

SPRING 2011 – SSSL LOCAL RULES & GUIDELINES MINORS A DIVISION (formerly called “Rookies”)

ALL MANAGERS AND ASSISTANTS SHOULD HAVE A BASIC UNDERSTANDING OF ALL RULES AND REGULATIONS WITHIN THE 2011 OFFICIAL REGULATIONS AND PLAYING RULES BOOK (the “ORPR BOOK” or “GREEN BOOK”)

The rules and regulations within the ORPR Book allow the local league some room for modifications. The Summerlin South LL policy is to play by the published rules with minimal modifications. The following are clarifications and modifications that Summerlin South LL has adopted:

General:

1. Scores and standings will be kept in this division. However, the primary focus of managers and coaches should be on the development of the players.
2. **There will be a postseason tournament in this division and seeding will be determined by the teams’ regular season records. Throughout the tournament and with respect to any particular tournament game, the higher seeded team is the home team.**
3. ***Regular season games** can be played with seven (7) players or more (there is NO borrowing of players from the opposing team). If one team does not have seven (7) players or more by the scheduled game time, the game will be considered a forfeit; accordingly the umpires will leave the field.
(*During the tournament, no team may play with less than nine (9) players.)
4. All Managers, Coaches and volunteers must have a background check completed and approved by the board of directors prior to participating in practices and games with the team. All SSSL volunteers must wear the league-issued ID badge during games and practices. (The league-issued ID badge consists of a Summerlin resident card, which may be obtained at the Willows Community Center, and a league-issued sticker, which will be issued following completion of the background check.)
5. 30 minutes prior to the start of the game, the infield should be clear of all players and coaches. All warm-up activity should take place outside of the 1st and 3rd baselines towards the outfield. Only a Manager/Coach should be adjusting the pitching machine in the infield.
6. **Each team can have only one (1) manager and three (3) coaches in the dugout. No friends, parents (who are not coaching), or siblings are allowed in the dugout or on the field at any time. Failure to abide by such rules will result FIRST in a warning, and SECOND in a one-game suspension of the manager. Managers should advise all coaches, players and parents accordingly.**
7. It is a Little League Rule that all players and coaches must remain in the dugout at all times. If a player needs to use the restroom or leave the dugout, the Manager or Coach in the dugout must notify the player’s parent and have the player’s parent escort them to the restroom.
8. Players shall not possess in the dugout any of the following: phones, pagers, game boys, etc.;
Exception: an electronic device used for scoring purposes only can be used in the dugout.

Time Limits: No new inning after 1:45 from the **scheduled game time**. If the game is tied after 6 innings and/or the final inning after the time limit has been reached, the game will be considered complete and will end in a Tie.

10-Run Rule: The 10-run rule is **not** in effect.

Use of Approved Bats: The max diameter and Bat Performance Factor rating (BPF) of bats is 2 ¼ inches and 1.15, respectively. Bats that exceed either of these parameters are prohibited. Moreover, there is currently a Little League-imposed moratorium on the use of **composite-barreled** bats. These are also prohibited unless they have received a waiver from Little League.

The following is a link that contains (1) the current Little League list of composite-barreled bats that have received a waiver of the moratorium and are thus approved, and (2) a further link to a list of non-wood/non-composite bats that are licensed by Little League:

<http://www.littleleague.org/learn/equipment/approvedcompbatssmall.htm>

For the Spring 2011 season, ALL bats must be approved and bear a SSSL-issued sticker indicating that the bat complies with such standards and has been approved for use by SSSL. The penalties for the *use OR attempted use* of any bat without such sticker are as follows: (1) the bat will be removed from the game AND a warning will be issued to the manager, and (2) in the event the manager has already received a prior warning (in that particular or any prior game), then the bat will be removed and the manager will be ejected, coupled with a one-game suspension. If the use of an unapproved bat is not identified until after it has been used by a batter, the course of the game will not be altered. By way of example, if a batter uses an unapproved bat, gets a hit and drives in a run, that bat will be removed from the game and the manager is either warned or ejected, as the case may be. Both the hit and the run will count.

The primary objective of these rules is the safety of the players. Managers and umpires are encouraged to identify any unapproved bat as soon as possible and not wait until it has been put in use. As noted, there is no benefit or strategy to waiting for a player to use the bat and then noting the violation as the course of the game will not be altered.

Offensive coaching positions:

1. One coach operates the pitching machine, or if the pitching machine is unavailable, pitches to his/her players.
2. 1st base coach.
3. 3rd base coach.
4. One coach will stay in the dugout and is responsible for making sure the next batter is ready to hit and to keep control of the other players in the dugout.

Offensive rules:

1. The batting order will consist of all players on the team roster regardless of whether they are currently playing in the field. Once the batting order is set it cannot be changed. Any player arriving after the start of the game is to be placed at the end of the batting order. The penalty for batting out of order will follow the ORPR Book.
2. The offensive side is retired when 3 outs are made, or 5 runs are scored, whichever comes first.
3. The sixth inning ONLY allows for unlimited runs and ends only after there are three outs OR the hitting team has batted through its entire batting order, whichever occurs first; no other inning will allow for unlimited runs even if it is the last inning of the game due to time constraints.
4. No bunting and no half swings are permitted.

5. **Provided the batter has not struck out (see #7 below), the batter is given seven (7) pitches** to make contact with the ball. If no fair ball has been hit after seven (7) pitches, then an out is recorded and the at-bat concludes.
6. If the seventh (7th) pitch (and any subsequent pitch) results in a foul ball, another pitch is allowed.
7. **Three (3) strikes is an out (provided that any foul ball will not be considered a third (3rd) strike). The umpire will call balls and strikes. Players may strike out prior to being given seven (7) total pitches to make contact, as described above.**
8. Stealing of bases is not allowed. A base runner, **MAY** advance **ONE BASE** per play on an overthrown ball.

A. CLARIFICATION: For purposes of this rule, a ball will not be considered to have been “overthrown” simply because it was dropped or misplayed by the defensive player. In order for a ball to be considered “overthrown”, it needs to have passed the intended defensive player by five (5) feet or more (whether on a straight overthrow or after having been dropped or misplayed by the defensive player).

- **EXAMPLE 1:** Batter hits a short dribbler to the mound. Pitcher tries to throw runner out at first, but throws the ball over the first baseman’s head by more than 5 feet. The ball is considered to have been overthrown and the runner may attempt to advance at his/her peril to second, but that is it.
- **EXAMPLE 2:** Batter hits a short dribbler to the mound. Pitcher tries to throw runner out at first, but the ball deflects off of the first baseman’s glove and passes the first baseman after such deflection by only 2 feet. The ball is NOT considered to have been overthrown and the runner may NOT advance.
- **EXAMPLE 3:** Batter hits a short dribbler to the mound. Pitcher tries to throw runner out at first, but the ball deflects off of the first baseman’s glove and passes the first baseman after such deflection by 5 feet. The ball is considered to have been overthrown and the runner may attempt to advance at his/her peril to second, but that is it.

B. FURTHER CLARIFICATION: The initial throw and subsequent overthrow is a "live ball" yet the runner "may" only advance one base. Therefore, if the base is not open, he/she cannot advance. The rule provides "MAY" proceed at his/her "peril." It’s not a "free base" that the runner "must" advance without liability. Note that the runner can also be thrown out while advancing - again, it’s a live ball, we are just eliminating running around the bases and just limiting it to one base on one overthrow per play.

- **EXAMPLE:** Batter hits a short dribbler to the mound. Pitcher tries to throw runner out at first, but overthrows the first baseman and the ball goes past the first baseman by the requisite 5 feet. Runner may advance at his/her peril to second, but that is it. If first baseman picks the ball up after the overthrow and throws it into center field in an attempt to get the advancing runner out at second, the runner CANNOT advance to third, he must stop at second. However, if the first baseman does throw the runner out at second, the runner is out.

9. On a batted ball the batter, and existing runners, can advance until the ball is returned to the dirt infield (the border where the infield dirt meets the outfield grass) (**NOTE: the ball must only reach the dirt infield and does NOT need to be controlled by or in the possession of any defensive player**). When the ball reaches the dirt infield, the batters and runners will advance or return to the closest base (example: if the runner is closer to second than first, the player continues to second). If the runner is put out, the out stands and the runner is to return to the dugout.
10. All base runners must stay in contact with the base until the pitched ball has reached the batter. Penalty is in accordance with the ORPR Book.

11. On Deck Batters – Little League does not at anytime permit an “On Deck Batter,” even in between innings. ORPR Rule 1.08

Note 1: The on-deck position is NOT permitted in Tee Ball, Rookies, Minors or the Majors Divisions.

Note 2: Only the first batter of each half inning will be permitted outside the dugout between half innings in Tee Ball, Rookies, Minors and the Majors Divisions.

Defensive coaching positions:

1. One coach in right-center field assisting fielders
2. One coach in left-center field assisting fielders

Defensive rules:

1. Ten players will play defense. (Pitcher, catcher, 1st base, 2nd base, short stop, 3rd base, left field, left center, right center and right field).
2. **Players must play every other inning.**
3. A player can only play the same position for a maximum of two (2) innings per game. **Each player must play two (2) innings in the infield.**
4. The player/pitcher must start each pitch by standing with at least one foot inside the pitching mound dirt behind the pitching machine and coach. The player/pitcher must never cross over from left to right or right to left in front of the pitching machine. The pitching coach is responsible for the player's protection.
5. The catcher must take the proper catcher's position and cannot stand behind the home plate or to the side; he must use a catcher's glove, wear a protective cup, and be equipped with a dangling throat guard as well as a long chest protector.
6. The outfielders must be in the outfield until the pitched ball reaches the batter.
7. All infielders (except the pitcher) must be positioned behind the baseline in the dirt until the pitched ball reaches the batter, and not be positioned in the infield grass before the pitch is made.

Pitching:

1. **THE PITCHING MACHINE WILL BE SET AT THE LEVEL 5 AT ALL TIMES.**
2. Before the start of each game, both managers must agree that the machine is in good working order and the pitches are being pitched at the correct speed and as accurately as possible. **At no time should the machine be adjusted for different players;** however, the batter may adjust his/her position by moving forward or backwards in the batter's box only so the ball is delivered at the right height for them. This includes the batter standing out of the batter's box excluding the plate side line. If it is determined during the game by both managers that the machine is no longer consistently throwing strikes, it can be adjusted only at the beginning of an inning.
3. If the pitching machine is unavailable or is malfunctioning or erratic because of high winds, play will commence without delay with an offensive coach or manager pitching to his/her team. No rescheduling or postponements of the game due to pitching machine issues will be allowed.
4. Beginning with each new batter, the umpire will start with four (4) baseballs and, if necessary, will pitch them consecutively to the batter. Accordingly, the catcher will catch them one-by-one and toss them behind him/her to the coach behind the plate. The umpire will throw all four (4) balls back to the pitching coach and the process starts over. The pitching coach must not intentionally touch a ball in play.

5. The pitching coach will pitch to the batter using the pitching machine until after the batter (1) hits the ball in fair territory, (2) strikes out, or (3) is hit by a pitch. If a pitch inadvertently hits the batter, who does not swing and is not crowding the plate, then the batter takes 1st base.
6. Under no circumstance is the coach to instruct the batter to swing at a pitch that is a ball.
7. Balls and Strikes (including non-swinging strikes) will be called by the umpire.

Umpires and Misc. Rules to Remember:

1. **An umpire will be provided in this division.**

2. Batted balls striking the pitching machine or the pitching coach are live balls regardless of whether they bounce foul. Balls settling under the pitching machine are immediately dead balls and time is called. The coach must retrieve the "dead ball" and the runner(s) get one base from "Time of Pitch." The coaches must keep players away from the pitching machine at all times for their safety and never allow a player to operate the machine.

3. No coach should physically assist the players nor should they stop the baseball at any time while it is live. No coaches are to be in the playing field except the pitching coach and outfield coach. If a defensive coach interferes with the play then the penalty is an immediate dead ball and the base runner(s) gets one additional base from the time of interference. Offensive coach interference is in accordance with the ORPR Book Rule 6.07.

4. The infield fly rule **is not** in effect.

5. **Face Masks on Batting Helmets:** Face masks are not mandatory for Summerlin South LL teams; however, they are STRONGLY recommended.

6. **Grievances:** From time to time there will be situations before, during or after games that will warrant the Board of Directors of Summerlin South LL to investigate and take appropriate actions. Since this league is for the enjoyment of the children, any action taken by any manager, coach, player or spectator that is detrimental to the enjoyment of the game for the kids and their parents will be investigated and acted upon.

7. **Postponement of Games:** The only postponement of games that will be allowed will be due to inclement weather, power failure, acts of God, etc. The Board of Directors of Summerlin South LL, only, will make the determination of postponement of a game.

8. **Vehicles:** Vehicles of any type will not be allowed in park areas of any of the Parks at any time with the exception of vehicles conducting official league business. Examples of official league business include delivering of supplies to the concession stand and dropping of league equipment, pictures, trophies, etc. at the main building of the park. A manager or his/her coaches will not be allowed to drive their vehicles into the park area to drop off team gear before, during or after games and practices. Vehicles must remain in the designated parking lot at all times. This is a safety concern to the league and will be strictly enforced.

9. **Ejections:** A manager, coach or player ejected from a game, for any reason, must leave the ball park immediately, and will not be allowed to participate in the team's next PLAYED game per the ORPR Book. The ejected manager, coach or player will not be allowed within the ball park of the team's next PLAYED game at any time during the day of the game. If a manager, coach or player violates this rule, he/she may be subjected to further discipline.