last inning, the defensive team must get three (3) outs.
- All players must play a defensive position every other inning (not applicable during extra innings).
- The regular season schedule will be one continuous season (no first half/second half):
 - The winner of the regular season will be the Division Champion and receive an automatic TOC berth. The Division Champion will be the SMVLL TOC #1 seed.
 - The Division Champion (winner of regular season) will be seeded #2 in the TOC Qualifying Tournament. The team that wins the TOC Qualifying Tournament will receive the 2nd TOC berth (SMVLL TOC #2 seed).

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- If the Division Champion (winner of regular season) wins the TOC Qualifying Tournament, the team coming in 2nd in the TOC Qualifying Tournament will receive the 2nd TOC berth.

Majors

- The regular season schedule will be one continuous season (no first half/second half):
 - The winner of the regular season will be the Division Champion and receive an automatic TOC berth. The Division Champion will be the SMVLL TOC #1 seed.
 - The Division Champion (winner of regular season) will be seeded #2 in the TOC Qualifying Tournament. The team that wins the TOC Qualifying Tournament will receive the 2nd TOC berth (SMVLL TOC #2 seed).
 - If the Division Champion (winner of regular season) wins the TOC Qualifying Tournament, the team coming in 2nd in the TOC Qualifying Tournament will receive the 2nd TOC berth.
- Interleague Clarification: Only Greenbook rules apply during interleague games. North and South have different minimum play rules, but each will follow their own minimum play rules during all interleague games, regardless of which field the game is played on.