

Sno-Valley North Little League

Local League Rules

Updated 12 January 2016

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I. Rule and Policy Change Statement

- No rule or policy may be passed by the Sno-Valley North Little League (SVNLL) which is in direct conflict with rules and regulations contained in publications of a higher priority.

II. Meetings

There are four (4) levels of meetings held within the Local League.

1. General Meetings
 - 1.1. Held once per year prior to the start of the season, preferably in September, per the League Constitution.
 - 1.2. Officers, Board Members, Managers, Coaches and Parents should attend.
2. Board Meetings
 - 2.1. Held monthly and as needed. May not be necessary June-August.
 - 2.2. These meetings are open to all interested parties.
 - 2.3. All Board Members are expected to attend.
 - 2.4. A quorum, equal to a majority, is necessary to conduct business.
3. Annual Manager and Coaches Meeting
 - 3.1. A Manager and Coaches meeting will be conducted at the beginning of each season.
 - 3.2. The purpose of the meeting is to inform the Managers and Coaches of the content and purpose of the rules established by Little League Baseball, Inc.
 - 3.3. In addition, this meeting will also be used to assure that Managers and Coaches are familiar with and can adhere to the local rules established by SVNLL and any other information which is critical to the success of the league.
 - 3.4. These meetings are a direct link to the SVNLL Board of Directors (BOD) and the operation of the league.
 - 3.5. Manager's attendance is mandatory.
4. Team Meetings
 - 4.1. Prior to the first practice, each team is required to have a Parent's meeting.
 - 4.2. The intent of this meeting is to discuss: schedules, practices, volunteer needs, and commitments for such things as umpires, coaches, team parents, assistance at the Jamboree, and, as appropriate, fund raising commitments.
 - 4.3. The Manager will also review his/her coaching philosophy and how he/she intends to run the team.
 - 4.4. The Manager will also conduct a high level overview of Little League and Local Rules.
 - 4.5. Additionally, in order to provide an understanding of which Members of the BOD are serving what role, the Manager should also provide a review of the league structure and the responsibilities of each position.
 - 4.6. At least one Parent for each Player on the team is required to attend this meeting.
5. Prior to the start of All Stars, a parent meeting may be scheduled.

III. Registration

1. Registration of all Participants
 - 1.1. Every Administrator, Coach, Manager, Board Member, Umpire, and Player will be tracked by the Board.
2. Player Registration
 - 2.1. The BOD will determine and publicize the designated times, dates, and locations for registration. It is expected that most registrations will happen online.
 - 2.2. Every child who intends to play during the upcoming season must register within the specified timeframe.
 - 2.2.1. In the case of a known absence, arrangements for registration must be facilitated by the appropriate Player Agent.
 - 2.2.2. At the conclusion of the registration period no other prospective Players will be allowed to register.
 - 2.2.2.1. The SVNLL BOD reserves the right to allow late registrations on a case by case basis.
3. Requirements for Player Registration

- 3.1. At the time of registration, or at scheduled in-person events, a county or state certified birth certificate is required.
 - 3.1.1. A hospital birth certificate or copy of a birth certificate **will not** meet the requirement.
- 3.2. At the time of registration, or at scheduled in-person events, the Parent or Guardian of the Player being registered is required to show current proof of residency.
 - 3.2.1. Examples of proof of residency include: Washington state driver's license, voter registration card, or official tax records.
 - 3.2.2. A Post Office Box or a work address will not meet the requirement.
4. Forms for Player Registration
 - 4.1. As a part of the registration process waiver forms, registration forms, concussion form, and medical release forms will be signed by a Parent and/or Guardian.
 - 4.1.1. Before any Player is allowed to practice or play their Manager will take possession of these forms.
5. Waiting List for Player Registration
 - 5.1.1. If all positions in any particular division are full a waiting list will be established, with Players placed on the waiting list in numerical order by division. As openings become available the first Player on the waiting list is assigned to the team with the first opening, the second Player to the team with the second opening, and so on.
 - 5.1.1.1. See Section X, Item 3 for further details on Player replacements.
 - 5.1.2. The assignment process will be managed by the program's Player Agent.
 - 5.1.3. If a Player refuses to go to the first team assigned he/she will be dropped from the waiting list.
6. Manager and Coaches Registration
 - 6.1. Each year all Manager and Coaches applicants must fill out and submit to the League:
 - 6.1.1. Application form
 - 6.1.2. Manager/Coaches Commitment form
 - 6.1.3. Criminal History form
 - 6.1.4. Additionally, as appropriate, other BOD authorized procedures may be invoked.
 - 6.2. After an applicant passes the Criminal History Investigation (see Section IV), all applications will be reviewed by the Manager Selection Committee.
 - 6.3. Managers and Coaches will be selected based on past experience and performance within the SVNLL or upon coaching experience elsewhere. Additional information such as that obtained from interviews with applicants and references may also be used.
 - 6.4. The President shall present those appointees to the BOD for approval.
 - 6.4.1. Board Members shall abstain from voting when there is a direct conflict of interest as evidenced by having a direct relationship with an individual applicant.
 - 6.5. Final authority for selection of Managers and, as appropriate, Coaches is within the scope of responsibilities of the League President.
7. Board of Directors Registration
 - 7.1. Nominees for the Board of Directors shall be required to fill out and submit:
 - 7.1.1. Criminal History form:
 - 7.1.1.1. Prior to serving on the board, BOD nominees must pass the Criminal History Investigation (per section IV).

IV. Criminal History Investigation

1. Criminal History Investigation Review Committee (CHIRC)
 - 1.1. The SVNLL President and Vice President constitute the Criminal History Investigation Review Committee for the League.
 - 1.2. In the interest of protecting both the youth and adult Members of our League, the CHIRC has the sole discretion to 'pass' or 'fail' a criminal history investigation.
 - 1.3. Any of the following convictions will be grounds for 'failing' the SVNLL criminal history investigation:
 - 1.3.1. Any felony conviction in the last ten years.

- 1.3.2. Any conviction as a juvenile or an adult for abuse or neglect of a child, developmentally disabled person, or vulnerable adult - as defined in RCW 43.43.830 and 43.43.845.
- 1.3.3. The CHIRC will take into consideration all other convictions and judgments on an individual basis and specifics determinations will be made accordingly.
 - 1.3.3.1. Drug-related, alcohol-related, and theft of funds or equipment from any organization are examples of convictions that weigh heavy on the CHIRC decision.
- 2. Persons Required to Undergo Investigation:
 - 2.1. All active volunteers, including but not limited to BOD Members, Managers, Coaches, Umpires, team parents, etc.
 - 2.2. Prior to being eligible for approval by the BOD, each of the above are required to complete a Criminal History information request form, show acceptable proof of identification, and pass a CHIRC review.
- 3. Confidentiality and Investigation Reporting:

Note: With regard to the applicant review process - confidentiality is paramount.

 - 3.1. The President and Vice President of the SVNLL are the only two Board Members authorized to conduct the criminal history investigations. This will be done via access to the Criminal History system. At a minimum, the President or Vice President will investigate sexual offender histories.
 - 3.2. When reporting to the Board, the President and Vice president will only state whether the applicant 'passed' or 'failed'.
 - 3.2.1. The SVNLL Board of Directors, excluding the President and Vice President, will not share, discuss, confirm, or deny this information with anyone.
 - 3.2.2. At no time will any information – other than 'passed' or 'failed' - be released to anyone other than the SVNLL President, Vice President, or law enforcement authorities.
 - 3.3. Upon completion of the investigation - pursuant to RCW 43.43.834 (4) - the CHIRC shall notify each applicant of the outcome of his or her Criminal History Investigation.
 - 3.4. In the event an applicant 'fails' the criminal history investigation, the CHIRC shall notify the person in writing on the SVNLL Criminal Investigation form. The message will state only that the applicant has 'failed' the criminal history investigation.
 - 3.4.1. Other than verifying the person's name and date of birth, specific information obtained in the criminal history investigation will not be discussed with the person.

V. Refund Policy

- 1. Refund Policy.
 - 1.1. Upon written request to SVNLL, P.O. BOX 116 Duvall, WA 98019, refunds will be handled as such: Any player, league age 9-12 will receive a refund (minus a \$10.00 administration fee) on or before February 1st of the calendar year. For players league age 8 and below and 13 and above, refunds will be given on or before April 1 of the calendar year (minus a \$10.00 administration fee).

VI. Player Evaluation – The Evaluation Process

- 1. Eligibility
 - 1.1. Baseball Players are eligible to participate in the divisions listed below according to their league age on or before August 31 respective to the division.

Baseball Divisions	League Age Group
Mickey - Coed	4 years old
A	5-6 years old
AA (Machine Pitch)	7-8 years old
AAA	9-10 years old
Coast Baseball	9-11 years old
Major Baseball	11-12 years old
50-70 Baseball	12-13years old*See pg.15 ADD

Junior Baseball	13-14 years old
Senior Baseball	15-16 years old
Big League Baseball	17-18 years old

- 1.2 Softball Players are eligible to participate in the divisions listed below according to their league on or before December 31st respective to the division.

Softball Divisions	League Age Group
Mickey – Coed	4 years old
A	5-6 years old
AA (Machine Pitch)	7-8 years old
AAA	8-10 years old
Coast Softball	9-11 years old
Major Softball	10-12 years old
Junior Softball	13-14 years old
Senior Softball	15-16 years old
Big League Softball	17-18 years old

2. Order of Evaluation
 - 2.1. During the evaluation, Players will be evaluated by league age.
3. Who is required to evaluation?
 - 3.1. All baseball and softball Players - league age 9 through 12 (option for 8 year olds who wish to be evaluated for AAA) - must attend one of the Player evaluations.
 - 3.2. The evaluation process is used to assess and evaluate each Player as to their ability and skill. The intent is to place them at the proper level of play. Each Player will be evaluated for the following skills: throwing; fielding; hitting; pitching; and overall coordination.
 - 3.3. At the time of registration all Players - league age 9 through 16 (and 8 year olds that wish to be evaluated) - will be notified of the player evaluation dates, times, and locations for their respective divisions (baseball or softball).
 - 3.4. Returning Majors
 - 3.4.1. Returning Majors will be drafted onto a Major team and are not required to participate in an evaluation.
 - 3.5. Failure to attend evaluations will result in the player being in the draft with a score of zero.
 - 3.6. If you are league age 8 and are drafted, you will be expected to play at the level you scored at.
4. Results of Evaluations
 - 4.1. The program's Player Agent will compile the results of evaluations and place the Players in numerical order - from highest rated to lowest - for each division.
 - 4.2. There will be no tie breakers.
 - 4.3. The resulting lists will be used to draft (place) the Players onto specific teams.
 - 4.4. All Players that attend evaluation will be placed in the division that is appropriate, based on age and evaluation scores.

VII. Team Player Selection

Note: For the various levels of baseball and softball the following describes the guidelines utilized in Player selection.

1. Juniors, Majors, Coast and AAA
 - 1.1. Definition of Terms:
 - 1.1.1. Manager –The functional head of a team providing top level management and responsibility for a team.

- 1.1.2. Coach – Subordinate to the Manager, acts to fulfill the training of the Players and to provide assistance to the Manager.
- 1.2. SVNLL will consider all teams disbanded at the end of each season.
- 1.3. Under the guidance of the program’s Player Agent, the upcoming season’s approved Junior, Major, Coast and AAA Managers will form a committee to draft the Players.
- 1.4. The drafted Players will be placed on teams in the following manner:
 - 1.4.1. All Players (Returning and New) will be placed in order of their total evaluation scores. (Players without evaluation scores will be added to the bottom of the list with a score of zero), making up the list of players available to be drafted at each division (hereinafter referred to as the “pool”).
 - 1.4.2. Managers will participate in a random drawing to determine draft position and team name. Selection of Players will proceed in a manner as outlined at the bottom of this section.
 - 1.4.3. Managers will be presented with the pool of players available in the draft at their respective division, as further defined in section 1.4.4 below. Each division draft pool will be ranked in order of the players total evaluation score highest to lowest. Each divisions draft pool will include all returning and new players. Those players that did not receive an evaluation score will receive a zero score and will be placed at the bottom of the respective draft pool. Players that receive a zero score, due to not participating in the evaluation process, may not be drafted prior to those eligible players with a score for each level of play have been drafted.
 - 1.4.3.1. Prior to the start of the draft, the Managers children will automatically be assigned to their teams.
 - 1.4.3.2. Managers will select from the presented pool. Each time a player is drafted, that player will be removed from the respective player pool.
 - 1.4.4. Eligible Junior, 50-70, Major, Coast, and AAA Players:

Divisions	League Age Group
Juniors	13-14 years old
50-70	12-13 years old*See pg.15 ADD
Majors	11-12 years old (All 12’s drafted)
Coast	9-11 years old (All 11’s drafted)
AAA	8-10 years old

- 1.4.4.1. All League age 12 players must be drafted in the Major division draft **unless the 12 year old player registers for the 50/70 division**. A maximum of 8 twelve year olds per team.
- 1.4.4.2. Any league age 11 player that is not drafted onto a Major’s team, must be drafted in the Coast division draft. Any League age 11 Player that is not registered on time for the draft will be placed on a Coast division team by the Player Agent.
- 1.4.4.3. No player shall skip playing a division level unless approved by the BOD.
- 1.4.4.4. The League will use a serpentine order to determine draft order with four or more teams. This is illustrated below.

Team Names	Draft Order Position
A’s	1, 10, 11, 20, 21, 30, 31, 40, 41, 50, 51, 60
Mariners	2, 9, 12, 19, 22, 29, 32, 39, 42, 49, 52, 59
Red Sox	3, 8, 13, 18, 23, 28, 33, 38, 43, 48, 53, 58
Reds	4, 7, 14, 17, 24, 27, 34, 37, 44, 47, 54, 57
Yankees	5, 6, 15, 16, 25, 26, 35, 36, 45, 46, 55, 56,

Note: The above table demonstrates the draft order as it would be for five Major teams. If there are more or less teams, the draft order numbers will be adjusted accordingly. The League will use an order to determine draft order.

2. AA/A/Mickey

- 2.1. Definition of Terms
 - 2.1.1. Manager – The functional head of a team providing top level management and responsibility for a team. Each Manager is allowed to choose two Coaches where that Coach's son/daughter will be drafted onto the same team.
 - 2.1.2. Coach – Subordinate to the Manager, acts to fulfill the training of the Players and to provide assistance to the Manager.
- 2.2. Team selection in these divisions shall be made by the Player Agent with assistance from the Vice-President of the respective division and the President.
- 2.3. Players for these teams will be selected from Player pools initially established for each school attendance area. A distribution formula shall be established by the Player Agent prior to the team selection to determine the number of Players in each age group that are available for each team. The intent is to have balanced teams in reference to age and ability whenever possible. Siblings will be placed on the same team selection.
 - 2.3.1. Cross-over will be allowed when there is an imbalance of players within a specific area.
 - 2.3.2. The Player Agent will work with the appropriate parents/guardians of the Players who might be assigned to a team from another school area.
- 2.4. At the conclusion of the season all teams will be disbanded.
- 2.5. No trades will be allowed once teams are formed except by the player agent.

VIII. Safety

Note: Safety is the first consideration of SVNLL - at all times and in all aspects of games and practices. The successful execution of a qualified program is the responsibility of everyone associated with SVNLL baseball and softball. All Members of the League are encouraged to ensure that safety procedures are followed and to make on-the-spot corrections whenever necessary.

1. First Aid is to be administered by League Personnel only when the situation warrants.
 - 1.1. Under all circumstances the procedures outlined in the team handbook are to be followed.
2. On an annual basis SVNLL will purchase the secondary insurance made available through Little League Baseball, Inc.
 - 2.1. The policy will remain in force throughout the season.
 - 2.2. Insurance coverage is secondary and is only in effect if all other insurance policies are utilized and no other insurance coverage is in effect at the time of the injury.
3. Safety Rules and Rules of Conduct for League Approved Adults:
 - 3.1. Little League games and practices will only occur at approved sites and in accordance with the Little League schedule.
 - 3.1.1. Adults participating in practices must be League approved.
 - 3.1.2. Adults participating in games must be League approved coaches.
 - 3.2. At and during game time, only the three League approved Adults may be in the dugout or on the field. In addition, these Adults will not:
 - 3.2.1. Enter the playing field unless the Umpire has signaled them to do so.
 - 3.2.2. Leave the playing field or dugout unless absolutely necessary.
 - 3.2.3. Warm up pitchers at practices or games.
 - 3.2.4. Allow swinging of bats anywhere except at the plate and in the on deck circle.
 - 3.2.4.1. Only Juniors, Seniors, and Big League will have an on deck circle.
 - 3.2.4.2. For Majors and below the on deck circle has been eliminated.
 - 3.2.5. Allow anyone to swing a bat at any object other than a baseball/softball or appropriate training aid.
 - 3.2.6. Allow unsportsmanlike conduct from Players.
 - 3.2.7. Allow unsportsmanlike conduct from Spectators to Players, Umpires, or the opposing Team.
 - 3.2.8. Allow any catcher to work without a mask, throat protector, shin guards, and chest protector.

- 3.2.8.1. Catchers warming up pitchers need only have a mask and throat protector.
- 3.2.9. Allow any male Player onto the field without a protective cup.
4. Officers, Directors, Umpires, Managers, Coaches, Parents and those attending SVNLL events may not carry firearms or dangerous weapons.

IX. Tournament Team – All Star Selection

This section has been revised and can now be found in a separate document entitled, “Sno-Valley North Little League All Star Rules”

X. Trades, Replacements, Injuries and Releases

1. Releases
 - 1.1. A Player may be dropped from a league roster or the league by the following conditions:
 - 1.1.1. Doctor's medical determination.
 - 1.1.2. Moving from the area.
 - 1.1.3. Written resignation.
 - 1.1.4. Non-attendance – at practices or games – or disciplinary reasons upon notification to Player Agent, and with Board approval.
 - 1.1.5. If a Player is released the notification will be in writing.
2. Trades
 - 2.1. No trades will be allowed once teams are formed except by the player agent
3. Replacement of Players on Coast and Major Baseball and Softball teams.
 - 3.1. At the conclusion of the draft process, each team will have a specific number of Players on the roster.
 - 3.2. In the event that any team releases a Player prior to their 10th regular season game, they must pick up a replacement Player from the lower division.
 - 3.3. After a team's 10th regular season game no Player can be replaced.
 - 3.3.1. Exception - if a team's roster drops below eleven Players, League Officials will work with the affected Manager to supplement his/her roster.
 - 3.4. If the Player Agent feels that a Manager is "stalling" in his/her decision to release and/or replace a Player, the Player Agent is required to set a deadline date by which the replacement will take place.
 - 3.4.1. After the deadline date League Officials have the authority to assign any appropriate Player as a replacement.
 - 3.4.2. The normal time limit for replacements to be designated is five days from the time of notification to the Manager/Coach that a Player has been released.
 - 3.5. Majors replacements:
 - 3.5.1. Except by special arrangement of the Player Agent, Major division eligible replacement Players shall only be those Coast division Players that attended evaluations.
 - 3.6. Coast replacements
 - 3.6.1. Coast teams may draw from the AAA division to replace Players or they may take the first age bracket appropriate individual on the waiting list.
4. Injury Replacement Policy.
 - 4.1. A Player on the Disabled List, due to injury, who spends more than 50% of his/her team's games there, will need to be replaced with another Player by the Manager in accordance with the aforementioned Replacement Guidelines.

XI. Disciplinary Action

1. In accordance with Section IV of the League constitution, disciplinary action may be commenced against any person involved in the SVNLL program.

- 1.1. This includes but is not limited to: Officers, Directors, Umpires, Managers, Coaches, Parents, Players and those attending SVNLL baseball or softball games and or functions.
2. Activities that may be subject to disciplinary action shall include:
 - 2.1. Any violation of any Little League, Inc. rule.
 - 2.2. Any SVNLL Local League rule.
 - 2.3. The SVNLL Safety Manual
 - 2.4. The SVNLL Code of Conduct
 - 2.5. Any individual League program rule.
 - 2.6. Board of Director's rules.
 - 2.7. Little League Operating Manual.
 - 2.8. Official Little League Baseball & Softball Rules and Regulations.
 - 2.9. Any activity or conduct which is unbecoming of an individual who is in any way involved in SVNLL may also be subject to disciplinary action.
3. Filing of Charges
 - 3.1. To initiate consideration of disciplinary action by the BOD, a written complaint will be filed with the SVNLL League President.
 - 3.1.1. The complaint shall be filed setting forth grounds upon which the complaint for disciplinary action is based and contain a brief statement of the violation or violations, the alleged violator's name, team (if known), and the date, time and location, of the alleged violation.
 - 3.1.2. The complaint shall set forth the complainant's name, address, telephone number, and shall be signed by the complainant.
 - 3.1.3. The complaint shall be filed within a reasonable time following occurrence of the alleged violation: provided, however, that it shall be presumed that a reasonable time should not extend beyond 14 calendar days of the alleged violation.
 - 3.1.3.1. However, if during the course of its investigation, or the Board later learns of, the Board determines that other reportable incidents have occurred and were not reported, for whatever reasons, that those incidents can be used, when appropriate by 'the board, in determining behavioral patterns or in adding additional charges to the original complaint.
4. Investigating the Charges
 - 4.1. Within seven calendar days of receipt of a complaint alleging the need for disciplinary action, a preliminary investigation will be initiated by the SVNLL League President.
 - 4.1.1. Also participating will be the Player Agent, Vice President and any and all others deemed appropriate to carry out an investigation of the allegations.
 - 4.1.2. This Preliminary Investigating Committee will discuss the issues and, if necessary, vote on whether or not to make a recommendation to the full BOD.
 - 4.1.3. A report including the original complaint as well as the information provided by the Investigating Committee and the Committee's recommendation shall be presented to the BOD.
 - 4.1.4. If the complaint is of an extreme nature and there is sufficient evidence to support the allegations, a special meeting shall be called to address the issue; otherwise the report shall be made at the next regularly scheduled meeting.
5. Hearing Procedure.
 - 5.1. Majority Determination.
 - 5.1.1. Whenever a majority of the Preliminary Committee Determines that a complaint alleging the need for disciplinary action is merited, the Committee shall give written notice to the alleged violator stating the substance of the charge in concise terms and requesting that the alleged violator appear at a hearing before the Executive Committee to be held not sooner than three days or later than thirty days from the date of the notice. The notice shall contain a statement to the alleged violator that his or her failure to attend or participate in the hearing shall constitute default by him or her and an admission of the conduct alleged in the complaint. The notice shall also state that such default shall allow the Executive Committee to include said failure to appear in its report to the full Board.
 - 5.2. The Hearing.

- 5.2.1. The final hearing concerning a complaint shall be held in closed session with two thirds of the entire Board of Directors in attendance. Reasonable notice of date, time and place of said hearing shall be given to all Board Members. The President shall introduce the Board, and read the complaint and the final report issued by the Executive Committee, including its recommendations. The Accused shall have a right to appear personally and to have counsel. The Presiding Officer shall afford all parties the opportunity to make statements concerning the alleged violations, present evidence and arguments for or against said allegation. Under no circumstances shall this hearing be allowed to be used as a platform to vent personal grudges or to make unsupported statements. The hearing need not be conducted in accordance with legal rules of evidence, and any relevant evidence, whether or not admissible in a court of law, shall be admissible at the disciplinary hearing if the presiding officer deems the same to be admissible. At the discretion of the Presiding Officer, the hearing may be recorded. Each party to the hearing shall be given an opportunity to participate effectively in the hearing.
 - 5.3. Decision of the Board of Directors.
 - 5.3.1. At the conclusion of the hearing, the Board shall adjourn for deliberation. Unless a 2/3 majority of the Board of Directors finds that adequate grounds exist for disciplinary action, the complaint shall be dismissed. If the 2/3 majority of the Board finds that adequate grounds exist for disciplinary action, then, the Board shall issue a written decision setting forth the rule, regulation or policy violated, and the sanction ordered as a result of the violation. Sanctions may include reprimand or censor, dismissal or suspension from any further SVNLL activities. The decision may also contain conditions for continued involvement in SVNLL activities, and may contain steps to be completed to remedy the problem giving rise to the violation. The decision of the 2/3 majority of the Board of Directors shall be final.
 - 5.4. Request for Reinstatement.
 - 5.4.1. The disciplinary decision of the Board shall be final, and shall not be subject to appeal. A disciplined individual may, however, submit in writing a request for early termination of disciplinary sanction, including a request for reinstatement in SVNLL related activities. Any such request shall be made in writing, directed to the Board of Directors, and shall set forth the reasons why the requested relief should be granted. Following the written request for relief or reinstatement, the Board may consider the request at its next regularly scheduled meeting. If the majority of the Board votes to terminate or modify the sanctions, the same shall be terminated or modified as set forth by the Board in a written decision to the violator. Such written decision may contain conditions to the violator for further involvement in SVNLL activities. A copy of said favorable decision should be sent to the original complainant if they are still a member of the league.
 - 5.5. Emergency Discipline.
 - 5.5.1. Under emergency circumstances, when immediate action must be taken to protect the welfare of any individual involved in any way in SVNLL programs, including spectators and those affected by the SVNLL program, the President, or any person specifically designated by him/her, may summarily suspend an individual from further participation in SVNLL activities. Such emergency suspension may be made orally or in writing at the President's or his/her designee's discretion. Following emergency suspension, a complaint shall issue as set forth in Section 2 above, and a hearing shall take place as set forth in Section 4 above.
6. Charges Brought Against or By a Member of the Board.
 - 6.1. Complaints filed against any member of the Board of Directors, including its Officers, shall be handled as set forth above with the exception that, the effected Board Member shall not be a part of the Investigating Committee nor shall he/she have a vote in any of the attendant proceedings. Should the complaint be filed against the President, the Vice President shall preside over the Investigating Committee and the Board shall elect a Presiding Officer for the formal hearing. If a Member of the Board of Directors is the

complainant he or she shall not participate in the investigation or the formal hearing except in the capacity of complainant.

7. Disciplinary Action Involving Player Members
 - 7.1. Team disciplinary policy may include "benching" a Player for infractions of team rules provided:
 - 7.1.1. The rules were explained to Players and Parents at the start of the season.
 - 7.1.2. Player is informed of the reason for the benching and the duration.
 - 7.1.3. Parents are informed immediately.
 - 7.1.4. If at the beginning of a game or during a game the Umpire and the opposing team Manager must be advised that a disciplinary benching has been imposed on a player.
 - 7.1.5. A brief report of the conduct precipitating the disciplinary action and the results of same must be made to the appropriate Player Agent.
 - 7.1.6. If the severity of the misconduct or disregard for the rules of play or safety warrants it, the Player Agent will contact the Player and his/her Parents to discuss the issue and reinforce the League's intention to allow all Players the right to participate in a safe, fair and enjoyable program and that disciplinary procedures will be followed to ensure that no individual shall be the cause of an untenable situation.
 - 7.2. Should a complaint be lodged against a Player – for situations detrimental to the functioning of SVNLL – the complaint will be handled by the same rules as specified in paragraphs 1 through 4 of this section.
 - 7.2.1. It will be the responsibility of the Player Member's Player Agent to attend and represent the Player at all hearings pertaining to the Player Member.
 - 7.2.2. This action should only be taken when all other forms of discipline and counseling have been exhausted.

XII. General Rules

1. Fields:

In addition to any existing published or unpublished rules which may be enacted by the Owner of any fields utilized by SVNLL, the following rules govern the use of all fields.

 - 1.1. Practice fields will be allocated to each and every team with available time divided fairly within each division.
 - 1.2. No official practice or warm-ups of any type may take place at any location not listed by the League as an approved field.
 - 1.3. Any person wishing to allow their property to be used for practice must notify the League in writing, stating name of owner, address, site address and any special limitations.
 - 1.3.1. This action is necessary for the protection of all Members of the League.
 - 1.3.2. Following the notification, the Board shall decide to accept or reject the offer based on the location and/or limitations, and if accepted, the practice field will be added to the list of approved fields with Little League Inc., and the Little League insurance carrier.
 - 1.4. Field Preparation - except King County fields:
 - 1.4.1. With the exception of the King County fields, pre-game field preparation is the responsibility of the home team.
 - 1.4.2. To allow enough time for infield practice field prep needs to be completed thirty minutes prior to the scheduled start time.
 - 1.4.3. If it has been raining or the field is in poor condition, field prep should start early enough to finish on time.
 - 1.5. As needed:
 - 1.5.1. Rake and drag the field, as appropriate, to level infield and fill in low areas.
 - 1.5.2. Attempt to move dirt around - to fill in low areas and holes.
 - 1.5.3. Rake and smooth out the mound and/or pitching rubber area.
 - 1.5.4. When raking or sweeping a water laden field, do not sweep water and mud onto the outfield grass.

- 1.5.5. Bail the excess water with shovels and spread it over the infield dirt.
- 1.6. After the game
 - 1.6.1. Remove equipment from the playing field and return it to the storage area.
 - 1.6.2. After the last game of the day, the home team Manager is responsible for locking up equipment and bases and prepping fields.
2. Rescheduled Games
 - 2.1. Which games get rescheduled:
 - 2.1.1. Only Games from the AAA and higher divisions affected by weather, field conditions or unforeseen academically related school events shall be legitimate candidates for rescheduling. Conflicts with 'Non League' team schedules do not meet the reschedule criteria and could be cause for forfeit, if not played as scheduled.
 - 2.1.2. Rained out games for AAA and above will receive priority in the rescheduling process.
 - 2.1.3. As a general rule rained out games for A and AA will not be rescheduled. However, if Minors and above games have been successfully rescheduled, reasonable attempts will be made to reschedule AA and A.
 - 2.2. If a rained out game and/or rescheduled game has been formally rescheduled by the Game Scheduler, the game must be played on the rescheduled date.
 - 2.2.1. The only exception is if the appropriate Player Agent approves a valid request from one or both Managers that either team cannot field the required number of players on the rescheduled date.
 - 2.2.2. However, when appropriate, the request has to be made within 48 hours from the time of notification of the rescheduled date.
 - 2.2.3. Notification of rescheduled time and date will normally be given by the Game Scheduler.
 - 2.2.4. The 48 hour time limit starts when the Game Scheduler notifies the appropriate Manager or Coach.
 - 2.2.5. If the next rainout date available is less than 48 hours away the Manager must advise the Game Scheduler as soon as possible that he/she is unable to field a team.

XIII. Individual Program Rules

1. Senior Baseball (See attached)
2. Junior Baseball (See Attached)
3. 50-70 Baseball (See attached)
4. Major Baseball (See attached)
5. Coast Baseball (See attached)
6. AAA Baseball (See attached)
7. AA Baseball (See attached)
8. A T-ball (See attached)
9. Mickey Level (See attached)

Note: SOFTBALL A, AA, AAA, Coast, Major, and Junior divisions and BASEBALL Coast, Major, 50-70, Junior, Senior and Big League divisions **must** play by the *Interleague Rules* which will be given to each Manager prior to the start of the season.

**SNO-VALLEY NORTH LITTLE LEAGUE
SOFTBALL (All Divisions)**

Sno-Valley North Little League Softball will engage with other Leagues within our district. The Board of Directors expects the Managers to follow the inter-league (Interleague) rules. Inter-league rules are used only for modification to Little League rules, and rules of conduct and Player issues will be governed by these Local Rules and the 2016 Little League Official Regulations and Playing Rules (Softball). Inter-league play must be pre-approved by Little League.

**SNO-VALLEY NORTH LITTLE LEAGUE
SENIOR BASEBALL RULES**

The Little League Baseball Official Regulations and Playing Rules (Senior League) shall apply in all instances.

**SNO-VALLEY NORTH LITTLE LEAGUE
JUNIOR BASEBALL RULES**

The Little League Baseball Official Regulations and Playing Rules (Junior League) shall apply in all instances except as follows:

1. **Where there is an Interleague Agreement with another league. *Outlined in a separate document entitled "Junior Baseball Interleague Rules".***

**SNO-VALLEY NORTH LITTLE LEAGUE
50-70 BASEBALL RULES**

The Little League Baseball Official Regulations and Playing Rules shall apply in all instances except as follows:

****ADDENDUM: 3/10/2014 – The Sno-Valley North Little League BOD voted yes by majority to include 12 year old players into the 50/70 division for the 2016 little league season.**

1. **Where there is an Interleague Agreement with another league. *Outlined in a separate document entitled "50-70 Baseball Interleague Rules".***

**SNO-VALLEY NORTH LITTLE LEAGUE
MAJOR BASEBALL RULES**

The Little League Baseball Official Regulations and Playing Rules shall apply in all instances except as follows:

1. **Where there is an Interleague Agreement with another league. *Outlined in a separate document entitled "Major Baseball Interleague Rules".***

**SNO-VALLEY NORTH LITTLE LEAGUE
COAST BASEBALL RULES**

The Little League Baseball Official Regulations and Playing Rules shall apply in all instances except as follows:

1. **Where there is an Interleague Agreement with another league. *Outlined in a separate document entitled "Coast Baseball Interleague Rules".***

**SNO-VALLEY NORTH LITTLE LEAGUE
AAA BASEBALL**

The Little League Baseball Official Regulations and Playing Rules shall apply in all instances except as follows:

1. **Where there is an Interleague Agreement with another league. *Outlined in a separate document entitled "AAA Baseball Interleague Rules".***

SNO-VALLEY NORTH LITTLE LEAGUE AA BASEBALL RULES

Games will be played by Players League age 7 and 8 in accordance with the Little League Official Regulations and Playing Rules (AAA League) book except as noted below:

1. Pitching
 - 1.1 During the entire season, a defensive player will pitch to the batter, subject to rule 5.4. At the discretion of both coaches, coach pitch may be used to replace a faulty machine.
 - 1.2 Pitching machine/sling shall be used as back up.
 - 1.3 A Coach of the offensive team shall operate the mechanical pitching machine. A defensive Player will remain in the position of Pitcher and shall remain within a ten foot semi-radius - behind the pitching rubber - until the ball has been pitched by the pitching machine and has reached the Batter.
2. The Ball
 - 2.1. An Official Little League RIF5, weighing not less than 5 1/4 oz. or measuring not less than 9 - 9 1/4 inches in diameter will be used.
3. Batting
 - 3.1. All Players present shall be listed by the Manager in the order that they are to bat.
 - 3.2. The entire Roster must bat.
 - 3.3. On Deck areas are prohibited, all players, except the batter, need to be inside the dugout.
4. Definitions:
 - 4.1. Foul - in addition to the rule book definition, any batted ball which touches the sling machine or operator shall be declared a live ball.
 - 4.2. Hit Ball - Any pitched ball hit in fair territory (defined by the rule book) with no minimum distance in front of home plate.
 - 4.3. Inning:
 - 4.3.1. No new inning may be started after 90 minutes of time have elapsed from the scheduled start time of the game.
 - 4.3.2. For clarification, a new inning is considered 'started' when the prior inning ends.
 - 4.3.3. A half inning is complete when **three outs** are recorded **or five runs** have scored. Only a **maximum of five runs** may be officially recorded as scored in an inning.
 - 4.3.4. Each half of the final inning, - determined by the 90 minute time limit or six innings - is complete when there are three outs or each player has batted, whichever comes first.
 - 4.4. Walks
 - 4.4.1. There are no walks. If a player is pitching, after four pitches the pitching machine will deliver the remaining pitches to the batter. The batter keeps his or her strike count. If the count is 2 balls and 2 strikes, the pitcher will be allowed a fifth pitch before the pitching machine delivers the final pitches. If the batter is hit by a pitch, the player has the option to take a base or remain at bat.
 - 4.5. Strikes
 - 4.5.1. The Umpire will call strikes. On balls pitched in the strike zone the Umpire will call strikes.
 - 4.5.2. The Player is out after three strikes. Both the Umpire and Coach should warn the Batter before a third strike is called without swinging (it is recommended that called strikes be limited to those pitches very clearly in the heart of the strike zone).
 - 4.5.3. Balls shall not be called.
 - 4.5.4. Except for foul pop-ups that are caught, the batter cannot be called out on foul balls.
 - 4.6. Bunting
 - 4.6.1. Bunting is not allowed.
 - 4.6.2. Penalty: A strike will be called and the ball declared dead if the Batter does not take a reasonable full swing.
5. Field Preparation and Equipment

- 5.1. The home team is responsible for field preparation and supplying field equipment, balls and Umpire.
6. Base Coaches:
 - 6.1. Players cannot be Base Coaches.
7. Field Coaches
 - 7.1. Two Coaches or SVNLL BOD-approved adults may be on the field when their team is on defense.
8. Throwing the Bat
 - 8.1. A Batter can be disqualified from the game immediately for an illegal action if he/she throws the bat.
9. Stealing and sliding:
 - 9.1. Stealing and sliding are not allowed.
10. Infield Fly Rule
 - 10.1. Infield fly rule does not apply.
11. Completion of Play
 - 11.1. The play is complete when the ball has been returned to the Pitcher while he/she are within a ten foot diameter of area of the rubber the ball is 'dead'.
 - 11.2. No Runner may advance once the ball has reached the infield or is thrown out of play.
 - 11.3. For the purposes of this rule, an attempt by the defense to return the ball to the Pitcher will qualify as being returned to the Pitcher, even if the Pitcher does not cleanly field the ball.
12. Adult Interference Calls
 - 12.1. If, in the judgment of the Umpire, the Adult Pitcher or a defensive Coach or a Base Coach willfully and deliberately interferes with a batted ball, Runner or a Fielder in the act of throwing a live ball, the Umpire will call 'interference.
 - 12.2. The ball is dead and the lead Runner is out, if the Adult is from the offensive team, or Runners are awarded one base (in addition to the one they are going towards) if the Adult is from the defensive team.
13. Number of Players
 - 13.1. The maximum number of Players on a team shall be limited to 13, and shall be played as follows:
 - 13.2. Offensive Team: all Players present for the game.
 - 13.3. Defensive Team: At the Manager's discretion, there can be a maximum of ten Players on the field at one time.
 - 13.4. Player positions must be observed; i.e., traditional infield positions and four outfielders - left field, left center, right center and right field.
14. Player rotations:
 - 14.1. All Players **must be moved to a different position at the end of every inning.**
 - 14.2. During any one **game no Player shall play the same position twice.**
15. Umpires:
 - 15.1. The home team Manager is responsible for providing a League approved home plate Umpire.
 - 15.2. A minimum of one League approved Field Umpire shall be provided by either team. It is encouraged that the visiting team provide the Field Umpire.
16. Game Scoring
 - 16.1. No official score book shall be kept.

**SNO-VALLEY NORTH LITTLE LEAGUE
AA SOFTBALL RULES**

Games will be played by Players League age 7 and 8 in accordance with the Little League Official Regulations and Playing Rules (AA League) book except as noted below:

1. Pitching
 - 1.1. A Defensive Player will pitch to the batter subject to rule 4.4.
 - 1.2. A defensive Player will remain in the position of Pitcher and shall remain within a ten foot semi-radius - behind the pitching rubber - until the ball has been pitched and has reached the Batter.
2. The Ball
 - 2.1. An Official Little League RIF5, weighing not less than 5 1/4 oz. or measuring not less than 9 - 9 1/4 inches in diameter will be used.
3. Batting
 - 3.1. All Players present shall be listed by the Manager in the order that they are to bat.
 - 3.2. The entire Roster must bat.
 - 3.3. On Deck areas are prohibited, all players, except the batter, need to be inside the dugout.
4. Definitions:
 - 4.1. Foul - in addition to the rule book definition, any batted ball which touches a coach on the field shall be declared a live ball.
 - 4.2. Hit Ball - Any pitched ball hit in fair territory (defined by the rule book) with no minimum distance in front of home plate.
 - 4.3. Inning:
 - 4.3.1. No new inning may be started after 90 minutes of time have elapsed from the scheduled start time of the game.
 - 4.3.2. For clarification, a new inning is considered 'started' when the prior inning ends.
 - 4.3.3. A half inning is complete when **three outs** are recorded **or five runs** have scored. Only a **maximum of five runs** may be officially recorded as scored in an inning.
 - 4.3.4. Each half of the final inning, - determined by the 90 minute time limit or six innings - is complete when there are three outs or each player has batted, whichever comes first.
 - 4.4. Walks
 - 4.4.1. There are no walks. If a player is pitching, after four pitches the coach will pitch to deliver the remaining pitches to the batter. The batter keeps his or her strike count. If the count is 2 balls and 2 strikes, the pitcher will be allowed a fifth pitch before the coach delivers the final pitches.
 - 4.5. Strikes
 - 4.5.1. The Umpire will call strikes on balls pitched in the strike zone.
 - 4.5.2. The Player is out after three strikes when all strikes are thrown from the pitcher or a coach. Both the Umpire and Coach should warn the Batter before a third strike is called without swinging. (It is recommended that called strikes be limited to those pitches very clearly in the heart of the strike zone.)
 - 4.5.3. Balls shall not be called.
 - 4.5.4. Except for foul pop-ups that are caught, the batter cannot be called out on foul balls.
 - 4.6. Bunting
 - 4.6.1. Bunting is not allowed.
 - 4.6.2. Penalty: A strike will be called and the ball declared dead if the Batter does not take a reasonable full swing.
5. Field Preparation and Equipment
 - 5.1. The home team is responsible for field preparation and supplying field equipment, balls and Umpire.
6. Base Coaches:
 - 6.1. Players cannot be Base Coaches.
7. Field Coaches
 - 7.1. Two Coaches or SVNLL BOD-approved Adults may be on the field when their team is on defense.

8. Throwing the Bat
 - 8.1. A Batter can be disqualified from the game immediately for an illegal action if he/she throws the bat.
9. Stealing and sliding:
 - 9.1. Stealing and sliding are not allowed.
10. Infield Fly Rule
 - 10.1. Infield fly rule does not apply.
11. Completion of Play
 - 11.1. The play is complete when the ball has been returned to the Pitcher while he/she are within a ten foot diameter of area of the rubber the ball is 'dead'.
 - 11.2. No Runner may advance.
 - 11.3. For the purposes of this rule, an attempt by the defense to return the ball to the Pitcher will qualify as being returned to the Pitcher, even if the Pitcher does not cleanly field the ball.
12. Adult Interference Calls
 - 12.1. If, in the judgment of the Umpire, the Adult Pitcher or a defensive Coach or a Base Coach willfully and deliberately interferes with a batted ball, Runner or a Fielder in the act of throwing a live ball, the Umpire will call 'interference.
 - 12.2. The ball is dead and the lead Runner is out, if the Adult is from the offensive team, or Runners are awarded one base (in addition to the one they are going towards) if the Adult is from the defensive team.
13. Number of Players
 - 13.1. The maximum number of Players on a team shall be limited to 13, and shall be played as follows:
 - 13.2. Offensive Team: all Players present for the game.
 - 13.3. Defensive Team: At the Manager's discretion, there can be a maximum of ten Players on the field at one time.
 - 13.4. Player positions must be observed; i.e., traditional infield positions and four outfielders - left field, left center, right center and right field.
14. Player rotations:
 - 14.1. All Players **must be moved to a different position at the end of every inning.**
 - 14.2. During any one **game no Player shall play the same position twice.**
15. Umpires:
 - 15.1. The home team Manager is responsible for providing a League approved home plate Umpire.
 - 15.2. A minimum of one League approved Field Umpire shall be provided by either team. It is encouraged that the visiting team provide the Field Umpire.
16. Game Scoring
 - 16.1. No official score book shall be kept.

SNO-VALLEY NORTH LITTLE LEAGUE A BASEBALL RULES

Games will be played by Players League age 5 and 6 in accordance with the Little League Official Regulations and Playing Rules (A League) book except the following:

1. The A baseball rules are defined
 - 1.1. During the whole season, AA (machine pitch) rules shall apply.
 - 1.1.1. At the discretion of the offensive coach, some players may elect to continue to hit off a tee.
2. Side Retired:
 - 2.1. A side shall be retired when the entire Roster has batted once.
3. Length of Game
 - 3.1. At the discretion of the Managers, games are complete at the end of four innings or 90 minutes - whichever occurs first.
4. Pitching :
 - 4.1. No player pitching is allowed.
 - 4.2. The ball will be hit off a 'tee' set directly in front of home plate or machine pitched.
 - 4.3. The player who occupies the defensive position of Pitcher must stay in contact with the pitching rubber until the ball is hit.
 - 4.4. When a Player is attempting to score it will be the responsibility of the offensive coach to remove the batting "tee" from the home plate area.
5. Number of Players
 - 5.1. The maximum number of Players on a team shall be limited to 11, and shall be played as follows:
 - 5.2. Offensive Team: all Players present for the game.
 - 5.3. Defensive Team: At the Manager's discretion, there can be a maximum of ten Players on the field at one time (**Per Little League Rule 1.01**)
 - 5.4. Player positions must be observed; i.e., traditional infield positions and four outfielders - left field, left center, right center and right field
6. Player rotations:
 - 6.1. All players must be moved to a different position at the end of every inning.
 - 6.2. During any one game no Player shall play the same position twice.
7. Batting
 - 7.1. All Players present will be listed by the Manager in the order that they are to bat.
 - 7.2. The entire Roster must bat.
 - 7.3. All 5 year olds and first year 6 year olds will only hit off the tee per Little League Rules. If the machine is used for pitching, players are allowed 4 pitches before the tee is brought out, under coach's discretion.
8. Strike Outs
 - 8.1. In T-ball there will be no strike outs.
 - 8.2. However, outs may be made at home plate or in the field.
 - 8.3. If a Player is put out at a base or on the field, he/she will be sent back to the bench with an explanation of why they were out.
9. Throwing the Bat
 - 9.1. A Batter can be disqualified from the game immediately for an illegal action if he/she throws the bat.
10. Field Coaches:
 - 10.1. Two Coaches or SVNLL BOD-approved Adults may be on the field when their team is on defense.
 - 10.2. When their team is batting, one Coach may be at home plate.
11. Game Scoring
 - 11.1. No score shall be kept.

**SNO-VALLEY NORTH LITTLE LEAGUE
A SOFTBALL RULES**

Games will be played by Players League age 5 and 6 in accordance with the Little League Official Regulations and Playing Rules (A League) book except the following:

1. The A rules(both baseball and softball) are defined
 - 1.1. During the whole season, AA rules (coach pitch) shall apply.
 - 1.1.1. At the discretion of the offensive coach, some players may elect to continue to hit off a tee.
2. Side Retired:
 - 2.1. A side shall be retired when the entire Roster has batted once.
3. Length of Game
 - 3.1. At the discretion of the Managers, games are complete at the end of four innings or 90 minutes - whichever occurs first.
4. Pitching:
 - 4.1. No player pitching is allowed.
 - 4.2. The ball will be hit off a 'tee' set directly in front of home plate or coach pitched.
 - 4.3. The player who occupies the defensive position of Pitcher must stay in contact with the pitching rubber until the ball is hit.
 - 4.4. When a Player is attempting to score it will be the responsibility of the offensive coach to remove the batting "tee" from the home plate area.
5. Number of Players
 - 5.1. The maximum number of Players on a team shall be limited to 11, and shall be played as follows:
 - 5.2. Offensive Team: all Players present for the game.
 - 5.3. Defensive Team: At the Manager's discretion, there can be a maximum of ten Players on the field at one time (**Per Little League Rule 1.01**)
 - 5.4. Player positions must be observed; i.e., traditional infield positions and four outfielders - left field, left center, right center and right field
6. Player rotations:
 - 6.1. All players must be moved to a different position at the end of every inning.
 - 6.2. During any one game no Player shall play the same position twice.
7. Batting
 - 7.1. All Players present will be listed by the Manager in the order that they are to bat.
 - 7.2. The entire Roster must bat.
 - 7.3. All 5 year olds and first year 6 year olds will only hit off the tee per Little League Rules. If the Coach is pitching, players are allowed 4 pitches before the tee is brought out, under coach's discretion.
8. Strike Outs
 - 8.1. In T-ball there will be no strike outs.
 - 8.2. However, outs may be made at home plate or in the field.
 - 8.3. If a Player is put out at a base or on the field, he/she will be sent back to the bench with an explanation of why they were out.
9. Throwing the Bat
 - 9.1. A Batter can be disqualified from the game immediately for an illegal action if he/she throws the bat.
10. Field Coaches:
 - 10.1. Two Coaches or SVNLL BOD-approved Adults may be on the field when their team is on defense.
 - 10.2. When their team is batting, one Coach may be at home plate.
11. Game Scoring
 - 11.1. No score shall be kept.

**SNO-VALLEY NORTH LITTLE LEAGUE
MICKEY DIVISION**

Games will be played by Players League age 4 in accordance with the Little League Official Regulations and Playing Rules (A League) book, except for the following:

1. Field Preparation and Equipment
 - 1.1. Games may only be played on League approved fields.
 - 1.2. Depending on field availability, games may be played on regular 60 feet fields. Otherwise games will be played in League designated areas.
 - 1.3. The home team is responsible for field preparation and supplying field equipment, balls and Umpire.
 - 1.3.1. If the game will not be played on a regular field, the home team is responsible for setting up the "Baseball Diamond" using [portable] bases provided by the league.
 - 1.3.1.1. Bases must be 45 feet apart.
 - 1.3.1.2. Pitcher' rubber should be 29 feet from the home plate.
 - 1.3.1.3. For fields outside of the regular fields, regular field demarcation using chalk is not required, thus it will not be provided by the League
 - 1.4. The League will provide each team with Little League International Compliant equipment (including bats, helmets, balls, etc.) to be used during the season
 - 1.4.1. No catcher gear will be provided
 - 1.5. If a player decides to bring his own bat it must meet Little League International requirements.
 - 1.6. The Ball
 - 1.6.1. An Official Little League SafetyS ball, weighing not less than 5 1/4 oz. or measuring not less than 9 - 9 1/4 inches in diameter will be used.
2. Side Retired:
 - 2.1. A side shall be retired when the entire Roster has batted once.
3. Length of Game
 - 3.1. At the discretion of the Managers, games are complete at the end of two innings or 60 minutes - whichever occurs first.
4. Pitching :
 - 4.1. No machine or coach pitching is allowed.
 - 4.2. The ball will be hit off a 'tee' set directly in front of home plate.
 - 4.3. The player who occupies the defensive position of Pitcher must stay in contact with the pitching rubber until the ball is hit.
 - 4.4. When a Player is attempting to score it will be the responsibility of the offensive coach to remove the batting "tee" from the home plate area.
5. Number of Players
 - 5.1. The maximum number of Players on a team shall be limited to 6 and shall be played as follows:
 - 5.2. Offensive Team: all Players present for the game.
 - 5.3. Defensive Team: all Players present shall occupy infield positions as follow: Pitcher, First Base, First Base+, Second Base, Shortstop and Third Base. There shall be no catcher.
6. Player rotations:
 - 6.1. All players must be moved to a different position at the end of every inning.
 - 6.2. During any one game no Player shall play the same position twice.
7. Batting
 - 7.1. All Players present will be listed by the Manager in the order that they are to bat.
 - 7.2. The entire Roster must bat.
 - 7.3. Players can only advance one base after the ball is hit
 - 7.4. When the last player bats, all runners should advance until getting Home, including the current batter.
8. Strike Outs
 - 8.1. In T-ball there will be no strike outs.

- 8.2. However, outs may be made at home plate or in the field.
- 8.3. If a Player is put out at a base or on the field, he/she will be sent back to the bench with an explanation of why they were out.
- 9. Throwing the Bat
 - 9.1. A Batter can be disqualified from the game immediately for an illegal action if he/she throws the bat.
- 10. Field Coaches:
 - 10.1. Two Coaches or SVNLL BOD-approved Adults may be on the field when their team is on defense.
 - 10.2. When their team is batting, one Coach may be at home plate.
- 11. Game Scoring
 - 11.1. No score shall be kept.