

# **SUNSET LITTLE LEAGUE LOCAL LEAGUE RULES 2011 (Final)**

## **Section I: Applicability**

- 1). The Official Rules and Regulations as published by Little League, Inc. Williamsport, PA shall be binding on Sunset Little League.
- 2). Local Rules of Sunset Little League shall be adopted by a majority vote of the Board of Directors at a meeting to be held at least one month prior to the first scheduled game of the season.
- 3). The local rules shall in no way conflict with the Rules and Regulations as published by Little League Inc. If any local rule is found to be in conflict with the published Rules and Regulations of Little League, Inc. it shall be immediately considered to be void. Should any individual local rule be found to be in conflict with the published Rules and Regulations of Little League, Inc., such conflict shall not affect the validity of any other local rule.

## **Section II: Eligibility**

1. Junior League: Eligible players shall be of league age 13 – 14. (Try-out is required)
2. Major League: Eligible players shall be of league age 10 – 12. (Try-out is required)
3. Minor League: Eligible players shall be of league age 8 – 11
4. Farm Division: Eligible players shall be of league age 7 – 10
5. Tee – Ball Division: Eligible players shall be of league age 4 – 7 (Players who are age 6, with at least one year of T-Ball may move up to the Farm Division).
6. Age requirements may be waived on a case by case basis, with Board approval.

## **Section III: General Field Rules:**

- 1). No manager, coach or player shall at any time, whether from the bench or playing field, or elsewhere, use language which will in any manner refer to or reflect upon in a negative manner any player, umpires or spectators.
- 2). The manager of each team is responsible for the conduct of his/her spectators. If the umpire has to suspend play to control any situation involving spectators, the manager will receive one warning before the forfeiture of the game.
- 3). The throwing of any equipment, not limited to helmets and bats, will result in a warning to the team in violation. The next player or coach to throw any equipment will be immediately ejected from the game.
- 4). All equipment will be kept behind the extending screen of the dugouts. Any infraction of this rule will result in two warnings before further action is taken.

- 5). Each team will be allowed one manager and two coaches present in the dugout. All persons in the dugout **must** have completed a minimum of background check through Little League's approved program. Any other unauthorized persons will be asked to leave.
- 6). Play will be suspended **only** when the umpire calls "time". No manager or coach may enter the field of play until "time" has been called. When a manager requests "time", he/she must wait until the umpire grants it. The request for "time" does not insure the suspension of play. (Players shall abide by the same rule).
- 7). If a manager or player wishes to appeal a call made by an umpire, he/she must first ask the umpire in question for an appeal. This request should be made after "time" is called and the manager has approached the umpire. The Manager must be prepared with the rule book reference. Umpires will not look up rules. It is then up to the umpire to appeal, only if he feels a second opinion is required.
- 8). The home team is responsible for providing the official scorekeeper. The official scorekeeper must position him/herself in the area provided behind home plate. Players and spectators are not permitted in the scorer's area.
- 9). Smoking is prohibited on the playing field, in dugouts, around the snack bar and the grass area around the playing fields. Smoking is permitted in the parking lot only.
- 10). Players shall not leave the dugouts for any reason during a game, except to use the bathroom or to get a drink of water. No food or drinks, other than bottled water or sport drinks is allowed in the dugout.
- 11). Each team is responsible for cleaning up their dugout and surrounding area after the completion of the game.
- 12). Each team is responsible for field maintenance before and after completion of the game. This includes dragging the infield, mound and batter's box maintenance, watering the infield, etc. Please leave the field in good condition for those who will use it next. As a general rule, the home team does pre-game prep and the visiting team does post-game maintenance.
- 13). Each manager shall fill out a line-up card and provide a copy to the plate umpire and the official scorer. The card shall include the first and last name and number of each player.
- 14). Once play has begun, the manager shall inform the plate umpire and scorer of any substitution and for the Major league shall state the substitute's place in the batting order.
- 15). If a player is injured as a result of any play or incident on or off of the playing field, the team manager shall inform the Safety Coordinator as soon as possible. The Safety Coordinator shall contact the player's parents within 48 hours to determine the severity of the injury and whether or not an injury report is required. The current Safety Coordinator is Nikki Pyeatt (478-6805).
- 16). Pre-Game Procedures:
  - a). No umpire shall allow a game to start if he feels that the condition of the playing field is unsafe or is in need of repair.
  - b). No game will be started if the field is not chalked or if there is not enough equipment present for each team to play safely.
  - c). Both managers will meet the umpires at home plate to discuss any ground rules.

## **Section IV: General Rules: Tee-Ball Division**

1. Tee-Ball League is an introductory league. The purpose of the league is to provide young Players with an introduction to baseball and to teach the basic skills of the game, teamwork and to have **fun**. Team standings are not kept and there are no post season playoffs.
2. The home team is responsible for setting up the field (bases) prior to the beginning of the game.
3. A coach from the batting team will be positioned at home plate to set the ball on the tee for the batter.
4. Only the player at bat will be permitted to hold a bat. There is no “on deck” batter permitted.
5. Two or more coaches will be permitted to be in the field with the defensive team.
6. **All** coaches must have completed a background check through Little League’s approved program prior to contact with players.
7. Game Length: Games shall be limited to three (3) innings or 1 ½ hours in length.
8. Scoring: No official score of games shall be kept.
9. All players will play in the field and bat in each inning played.
10. There is no coach pitching and no catcher position in the T-Ball Division.
11. Coaches are expected to keep their players and spectators under control at all times. Players are to be instructed to not climb fences or to put their fingers through the fences during play.

## **Section V: General Rules: Farm Division**

1. Farm League is an **instructional** league. The objective of play is to teach young players the game, skills, teamwork, good sportsmanship, and to have **fun**. Standings are not kept, however a line up grid will be kept for each game to be reviewed by the Player Agent, Farm Coordinator and board members.
2. The home team is responsible for setting up the field prior to the game and the visiting team is responsible for putting field equipment away at the end of the game. The home team is the second team number listed on the schedule and the visiting team is the first number listed. The home team must arrive early enough to rake the field, water, chalk, and place the bases.
3. The home team will take the third base dugout, while the visiting team will take the first base dugout.
4. Each team is responsible for providing umpires (manager or coaches), as the league does not provide them. The manager or coach from their own team mans the pitching and umpires the game.
5. Game Length: Games shall be limited to six (6) innings or not exceed one and a half (1 1/2) hours in length. Game times may be extended with mutual agreement between the two team managers, conditions permitting.
6. The team batting will provide adult coaches for first, third base and a coach on the bench at all times.
7. The maximum number of coaches in the dugout shall be three (3). All coaches must have completed a background check through Little League’s approved program prior to contact with players.
8. Pitching: Manager or coach from their own teams will use the pitching machine to pitch balls to the players. Seven (7) pitches per batter, after the seventh pitch the batters is declared out. There are no walks on balls. The batter is entitled to another pitch if the seventh pitch is ruled a foul ball by contact from the batter. If a hit ball comes in accidental contact with the pitching machine, the play is rendered dead. The batter will go to first base, advancing all forced runners.
9. The catcher shall wear full protective gear.
10. Each player shall play a minimum of three (3) innings or nine (9) defensive outs in the field. No players play the same position for more then two (2) innings. All players will play a minimum of one (1) inning at both an infield and outfield position during a game.

## **11. Section V: General Rules: Farm Division (continued)**

12. Ten defensive players may play in the field, with four in the outfield, there is no rover position.
13. Batting: All players will bat in a set lineup (continuous) for the entire game.
14. Three strikes, the batter is out. The batter will be allowed a maximum of seven (7) total pitches.
15. Bunting is not permitted.
16. Base stealing is not permitted.
17. Once the ball is thrown to the pitcher while in the pitching circle, runners may not advance.
18. On an overthrow, the runner may advance one base only, from the time of the throw.
19. Balls hit onto the blacktop beyond right/centerfield are ruled as a home run.
20. The maximum number of runs scored in any half inning shall be five (5), with the exception of the last full inning where an unlimited number of runs will be allowed. (Each team will be allowed only to bat once through their lineup on offense. No player shall be allowed to bat more than once during an inning.)
21. All protests are denied in advance.
22. Positive and encouraging chatter only. Negative or derogatory chatter, comments are prohibited.
23. Coaches are expected to keep their players and spectators under control at all times. Players are to be instructed to not climb fences or to put their fingers through the fence during play.

## **Section VI: General Rules: Minor Division**

1. Game Length: Games shall be limited to six (6) innings or two (2) hours in length. No inning may be started after the two hour limit has been reached.
  - a. If the final inning played cannot be completed (e.g. called for darkness), the game shall be completed on the next available make up day.
2. Scoring: The maximum number of runs scored in any half inning shall be five (5), with the exception of the last full inning where an unlimited number of runs may be scored. An official score book shall be kept for each game played along with a pitch count sheet.
  - a. Ten run rule: If either of the two teams has a ten (10) run or greater lead at the end of the fourth inning, the leading team shall be declared the winner.
  - b. Ties: If at the end of six full innings played, the score is tied, the game shall be continued if in the opinion of the plate umpire, there is sufficient time remaining to complete at least one more full inning of play. The maximum time allowed for play shall be 2 ¼ hours. Games ending in a tie (e.g. time limit reached, called for darkness) shall be completed on the next available makeup day.
3. Pitching: Pitching shall be by player pitch
  - a. Any player who is league age 12 shall be ineligible to pitch
  - b. The number of pitches is per the rules and regulations as published by Little League Inc.
  - c. Pitchers will be allowed a maximum of four (4) warm-up pitches from the mound. Warm-up time shall be limited to one minute.
  - d. Coaches may not warm-up pitchers, either on or off the field.
  - e. The home team is responsible for keeping the official score book and pitch count sheet.
4. Batting: All players will bat in a set (continuous) lineup for the entire game.
  - a. Bats are not permitted in the dugouts at any time.
5. All players will play a minimum of two innings (six defensive outs) in every game.
  - a. If for some reason, the minimum play requirement cannot be met, the affected player shall start the next game and shall play a minimum of four (4) consecutive innings and have 2 plate appearances.
6. Stealing of home in the case of a passed ball or a missed throw-back to the pitcher will not be permitted during the first half of the season.

## Section VI: General Rules: Minor Division (continued)

7. A base runner who does not slide or attempt to get around a fielder who has the ball and is waiting to make a tag shall be called out. **ANY RUNNER WHO INITIATES ANY CONTACT THAT, IN THE OPINION OF THE UMPIRE WAS DONE INTENTIONALLY AND/OR WITH UNDO FORCE, WILL BE IMMEDIATELY REMOVED FROM THE GAME.**
8. Head first slides will not be allowed. The runner will be called out automatically.
9. Special Pinch Runner: Once each inning, a team may utilize a player as a special pinch runner for any offensive player. The player for whom the pinch-runner runs is not subject to removal from the lineup. This player used as the special pinch runner will be the player who made the immediate last out in the game. If a special pinch runner is used before an out is made in the game then the player used must be the last batter in the line up.
10. Coaches are expected to keep their players and spectators under control at all times. Players are to be instructed to not climb fences or to put their fingers through the fences during play.

## Section VII: General Rules: Major Division

1. Game Length: Games shall be limited to six (6) innings.
  - a. If the final inning played cannot be completed (e.g. called for darkness), the game shall be completed on the next available make-up day.
2. Scoring: An official score book and pitch count sheet shall be kept for each game played.
  - a. Ten run rule: If either of the two teams has a ten (10) run or greater lead at the end of the fourth inning, the leading team shall be declared the winner.
  - b. Ties: If at the end of six full innings played, the score is tied, the game shall be continued if in the opinion of both team managers and the plate umpire, playing conditions (i.e. daylight, weather) are sufficient to complete at least one more full inning of play. Games ending in a tie shall be completed on the next available makeup day.
3. Pitching: Pitching shall be by player pitch
  - a. The number of pitches is per the rules and regulations as published by Little League Inc.
  - b. Pitchers will be allowed a maximum of four (4) warm-up pitches from the mound. Warm-up time shall not exceed one minute.
  - c. Coaches may not warm-up pitchers, either on or off the field.
  - d. The home team is responsible for completing the pitch count sheet and acts as official scorekeeper.
4. All players will play at least two innings (six defensive outs) and have at least one at bat in every game.
  - a. If for some reason, the minimum play requirement cannot be met, the affected player shall start the next game and shall play a minimum of four (4) innings and have two plate appearances.
5. Special Pinch Runner: Once each inning a team may utilize a player who is not in the batting order as a special pinch runner for any offensive player. The player for whom the pinch runner runs is not subject to removal from the lineup. If the pinch runner remains in the game as a substitute defensive or offensive player, the player may not be used again as a pinch runner while in the batting order. However, if removed for another substitute that player or any player not in the lineup, is again eligible to be used as a pinch runner.
6. A base runner who does not slide or attempt to get around a fielder who has the ball and is waiting to make a tag shall be called out. **ANY RUNNER WHO INITIATES ANY CONTACT THAT, IN THE OPINION OF THE UMPIRE WAS DONE INTENTIONALLY AND/OR WITH UNDO FORCE, WILL BE IMMEDIATELY REMOVED FROM THE GAME.**
7. Head first slides will not be allowed. The runner will be called out automatically.
8. Coaches are expected to keep their players and spectators under control at all times. Players are to be instructed to not climb fences or to put their fingers through the fences during play.

## **Section VII: General Rules: Junior Division**

Rules for the Junior Division will be those specified in the Little League Rule Book.

## **Section VIII: PLAYER DRAFT GUIDELINES**

### **Junior League**

Date & Time of Draft: The Junior league draft shall take place within three days after the completion of Junior tryouts, at a time and place mutually agreed upon by the Player Agent and the team managers.

Registered players of league ages 12 through 14 are eligible to be drafted onto a Junior Division team. Players must have attended at least 50% of the tryouts in order to be eligible for the Junior Division draft.

Only managers or their designated representative are allowed to be at the draft. Others authorized to attend are the President, Vice President and Player Agent unless there is deemed a conflict of interest by the President or Board of Directors. There are no property players in the Junior Division and all players will be redrafted year to year.

Order of the Draft: The order of the draft shall be determined by lottery. Draft choices will be in serpentine order (1,2,3,4,5,5,4,3,2,1,etc.) until the draft is completed.

All Junior league rules regarding options, coach appointments and other special considerations shall apply to the Junior Division draft.

### **Major League**

Order of Draft: The order of draft shall be in the reverse order of finish for the previous season (eg. The last place team has the first pick, the second to last place team has the second pick, and so on, until the end of each round.).

Date & Time of Draft: The major league draft shall take place within three days after the completion of tryouts, at a time and place mutually agreed upon by the Player Agent and the team managers. Only managers or their designated representative are allowed to be at the draft. Others authorized to attend are the President, Vice President and the Player Agent unless there is deemed a conflict of interest by the President or Board of Directors.

Registered players of league age 10 through 12 are eligible to be drafted onto a Major League team. Players must attend at least 50% of the tryouts in order to be eligible for the Major league draft.

Property players must be registered by the time of the draft or their position on their team will be opened to a draft pick. Returning players who do not register by draft time will not be eligible to play for the current season.

Players must never be told the position in which they were drafted.

### ***Options on Sons, Daughters and Siblings***

An option is an agreement between a manager and the Player Agent covering a special condition. All options must be in writing (except No. 1) and be submitted to the Player Agent 48 hours prior to the draft. The options are as follows:

**1. Brothers/Sisters in the Draft**

When there are two or more siblings in the draft and the first brother or sister is drafted by a manager, the manager automatically has an option to draft the other brother or sister on the next turn. If the manager does not exercise the option, the second sibling is then available to be drafted by any team.

**2. Brothers/Sisters of Players Currently on a Team**

If desired, a manager shall submit an option in writing on a draftee if the player candidate’s brother or sister is a member of that manager’s team. If such an option is submitted, the manager **MUST** draft the sibling within the first three draft selections.

**3. Sons/Daughters of Managers**

If a manager has sons and/or daughters eligible in the draft and wishes to draft them, he/she must submit the option in writing. If so stated, the parent/manager is required to exercise the option at or before the specific draft round, depending on the league age of sons and/or daughters (see sec. 5). Parent/Manager option takes priority over any other option.

**4. Sons/Daughters of Coaches**

A **NEW** coach shall not be appointed nor approved until after the draft to avoid “Red Shirting” of players through selective coaching appointments.

A returning coach, through the manager, may exercise an option in writing to the Player Agent provided:

- (A) The coach has served as a manager or coach in the league (at any level) for the past two years AND
- (B) The coach is returning to the same Major league team as last year.

**5. Draft Rounds**

If an option is submitted in writing for the son and/or daughter of a manager or coach, such candidate must be drafted in or before the following round:

Draft Round	Age
5	10
4	11
3	12

**6. Special Considerations**

- (A) If the manager so chooses, the option on a son or daughter may be waived.
- (B) In the event the parent becomes a manager in another league, that parent may not claim the son or daughter.
- (C) Players are eligible only in the league whose boundaries include the parent/manager’s home residence (as defined by Little League).
- (D) When a vacancy occurs during the playing season, the player selected to fill the vacancy becomes a permanent member of that team, governed by the same regulations as all members of the team selected in the draft.
- (E) All players, including sons/daughters of managers and coaches at the Minor League level, are subject to the draft.
- (F) Parents of Major League players who become managers or coaches after their children have been selected to a Major team may not automatically claim their sons or daughters, but may trade for them at the proper time, subject to requirements for trading below.

- (G) Bonus Picks: Each manager requiring eight or more players prior to the draft to complete a team roster will be allowed one bonus pick at the end of round four. If more than one manager is allowed bonus picks under this section, the order of rotation will be identical to that being followed in the draft.

**Trades**

Following the draft, managers may if they desire, trade players until 14 days after the first scheduled game. **ALL TRADES SHALL BE MADE THROUGH THE PLAYER AGENT AND WITH THE APPROVAL OF THE BOARD OF DIRECTORS.** The following restrictions also apply:

1. Minor league players may not be traded for Major league players.
2. All trades must be player for player only.
3. Trades involving a player for a draft choice are not permitted.

The Player Agent must monitor any attempt by managers and parents to manipulate the system, thus creating an imbalance in the league. **ALL TRADES MUST BE FOR JUSTIFIABLE REASONS AND BE APPROVED BY THE BOARD.**

**Minor League**

Time and Place of Draft: The Minor league draft shall occur after the Major League draft has been completed at a time and place mutually agreed on by the Player Agent and the Minor league managers.

Registered players of league age 8 through 12 are eligible to be drafted onto a Minor league team. Players must have attended at least 50% of the tryouts in order to be eligible for the Minor league draft.

Only managers or their designated representative are allowed to be at the draft. Others authorized to attend are the President, Vice President and Player Agent unless there is deemed a conflict of interest by the President or Board of Directors.

Order of the Draft: The order of the draft shall be determined by lottery. Draft choices will be in serpentine order (1,2,3,4,5,5,4,3,2,1,etc.) until the draft is completed.

All Major league rules regarding options, coach appointments and other special considerations shall apply to the Minor league draft.

**Draft Rounds**

If an option is submitted in writing for the son and/or daughter of a manager or coach, such candidate must be drafted in or before the following round:

Draft Round	Age
5	8
4	9
3	10 or older

## Section IX: All Star Selection Information

All Star Teams will consist of a minimum of 11 Players, 1 Manager and 1 Coach.

1. Junior All Star Team
  - a. Junior players vote for 6 Players from a ballot of all eligible Junior players but none from their team.
  - b. Junior Managers and coaches vote for 11 Players from a ballot of all eligible Junior players but none from their team. Each Major team will have an equal number of votes.
  - c. The Junior All-Star Manager will have 0-4 coach's picks
2. 11-12 Year Old Team
  - a. Major players vote for 5 Players from a ballot of all eligible 11 – 12 year old major players but none from their team.
  - b. Major Managers and coaches vote for 10 Players from a ballot of all eligible 11 – 12 year old major players but none from their team. Each Major team will have an equal number of votes.
  - c. The 11-12 All-Star Manager will have 1 – 2 coach's picks from the remaining top 5 vote getters.
  - d. The Manager and coaches of 11-12 All Star team will be chosen by the Board.
3. 9 – 10 & 10-11 All Star Team's
  - a. All Major players of the age of 10 make one of the two All Star Teams.
  - b. Major & Minor managers vote for 20 Players from of all eligible 9 – 11 year old players but none from their team. Each team will have an equal number of votes.
  - c. The remaining roster spots and team selection will be selected by the Major & Minor managers at a meeting (date & time TBA).
  - d. The All-Star Manager's will have 1-2 coach's picks depending on the size of the team, from the remaining top 5 players.
  - e. The Manager and Coaches of the All Star team's will be chosen by the Board.

**Note: The TOC's start on June 11, 2011 and All Stars begin on June 25. Each takes about ten days.**

## Section X: Call Ups

The League has adopted a "Move Up or Move Over" rule with respect to Mid-Season Call Ups where a Major or Minor team needs to draft up a player due to injury or drop out etc.

*Example:* A Major team loses a player. The Major team will now come down to the Minor division and draft up a player. If this player refuses to advance, the manager of the Major team will now make another choice and draft another player. The player who refused or did not go up will now move over to the team of the player who did move and replace that player. In the rare event that the player that did move up is on the same team as the first player, the first player will not be eligible for post season play.

Major and minor teams will be kept at "even strength" during the year, meaning each team will have the same number of players so no one has an unfair advantage. **No call ups will happen in the last 2 weeks of the regular season.**