



LOCAL RULES

San Mateo National Little League is bound by the Little League Official Regulation and Playing Rules (Green Book) and Little League Operating Manual published by Little League International.

The following "Local Rules" are intended to supplement Little League Rules. The rules can be added to, amended or deleted on as needed basis.

GENERAL RULES – DRAFT DIVISIONS (MAJORS, PCL, AAA, AA)

PLAYERS

1. Players must compete in proper uniform and with Little League-approved equipment.
2. Players are expected to be committed to their team and attend practices and games to the greatest extent possible. Players with chronic attendance issues place an undue burden on the team and contribute to competitive imbalance. Players are expected to communicate with their manager if they are going to miss a practice or game.
3. If a player misses three or more consecutive games (“excused” or “unexcused”) the Manager must notify the Player Agent. Close monitoring of the attendance situation by the Player Agent and Manager is warranted to determine appropriate action.
4. Injured players may sit in the dugout during play provided they wear their uniform shirt.

PRE-GAME

1. The home team must provide a minimum of one volunteer (recommend two) that are responsible for preparing the game field which includes dragging the infield, putting out bases, chalking foul lines, batters boxes, etc.
2. The home team must provide the official scorekeeper.

IN-GAME

1. No one except eligible players in uniform, manager, and registered / background checked coaches shall occupy the bench or dugout. A team may choose additional coaching staff for any game if the coach(es) chosen to are registered / background checked. Majors and PCL, and AAA may have a maximum of 3 coaches (including manager) on the field, AA may have a maximum of 4 coaches (including manager) on the field.
2. A continuous batting order will apply to all divisions.
3. For a play at home plate, any runner is out when, in the judgment of the umpire, **the runner fails to attempt to avoid contact** with any player covering home plate during a play (either prior to, during, or after the ball arrives from the field). The runner shall not be called out for any contact incurred during a feet first slide into the player covering home plate during a play at home plate. **A runner is not automatically called out if he/she does not slide.**
4. Infield Fly Rule is in effect for the Majors and PCL divisions. For all other divisions, the infield fly rule is **not** in effect and play will continue as if it were a normally hit ball.
5. A courtesy runner will be allowed for pitchers and catchers of the next inning when there are 2 outs. That courtesy runner must be the last recorded out.

6. Each pitcher is allowed a maximum of 5 warm-up pitches before the start of each inning or at any time when a new pitcher enters the game.
7. A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day. For the purpose of calculating innings caught, reception of a single pitch during play will constitute an inning caught.
 - 7.1. A player who pitches 40+ pitches in a game cannot play the catcher position.
8. Teams are not allowed to chatter opposing batters during a pitch that may distract the batter or to pitchers when they are in their wind-up / delivery. After the second warning, the umpire may eject the manager, coach, or player from the game.
9. If a player throws his bat while at bat or otherwise, the player will be warned. A second occurrence will result in the player being benched for that game. If the umpire deems that the player threw the bat on purpose, the player may be ejected from the game.
10. A player once removed as a pitcher, may not pitch again in the same game.
11. Players, managers, and coaches of the participating teams shall not address, or mingle with spectators, nor sit in the stands during the game in which they are engaged.
12. Players and substitutes shall sit on their team's bench or in the dugout unless participating in the game or preparing to enter the game.
13. When batters or base runners are retired, they must return promptly to the dugout.
14. Scorekeepers should announce and/or validate scoreboard pitch counts after each full inning (and upon request) and when it's determined a pitcher has reached their maximum allowable pitch count.
15. A team must consist of at least 8 players to begin or continue playing a game. If a team starts with 8 players and any player becomes unable to play, that team must forfeit¹ the game. In the event a team plays with 8 players, the 9th spot in the batting order results in an automatic out.
16. A Manager may question a call by an umpire by first asking and being granted a timeout by the Umpire. If the Manager has a question concerning a Little League or Local Rule, he must state the specific rule in question and be prepared to show the rule in the Little League or SMNLL local rule books. For example, after the timeout is granted, the Manager may say "page 33, section 5.11 states that a pitcher who throws 35 pitches in a game must have 2 days of rest and XXXX pitcher only had 1 day of rest." The Manager may not ask an umpire to apply judgment to a stated Little League or SMNLL local rule by saying "is something like that allowed under the rules?" or "I think the rule means....".

¹ If the team forfeiting is losing the game at the time they fall below 8 players, the score of the game is the final score. If the team forfeiting is ahead, the forfeiting team's score is adjusted to 1 less than their opponent. If the opponent had zero runs at the time, then the final score is 1-0 (loss).

PITCHING RULES

1. Pitching rules, including pitch counts and required days rest, are consistent with that included in the annual Little League rulebook. In an effort to protect the arms of our players and to promote the development of multiple pitchers on each team during the season, SMNLL has local pitch count limits as noted below. [Little League pitch count limits by age and days' rest rules](#) also remain applicable for our league.

1.1. Majors Division

- | | | |
|--------|-------|----------------|
| 1.1.1. | March | 45 pitch limit |
| 1.1.2. | April | 65 pitch limit |
| 1.1.3. | May | 85 pitch limit |

1.2. PCL and AAA Division 50 pitch limit

1.3. AA Division 40 pitch limit

Note: If a pitcher faces a batter with fewer than the maximum pitches at the beginning of the at-bat and reaches the maximum pitch count during that at-bat, the pitcher may continue pitching until the end of that at-bat, at which point the pitcher must stop pitching.

MERCY RULE

1. If one team leads another team by 10 or more runs after the close of the 4th inning, the game is over. If the home team is leading by this margin prior to the start of the bottom of the 4th inning, the game is considered over without them batting.

POST-GAME

1. Managers of teams playing the last game of the day are responsible for securing all league equipment (locking equipment gang boxes, locking fence gates, locking batting cages, etc.)
2. After each practice and game, each team is responsible for cleaning their dugouts from trash (snack wrappers, gum wrappers, water / Gatorade bottles, etc.). Teams are expected to leave the dugouts cleaner than they found them!

GAME RESCHEDULING

1. Because of field capacity issues, SMNLL is not obligated to reschedule any games missed due to weather or other reasons.
2. Once the schedule is released to the managers, each manager has two weeks to alert their Division Coordinator of possible conflicts. After the two weeks, the Division Coordinator will release the final schedule.

GAME PROTESTS

1. Pitch count violations are not “protestable” following the end of a game. It is the responsibility of all involved to make sure we care for the pitcher’s arm.
2. **No protests cannot be lodged once the umpires leave the playing field.** A protest must be lodged on the playing field. Even if a game has concluded, a protest can be lodged as long as the umpires **have not** left the playing field.

LEAGUE CHAMPIONSHIP TOURNAMENT

A league championship tournament takes place after the conclusion of the regular season. Seeding is determined by the league standings and all teams make the playoffs. The tournament may be single elimination or double, which is at the discretion of the Division Coordinator, Player Agent, and League President.

The championship bracket format (single- or double-elimination and draft schedule by seeds) for each division must be published to team managers before regular season games for that division begin.

STANDINGS TIE-BREAKER PROTOCOL

If two teams are tied in the final standings, head-to-head competitions will be used as a tiebreaker. If the two teams remain tied, for purposes of league standings and trophies², the teams will remain tied. The remaining tie breaking procedures will be used to determine playoff tournament seeding:

1. Head-to-head competition
2. Head-to-head run differential
3. Team with highest winning percentage in in-league games³
4. Team with highest winning percentage in inter-league games⁴
5. Overall run differential
6. Least runs allowed

One game playoff between the two teams tied for one remaining playoff spot.

² Trophies will be awarded to the tied teams for the regular season in the position of finish (i.e. if there is a perfect tie for first place all players on both teams will be awarded first place trophies).

³ Applicable if inter-league games are played in a season.

MAJORS DIVISION RULES

AGE REQUIREMENTS

1. Baseball 12, 11, and 10-year-olds are eligible for Majors, Baseball 9-year-olds or younger are not eligible.
2. All 12-Year-olds will play in the Majors except for identified safety concerns during tryouts.
3. Roster size can be either 11 or 12, subject to vote by the SMNLL Board annually.

ANNUAL PLAYER DRAFT

1. 11- and 10-year-olds can opt out of Majors and choose to play in PCL or AAA. Opt-outs must be communicated to the Player Agent prior to tryouts.
2. The Majors division is a “keeper” division. Players drafted in previous seasons remain on the same team through their 12-year-old year, if those players continue to register to play each season. A player may elect to re-enter the draft by providing a written explanation for the reason for re-entry to the SMNLL Board by October 1st annually. A player electing for re-entry into the draft is required to attend tryouts.
 - 2.1. In the event the number of teams in the division changes in a year, players will be selected through a full re-draft.
3. When a thorough player evaluation has been completed, the last place team from the preceding season gets the first choice in every round of the draft the next to last place team gets the second selection in every round, and the remaining teams select in the reverse order of standing.
 - 3.1. In a year when there is a change in the number of teams in the division, the draft order is determined by the managers drawing numbers or some other form of random selection at the discretion of the Majors Coordinator. A “snake” draft method is applied.
4. All 12-year-olds will be included on a Majors team with a maximum of 8 per team (or other specified maximum determined by the SMNLL Board not to exceed 8).
5. All Majors-eligible players registered who are not returning Majors players (“keepers”) are placed in separate containers by age (e.g., 12-year-old container, 11-year-old container, etc.). Each manager first selects a player from the 12-year-old container until all 12-year-olds are selected. After the 12-year-old container is exhausted, 11 and 10-year-olds are drafted in rounds specifically dedicated to those age groups (as determined by the Majors Division Coordinator and approved by the SMNLL Board) until rosters are filled.

IN-SEASON PLAYER CALL-UP

1. Player call-ups will be at the discretion of the Executive Board and include the Majors Division Coordinator.

2. A player call-up will be considered if a Majors player is absent (or is expected to be absent) for 1/3 of the season.
3. A player must be called up from PCL, or AAA in the event the league decides not to have a PCL division.
4. If the player that misses the games returns to the team, the team will play with an extra player with approval from Little League. No player will be brought up from PCL or AAA after two-thirds of the season has been completed. See Appendix A.

PRE-GAME

1. Pre-game warm up time is limited to a maximum of 60 minutes.
2. Teams do not take pre-game infield. Players can take ground balls in foul territory on the infield and flyballs can be taken in the outfield.
3. For games at Martens Field, the batting cages can be used on both days based on the following protocols:
 - 3.1. A team scheduled for batting cage practice always has priority over game warm-ups. Game warm-ups are only able to use the cages when there is not a scheduled batting cage practice at that time.
 - 3.2. On game days when there is also a PCL or AAA game scheduled at Martens at the same time, Majors teams have access to the cage for the first 30 minutes, and the PCL or AAA teams for the last 30 minutes. The visiting team will have the first 15 minutes and the home team will have the second 15 minutes of each league's time allotment.
 - 3.3. Majors coaches can ask PCL or AAA coaches if they will use their cage time. If they decline, the time can be allocated evenly between the Majors teams.
 - 3.4. On game days where the Majors game is the only one scheduled, the 60-minute pre-game cage time is split evenly between the two teams. The visiting team will have the first 30 minutes and the home team will have the second 30 minutes.
 - 3.5. Batting cage rules include, but are not limited to:
 - 3.5.1. Helmets must be always worn by players.
 - 3.5.2. Last team to use the cage must pick up the balls and leave the cages clean.
 - 3.5.3. Teams are responsible to ensure the cages are locked and pitching machines are covered prior to leaving the field.

MINIMUM PLAY REQUIREMENTS

1. Each player must participate in each game for a minimum of nine defensive outs.

- 1.1. The only exception to this rule is when the home team is ahead after 5 ½ innings or shortened games due to time-limit, weather, etc.
- 1.2. No player shall sit more than one (1) inning until other players on the roster have sat one (1) inning.
- 1.3. It is encouraged for every player to play an infield position for at least 1 inning unless the player opts out of playing the infield. Managers have the discretion to not put a player at an infield position based on assessed safety risks or other reasons.
 - 1.3.1. If a manager believes the player should not play the infield due to safety reasons, it is the manager's responsibility to inform the parent. If the parent disagrees, they may inform the Player Agent, who will make a final decision.
- 1.4. Minimum defensive playing time can be reduced to 2 innings (6 outs) for actions detrimental to the team, but only after submitting in writing the reason for the reduction to the Division Coordinator and approved by the Player Agent and Division Coordinator.
- 1.5. Players that do not receive the required minimum playing time in a game must play the first 3 innings of the next scheduled game. A player who does not receive the required minimum playing time (with the exception of shortened games) due to manager error, will start the next game and play the full game.
- 1.6. There is free substitution, and players once removed from the game may re-enter. However, no defensive substitutions will be allowed in the middle of an inning except for pitching changes or substitution due to injury.

DROPPED THIRD SHRIKE & SLASH BUNTING⁴

1. SMNLL chooses to adopt Rule 6.09(b) for our Majors division only, whereby the batter becomes a runner when the third strike called by the umpire is not caught, providing (1) first base is unoccupied or (2) first base is occupied with two out.
2. Slash bunting is allowed in the Majors division only. A slash bunt is the act of squaring to bunt with the intent to draw infielders anticipating a bunt closer in on the infield and then swinging away at the pitch.

GAME TIME LIMIT

1. All games will be limited to 2 hours and 15 minutes. No new inning will start if the time limit is exceeded. A new inning starts at the moment the third out is made completing the preceding completed inning. The official scorekeeper must document the start time of each game, which commences at first pitch.

⁴ These rules are not in effect for other divisions.

2. "Last Inning" cannot be declared by the umpire until 1 hour and 55 minutes have elapsed since the start of the game.

ALL-STARS

1. The All-Star Manager(s) will be selected by the SMNLL President shortly after the season ends.
2. Being selected to represent SMNLL as an All-Star is an honor. Players are selected based on a variety of factors after the regular season is complete.
3. For the 12U District All-Star team only, players will help select the All-Star team. Towards the end of the regular season, the Majors Coordinator/Player Agent will compile a list of all 12's playing in the Majors division. All players in the Majors Division will get the list and get to vote for six (6) players to represent SMNLL on the 12U All-Star Team. Top 4 vote-getters will be the first selected to the team. The remainder of team will be selected afterwards through a voting process by the Majors division managers.
4. If a baseball age 10 or 11-year-old player elects to opt-out of being drafted to the Majors division, the player will not be eligible for a District 52 All-Star Team. The player, however, would be eligible for a Super Bowl team.

PCL DIVISION RULES

AGE REQUIREMENTS

1. Baseball age 11 and 10 year-olds are eligible for PCL.
2. Baseball age 9-year-olds are also eligible, but only if deemed to be qualified for the division by independent skill evaluators, Player Agent, and PCL division managers.

DRAFT

1. The AAA Division is an annual re-draft division. The draft order is determined by the managers drawing numbers or some other form of random selection at the discretion of the PCL Coordinator. A “snake” draft method is applied.
2. All PCL-eligible players are drafted in accordance with Little League’s Alternate Method for Plan B (Redraft), which is a regular draft structure.
3. Roster size is between 11-13 players per team as determined by the SMNLL Board.
4. Coach’s Options are determined by the PCL Coordinator before tryouts. Coaches selected by the “Coach’s Option” must participate in most practices and games. An identified or reported failure to participate will be reviewed by the SMNLL Board.
5. An independent panel will be assigned to evaluate option-eligible players and seed them appropriately into draft. Each team shall have a maximum of two (2) coach’s options.

PRE-GAME & MINIMUM PLAY REQUIREMENTS

1. Rules are consistent with the Majors Division.

GAME TIME & INNING RUN LIMITS

1. All games will be limited to 1 hours and 50 minutes. No new inning will start if the time limit is exceeded. A new inning starts at the moment the third out is made completing the preceding completed inning. The official scorekeeper must document the start time of each game, which commences at first pitch.
2. The first three (3) innings shall be limited to no more than 5 runs. Innings thereafter will have unlimited runs.
3. “Last inning” cannot be declared by the umpire until 1 hour and 35 minutes have elapsed since the start of the game.

BASERUNNING (STEALING, WILD PITCHES/PASSED BALLS)

1. Stealing home is prohibited. The purpose of the rule to develop pitchers and prevent a game from being cut short due to running kids around the bases in an effort to take advantage of the 10 run mercy rule. For the PCL division only, this rule may be modified during the season by a majority vote of the PCL Managers WITH the consent of the PCL Division Coordinator (on behalf of league leadership) to permit the stealing of home on a wild pitch or passed ball only.

AAA DIVISION RULES

AGE REQUIREMENTS

1. Baseball age 11, 10, and 9-year-olds are eligible for AAA. It is recommended that Baseball age 8-year-olds and younger are not eligible for AAA. In exceptional cases, where an independent draft panel deems them qualified, an 8-year-old may play AAA. In this case, the parent must manage.

DRAFT

1. The AAA Division is an annual re-draft division. The draft order is determined by the managers drawing numbers or some other form of random selection at the discretion of the AAA Coordinator. A “snake” draft method is applied.
2. All AAA-eligible players are drafted in accordance with Little League’s Alternate Method for Plan B (Redraft), which is a regular draft structure.
3. Roster size is between 11-13 players per team as determined by the SMNLL Board.
4. Coach’s Options are determined by the AAA Coordinator before tryouts. Coaches selected by the “Coach’s Option” must participate in most practices and games. An identified or reported failure to participate will be reviewed by the SMNLL Board.
5. An independent panel will be assigned to evaluate option-eligible players and seed them appropriately into draft. Each team shall have a maximum of two (2) coach’s options.

PRE-GAME & MINIMUM PLAY REQUIREMENTS

1. Rules are consistent with the Majors Division

GAME TIME & INNING RUN LIMITS

1. All games will be limited to 1 hour and 50 minutes. No new inning will start if the time limit is exceeded. A new inning starts at the moment the third out is made completing the preceding completed inning. The official scorekeeper must document the start time of each game, which commences at first pitch.
2. No more than five (5) runs can be scored per team per inning (LL rule 5.07) until the 6th inning of the game, then an unlimited number of runs can be scored.
3. “Last inning” cannot be declared by the umpire until 1 hour and 35 minutes have elapsed since the start of the game.

BASERUNNING

1. Runners can take ONLY ONE base on an overthrow, unless the team tries to throw the runner out at the base they are advancing to (i.e., one base on **each** overthrow).
2. Players can steal 2B and 3B or advance on passed balls or wild pitches, **but not home**.
 - 2.1. Runners on 3B can only score on a batted ball, a bases loaded walk, or on a catcher's throw to a base. A runner on 3B cannot score on a wild pitch or a passed ball unless the catcher subsequently throws to a base. The purpose of this rule is for teams to get more exposure to situational baseball and to allow pitcher development during the first half of the season.
 - 2.2. This rule is only in effect for the first half of the season (prior to the Spring Break week). During the second half of the season and playoffs, this rule is lifted.
3. On steals, a runner cannot leave the base until the ball crosses home plate.
 - 3.1. A runner cannot advance on an overthrow from the catcher on a steal or wild pitch. A runner who violates this rule must be sent back to his original base. The purpose of this rule is to encourage the catcher to throw to 2B or 3B every steal attempt and have runs scored based on hitters driving runners in.

COACH PITCH AFTER A WALK

The purpose of these rules is to provide more defensive opportunities for players to foster development and learning of the game, improve pace of play, and allow for more kids to get the opportunity to learn how to pitch.

1. If a Pitcher walks a batter, the batter's Manager / Coach will come into the game and pitch to the batter.
 - 1.1. The number of strikes the batter has will remain when the Manager / Coach comes into pitch (i.e., if the batter walks on a full-count, the batter will have two strikes on him/her when the adult comes in to pitch).
 - 1.2. If the batter swings and misses on the third strike, the batter is out and the out counts. If the batter fouls off a pitch with 2 strikes he/she 'stays alive' (like real baseball).
 - 1.3. There are no balls and therefore no walks possible when an adult is pitching, however the coach is only allowed 3 pitches to finish the at-bat, unless the batter fouls off the 3rd pitch (and any subsequent pitches).
 - 1.4. If a kid-pitcher hits the batter, the batter has the option to take first base or hit off the Coach.

- 1.5. There will be no steals allowed on ball four (when the Adult enters the field), or while an adult Manager / Coach is on the field.
2. The kid 'pitcher' will remain on the field as a fielder and must stay in the vicinity of the mound (recommendation that the kid Pitcher stands within 5 feet on either side of the mound.
 - 2.1. He/she may not switch positions with another player, nor move into a position on the field that provides a 'shift' of the defense. The intent is that the kid Pitcher is playing the position of Pitcher, and not in the position of an intermediate shortstop or second baseman.
3. Adult pitchers must make an attempt to get out of the way of a batted ball (suggestion is to take a knee when the ball is in play). If a batted ball hits the Coach pitcher (either in the air or on the bounce), the ball is dead, and it is considered no pitch, regardless of what happens in the play after it hits the Adult Pitcher. Runners will go back to a base they previously occupied and the batter will hit again.
4. On May 1st and throughout the end of the playoffs, coach pitch will be eliminated from AAA games. The coach-pitch rule may be modified during the season by a majority vote of the AAA Managers WITH the consent of the AAA Division Coordinator (on behalf of league leadership) to permit the removal of the coach-pitch rules in AAA earlier than May 1st.

AA DIVISION RULES

AGE REQUIREMENTS

1. Baseball age 9, 8 and 7-year-olds are eligible for AA.

ON-FIELD COACHING

1. Coaches are allowed in the outfield on defense.

DRAFT

1. The AA Division is an annual re-draft division. The draft order is determined by the managers drawing numbers or some other form of random selection at the discretion of the AA Coordinator. A “snake” draft method is applied.
2. All AA-eligible players are drafted in accordance with Little League’s Alternate Method for Plan B (Redraft), which is a regular draft structure.
3. Roster size is between 11-13 players per team as determined by the SMNLL Board.
4. Coach’s Options are determined by the AAA Coordinator before tryouts. Coaches selected by the “Coach’s Option” must participate in most practices and games. An identified or reported failure to participate will be reviewed by the SMNLL Board.
5. An independent panel will be assigned to evaluate option-eligible players and seed them appropriately into draft. Each team shall have a maximum of two (2) coach’s options.

MINIMUM PLAY REQUIREMENTS

1. Each player must participate in each game for a minimum of twelve (12) defensive outs.
 - 1.1. The only exception to this rule is when the home team is ahead after 5 ½ innings or shortened games due to time-limit, weather, etc.
 - 1.2. Minimum defensive playing time can be reduced to 2 innings (6 outs) for actions detrimental to the team, but only after submitting in writing the reason for the reduction to the Division Coordinator and approved by the Player Agent and Division Coordinator.
 - 1.3. Players that do not receive the required minimum playing time in a game must play the first 4 innings of the next scheduled game. A player who does not receive the required minimum playing time (with the exception of shortened games) due to manager error, will start the next game and play the full game.

- 1.3.1. There is free substitution, and players once removed from the game may re-enter.
However, no defensive substitutions will be allowed in the middle of an inning except for pitching changes or substitution due to injury.
2. No player shall sit more than one (1) inning until all other players on the roster have sat one (1) inning.
3. Every player must play an infield position for at least 1 inning in every regular season game, with the following exceptions:
 - 3.1. The game is suspended or ends prior to 6 complete innings being played. Players must play at least one inning in the infield in games that only go 5 or 5 1/2 innings.
 - 3.2. If a manager believes the player should not play the infield due to safety reasons, it is the manager's responsibility to inform the parent. If the parent disagrees, they may inform the Player Agent, who will make a final decision.

GAME TIME & INNING RUN LIMITS

1. All games will be limited to 1 hour and 50 minutes. No new inning will start if the time limit is exceeded. A new inning starts at the moment the third out is made completing the preceding completed inning. The official scorekeeper must document the start time of each game, which commences at first pitch.
2. No more than five (5) runs can be scored per team per inning (LL rule 5.07) until the 6th inning of the game, then an unlimited number of runs can be scored.
3. "Last inning" cannot be declared by the umpire until 1 hour and 35 minutes have elapsed since the start of the game.

DEFENSIVE POSITIONS & STOPPING PLAY

1. Ten players will play on defense (4 outfielders).
2. No player can play more than two (2) innings at any one defensive position during a game.
3. A 10' diameter Pitcher's Circle will be drawn around the pitcher's mound. On a batted ball, play stops when a throw from an infielder (1B, 2B, 3B, SS or catcher) is intended for pitcher that is within the Pitcher's Circle, regardless of whether the throw is caught by the pitcher.
 - 3.1. A runner who is not more than halfway to a base at the time the ball either arrives or passes the pitcher shall return to the previous base.
 - 3.2. In the event that the pitcher receives a thrown ball from an outfielder or picks up a ball on the ground that has not been thrown, then he/she must move inside the Pitcher's Circle to stop

play. The intent is to teach players to throw to a cut-off man from the outfield. If coaches are deemed to be circumventing the intent of the rule, the league can change the rules and discipline the offending manager or coaches.

- 3.3. A half-way line will be drawn between 1st and 2nd base, 2nd and 3rd base, and 3rd base and Home Plate. Umpires will make an assessment at the time that the ball was delivered to the kid pitcher if runner crossed the half-way line. The defensive team is free to make plays on runners, but once the good-faith attempt to get the ball to the kid pitcher inside the Pitcher's Circle is made, the play is dead. In the event a kid pitcher fields a batted ball inside the Pitcher's Circle and shows intent to make a play on a runner, the ball will not be considered dead. The assessment of intent is made by the umpire.

BASERUNNING & BUNTING

1. One base may be taken on an overthrow to any base. The defense may attempt to throw runners out that are advancing due to overthrow, and if the subsequent throw is overthrown, the play is dead, and runners may not advance again.
2. There is no stealing or advancing on pitches that get by the catcher.
3. Bunting is not allowed in the AA division.

PITCHING MACHINE & TRANSITION TO KID-PITCH

1. A spring-loaded pitching machine will be used for AA games through the first half of the regular season. The speed and distance will be agreed upon by AA managers and the AA Division Coordinator prior to the start of the regular season. The speed of the machine can be increased over the first half of the season if all AA managers and the AA Division Coordinators agree to do so.
 - 1.1. Batters will receive a maximum of 6 pitches per at bat. Three (3) swinging strikes prior to the 6th pitch, will result in an out.
 - 1.2. Batted balls that hit the pitching machine is a dead ball. The batter is awarded first base and any baserunners advance one base.
 - 1.3. In the unlikely event that a batter is hit by the pitch, the batter has the option to take first base or continue the at bat.
2. For the second-half of the regular season and through the playoffs, the AA division will transition to a modified kid-pitch format using the following rules:
 - 2.1. A kid-pitcher can throw a maximum of 7 pitches per batter, however, if the kid-pitcher walks or hits a batter prior to the 7th pitch of the at bat, the batter's Manager / Coach will come into the game and pitch to the batter.

- 2.1.1. The number of strikes the batter has will remain when the Manager / Coach comes into pitch (i.e., if the batter walks on a full-count, the batter will have two strikes on him/her when the adult comes in to pitch).
- 2.1.2. If the batter swings and misses on the third strike, the batter is out and the out counts. If the batter fouls off a pitch with 2 strikes he/she 'stays alive' (like real baseball).
- 2.1.3. There are no balls and therefore no walks possible when an adult is pitching, however the coach is only allowed 3 pitches to finish the at-bat, unless the batter fouls off the 3rd pitch (and any subsequent pitches).
- 2.1.4. If a kid-pitcher hits the batter, the batter has the option to take first base or hit off the Coach.
- 2.1.5. The kid 'pitcher' will remain on the field as a fielder and must stay in the vicinity of the mound (recommendation that the kid Pitcher stands within 5 feet on either side of the mound).
- 2.1.6. He/she may not switch positions with another player, nor move into a position on the field that provides a 'shift' of the defense. The intent is that the kid-pitcher is playing the position of Pitcher, and not in the position of an intermediate shortstop or second baseman.
- 2.1.7. Adult pitchers must make an attempt to get out of the way of a batted ball (suggestion is to take a knee when the ball is in play). If a batted ball hits the Coach pitcher (either in the air or on the bounce), the ball is dead, and it is considered no pitch, regardless of what happens in the play after it hits the Adult Pitcher. Runners will go back to a base they previously occupied and the batter will hit again.

SINGLE A DIVISION RULES

AGE REQUIREMENTS

1. Baseball age 8, 7 and 6-year-olds are eligible for Single A.

ON-FIELD COACHING

1. Coaches are allowed in the outfield on defense.

GENERAL RULES

1. Teams are formed by the Single A Division Coordinator factoring, to the extent allowable, buddy requests included during registration, common schools, neighborhoods, etc.
2. Because of field capacity issues, SMNLL is not obligated to reschedule any games missed due to weather or other reasons.
3. The home team must provide a minimum of one volunteer (recommend two) that are responsible for preparing the game field which includes dragging the infield, putting out bases, chalking foul lines, batters boxes, etc.
4. Managers of teams playing the last game of the day are responsible for securing all league equipment (locking equipment gang boxes, locking fence gates, locking batting cages, etc.)
5. After each practice and game, each team is responsible for cleaning their dugouts from trash (snack wrappers, gum wrappers, water / Gatorade bottles, etc.). Teams are expected to leave the dugouts cleaner than they found them!

MINIMUM PLAY REQUIREMENTS

1. Each player must participate in each game for a minimum of twelve (12) defensive outs.
 - 1.1. The only exception to this rule is when the home team is ahead after 5 ½ innings or shortened games due to time-limit, weather, etc.
 - 1.2. Players that do not receive the required minimum playing time in a game must play the first 4 innings of the next scheduled game. A player who does not receive the required minimum playing time (with the exception of shortened games) due to manager error, will start the next game and play the full game.

- 1.2.1. There is free substitution, and players once removed from the game may re-enter.
However, no defensive substitutions will be allowed in the middle of an inning except for pitching changes or substitution due to injury.
2. No player shall sit more than one (1) inning until all other players on the roster have sat one (1) inning.
3. Every player must play an infield position for at least 2 inning in every regular season game, with the following exceptions:
 - 3.1. The game is suspended, called by the umpire, or ends prior to 6 complete innings being played. Players must play at least one inning in the infield in games that only go 5 or 5 1/2 innings.
 - 3.2. If a manager believes the player should not play the infield due to safety reasons, it is the manager's responsibility to inform the parent. If the parent disagrees, they may inform the Player Agent, who will make a final decision.

GAME TIME & GAME PLAY RULES

1. All games will be limited to 1 hour. No new inning will start if the time limit is exceeded. A new inning starts at the moment the third out is made completing the preceding completed inning. The official scorekeeper must document the start time of each game, which commences at first pitch.
2. All players on the team roster present for the game are included in the batting order.
3. When available, Ten (10) players will play on defense (4 outfielders). Players should rotate defensive positions during a game so that each player experiences each position as much as possible.
4. It is recommended that the coach pitcher pitch from down on one knee to provide a release point at a similar height to the batter. The coach pitcher can set up in front of the pitchers mound at their discretion to provide the most consistent and accurate pitching.
5. Each bater receives a maximum of six (6) pitches from the coach pitcher. If the batter swings and misses on the 6th pitch, the ball is to be placed on a tee. If the 6th pitch is unhittable or fouled off by the batter, another coach pitch is earned.
6. Each inning will have a maximum of seven batters per team. On the last batter, the batter and any baserunners run all the way home. An inning will end at the sooner of three outs or seven batters.
7. Batters / runners advance one base on each ball put in play that do not result in an out.
8. The catching position is optional.
9. Single A is a developmental division. No scores are kept.

T-BALL DIVISION RULES

AGE REQUIREMENTS

1. Baseball age 6 and 5-year-olds are eligible for T-Ball.

ON-FIELD COACHING

1. Coaches are allowed on the field on defense to provide live instruction.

GENERAL RULES

1. Teams are formed by the T-Ball Division Coordinator factoring, to the extent allowable, buddy requests included during registration, common schools, neighborhoods, etc.
2. Because of field capacity issues, SMNLL is not obligated to reschedule any games missed due to weather or other reasons.
3. The home team must provide a minimum of one volunteer (recommend two) that are responsible for preparing the game field which includes dragging the infield, putting out bases, chalking foul lines, batters boxes, etc.
4. Managers of teams playing the last game of the day are responsible for securing all league equipment (locking equipment gang boxes, locking fence gates, locking batting cages, etc.)
5. After each practice and game, each team is responsible for cleaning their dugouts from trash (snack wrappers, gum wrappers, water / Gatorade bottles, etc.). Teams are expected to leave the dugouts cleaner than they found them!

MINIMUM PLAY REQUIREMENTS

1. Each player must participate in each game for a minimum of twelve (12) defensive outs.
 - 1.1. The only exception to this rule is when the home team is ahead after 5 ½ innings or shortened games due to time-limit, weather, etc.
 - 1.2. Players that do not receive the required minimum playing time in a game must play the first 4 innings of the next scheduled game. A player who does not receive the required minimum playing time (with the exception of shortened games) due to manager error, will start the next game and play the full game.

- 1.2.1. There is free substitution, and players once removed from the game may re-enter.
However, no defensive substitutions will be allowed in the middle of an inning except for pitching changes or substitution due to injury.
2. No player shall sit more than one (1) inning until all other players on the roster have sat one (1) inning.
3. Every player must play an infield position for at least 2 inning in every regular season game, with the following exceptions:
 - 3.1. The game is suspended or ends prior to 6 complete innings being played. Players must play at least one inning in the infield in games that only go 5 or 5 1/2 innings.
 - 3.2. If a manager believes the player should not play the infield due to safety reasons, it is the manager's responsibility to inform the parent. If the parent disagrees, they may inform the Player Agent, who will make a final decision.

GAME TIME & GAME PLAY RULES

1. All games will be limited to 1 hour. No new inning will start if the time limit is exceeded. A new inning starts at the moment the third out is made completing the preceding completed inning. The official scorekeeper must document the start time of each game, which commences at first pitch.
2. All players on a the team roster present for the game are included in the batting order.
3. Ten players will play on defense (4 outfielders). Players should rotate defensive positions during a game so that each player experiences each position as much as possible.
4. Each inning will have a maximum of seven batters per team. On the last batter, the batter and any baserunners run all the way home. At some point during the season based on the development of the players, T-Ball managers can choose to introduce coach pitching. The T-Ball Division Coordinator is to be informed of the decision. Single A coach pitching rules would apply if coach pitching is introduced.
5. Batters / runners advance one base on each ball put in play that do not result in an out.
6. The catching position is optional.
7. T-Ball is a developmental division. No scores are kept.

WIFFLE BALL DIVISION RULES

AGE REQUIREMENTS

1. Baseball age 4 year-olds are eligible for Wiffle Ball.

ON-FIELD COACHING

1. Coaches are allowed on the field on defense to provide live instruction.

GENERAL RULES

1. Teams are formed by the Wiffle Ball Division Coordinator factoring, to the extent allowable, buddy requests included during registration, common schools, neighborhoods, etc.
2. Because of field capacity issues, SMNLL is not obligated to reschedule any games missed due to weather or other reasons.
3. Wiffle Ball games take place in the outfield area of the scheduled field. There is no required field preparation outside of putting down temporary bases.
4. Prior to the start of each game, both teams have a 15 – 20 minute practice focusing on fundamentals, most importantly teaching the kids how to catch and throw the ball properly. Using a Wiffle Ball can be a really effective way to teach kids the proper way to catch a ball and get them into good habits which serve them well in T-Ball the following season.
5. During the game, each batter hits the ball off a team. Each player has one turn batting each inning.
6. Coaches have the option to have each kid run around the bases after hitting the ball or going “station to station” with the last hitter (and any runners on base) running home after the ball is put in play.
7. All players play defense, and coaches do their best to have players set up in traditional positions aiming to teach them the basics of the game.
8. Time Limits – Games will be limited to 30 minutes.
9. Wiffle Ball is a developmental division. No scores are kept.

APPENDIX A – PROCEDURES FOR PLAYER PROMOTION

PRE-SEASON PERMANENT PROMOTIONS

Occasionally, subsequent to the Majors draft and prior to (or concurrent with) the PCL draft a player may decline to play in the league. When such a situation arises, it is the responsibility of the affected Majors manager to notify the Player Agent no later than 24 hours after learning of the potential withdrawal from the division and to provide the Player Agent with the names of five alternative Majors-eligible player candidates listed in order of preference. It is then the Player Agent's responsibility to notify the PCL Coordinator as soon as possible thereafter, such that the PCL Coordinator can inform the respective PCL managers regarding the potential loss of a player candidate.

MID-SEASON PERMANENT PROMOTIONS

1. Immediately upon learning of a player vacancy, the Player Agent shall compile a list of PCL players eligible for promotion to Majors ("eligible list"). The Player Agent shall promptly provide the eligible list to the Majors manager with the player vacancy.
2. Within one week of the receipt of the eligible list, the Majors manager must provide the Player Agent with a written roster identifying five choices for promotion listed in order of preference. The deadline communicated to the Majors manager for timely submission of the promotion roster to the Player Agent shall be in writing, specifying the time and date the roster is due.
3. As soon as possible, the Player Agent will arrange a face-to-face meeting or phone call with at least one parent of the first player selected by the Majors manager.
4. The selected player will have 72 hours from the meeting with the Player Agent to accept the promotion ("decision period"). Failure to timely accept promotion will result in the elected player's loss of future promotion during the current season. The Player Agent will notify the Majors manager of the player's decision. Once a selected player does not accept the promotion, the Player Agent will promptly repeat the promotion process with the next candidate selected by the Majors manager.
5. In the event that the first three candidates do not accept promotion, the Majors manager should begin preparation of another list of five candidates. The next list shall be provided to the Player Agent, no later than the end of the decision period for the fourth candidate.
6. In the event a Majors manager fails to timely provide the Player Agent with a roster of candidates, the Player Agent shall use his/her own discretion to select a PCL player for promotion from the eligible list. All applicable PCL promotion rules will still apply. If the candidate selected by the Player Agent does not accept promotion, the Player Agent shall continue to use his discretion in the election of additional candidates until the Majors manager provides the Player Agent with a written roster of candidates (Rule 2). The Player Agent will not use any tardy roster submitted by a Majors manager until the current candidate does not accept the promotion.
7. There shall be no contact between the Majors manager and the PCL prospect for promotion or his/her parents. All contacts must be through the Player Agent. The PCL manager should be notified

immediately after one of his/her players accepts a promotion. If a manager contacts a prospect, he or she loses the right to that player.

8. The lower division team from whom the player is promoted will not have another player promoted that season until all other teams have had a player promoted.
9. Once a player is promoted from PCL to Majors during the regular season, a player from AAA will be eligible for promotion to PCL and similarly from AA to AAA, and Single A to AA. Promotions occurring in the PCL and lower divisions only will also follow this process. The above referenced rules governing promotions apply to all divisions.

TEMPORARY CALL UPS

Managers of teams in the Majors Division must fill temporary roster absence by selecting a player from a Player Pool established by the Player Agent and consisting of PCL players that are age-eligible for the Majors Division. At least 72 hours' notice prior to the start of the game where a temporary player is needed to attempt to activate the player pool (see details on the player pool below). Anything less than that lead time increases the risk of a forfeit for the team needing a player.

Managers of teams in the PCL, AAA and AA divisions may use players from a Player Pool derived from either their equivalent division or a lower division to fill a temporary roster absence. Teams are NOT required to replace absent players, except when necessary, in Majors, PCL, and AAA, to field at least 9 players and in AA, to field at least 8⁵. To replace absent players, the team's manager must contact the Player Agent and request a player from the available pool of players.

PLAYER POOL - A player pool of eligible players shall be established by the Player Agent. Players eligible for the Majors Division Pool will be comprised of players from PCL and be age-eligible for Majors (i.e., 11 and 10-year-olds) and selected by the Player Agent⁶. Players will be selected from the pool as available and on a rotating basis. Managers may not request specific players from the pool.

POOL SELECTION – The Player Agent shall create a list, in random order, of all players selected and placed in the Player Pool. The Majors Player Pool will consist only of the 1st, 2nd, or 3rd highest ranked age-eligible player on each team in PCL. For lower levels there shall consist of 2 Player Pools. One which will consist of players to play in the same division and another for call-ups to a higher division. The Call-Up Player Pool shall consist of the 2 highest ranked age-eligible players on each team. The Intra Division Player Pool shall consist of players ranked between 4th and 10th on their current team. When a substitute player is needed, the Player Agent will start at the top of the list and contact players until a player is identified who is available and wants to play. If a player is contacted and wants to play but is unable to due to a conflict, that player shall remain at the top of the contact list.

Substituting players who are pulled from the Player Pool MAY NOT pitch, catch, play shortstop or first base in any game in which such players substitute, must play the minimum number of defensive innings, and are required to bat at least once. Substitute players must be placed in the lineup at the bottom of

⁵ Majors through AA can play with 8 players, but you can request temporary players to get you up to 10 maximum. For AA the maximum is 9 players.

⁶ Same concept applies for the AAA and AA Divisions

the batting order. No substitute should play in the field for more innings than a roster player who was present at the beginning of the game.