



SAN CLEMENTE LITTLE LEAGUE

2012 LOCAL RULES

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I. PURPOSE AND APPLICABILITY

San Clemente Little League (“SCLL”) is bound by the Little League Official Regulations and Playing Rules and the Little League Operating Manual published by Little League Baseball, Incorporated. The following Local Rules are intended to supplement those publications and provide parents and players an understanding of how SCLL administers its volunteer policy, divisions and teams.

II. VOLUNTEER POLICY

- A. **Purpose.** SCLL is a 100% volunteer organization. The volunteering of one’s time is an action that fits with the ideals and objectives of Little League Baseball. Children learn the value of service and giving to others by watching their parents volunteer. SCLL aims to see that all parents volunteer in one way or another and depends upon every parent to donate time in order to ensure a well-run program upon which the players can rely.
- B. **Qualification.** Every volunteer shall complete a Little League Volunteer Application, provide a copy of his/her driver’s license and submit to a background check made by SCLL at no cost to the volunteer.
- C. **Volunteer Roles.** There is an opportunity for every adult to volunteer his/her time for SCLL’s benefit. Some of these roles include Manager, Coach, Umpire, Team Parent, Scorekeeper, Field Volunteer, Snack Bar Volunteer and Special Event Volunteer. If a parent has not already assumed a volunteer role prior to the season starting, he/she is encouraged to cooperate with his/her child’s Team Parent in filling the team’s volunteer duties.
- D. **Significant Volunteer Service.** Only volunteers that demonstrate significant volunteer service in and for the benefit of SCLL will earn the privilege of being a Regular Member of SCLL and holding voting rights per the SCLL Constitution. *Significant volunteer service is defined as actively and continually contributing to any volunteer role for the benefit of a particular team throughout the entire playing season. It is doing one’s “fair share” of the work necessary to meet the team’s, division’s or League’s needs.* The Team Parent shall keep a record of every parent’s volunteer service given for the benefit of that team, division and/or SCLL. Such record, along with the Team Parent’s evaluation of which parents met his/her volunteer requirement, will be given to the Vice President upon request in order to monitor SCLL’s Volunteer Policy and maintain a proper Membership roster.
- E. **Volunteer Umpire Policy.** All Upper Division teams are responsible for providing volunteers to act as umpires to officiate the League’s Upper Division games. SCLL and/or District 68 will provide opportunities for anyone interested in becoming a volunteer umpire to attend a training class that will qualify him/her as such. Once qualified, all volunteer umpires will have access to a scheduling system to assure game coverage. Each volunteer umpire will earn points for his/her service, and the volunteer umpire may assign such points to any particular team he/she has identified to SCLL’s Umpire in Chief (UIC). Each Upper Division team must achieve a certain amount of umpire points by the end of the Regular Season or face discipline at the Board of Director’s discretion. Umpire points will be monitored by the UIC. The point values and team requirements will be distributed to the managers prior to the beginning of the season.
- F. **Penalties for Failure to Accumulate Sufficient Volunteer Umpire Points.** SCLL’s intent is to assure officiating coverage for all Upper Division games. Managers and coaches devote abundant hours for the benefit of SCLL, so it is incumbent upon the other parents to volunteer their time as umpires and help their teams achieve enough points. The League benefits more from volunteers donating their time to umpire games than imposing penalties on offending teams. However, in order to encourage all teams to do their fair share of this important job, the following process and penalty structure will be utilized if necessary:
1. **Appeal and Reconciliation Process:** The UIC will notify the team manager if his team has not accumulated enough umpire points by Spring Break and the end of the Regular Season. The chart below lists the penalty that can be imposed on the team for such insufficiency. The manager can opt to do nothing and have the penalty imposed on his team or he may request a hearing in front of a Board of Directors’ committee established for such purpose. The meeting shall take place within seven days at which time the manager may explain any circumstances that led to his team’s current position. After hearing from the manager and considering all circumstances, the committee shall decide upon an appropriate course of action. Such action could be imposing the stated penalty, waiving the penalty or requiring some type of equitable recompense from the team, including but not limited to, monetary assessments, suspension of the manager and/or coaches or forfeiture of one or more games.

2. *Penalties:* The following chart outlines the penalties that will be imposed on a team that does not achieve sufficient volunteer umpire points. A team will be deemed to have made up its umpire points once a volunteer umpire schedules himself/herself to officiate a game.

<u>Insufficiency</u>	<u>Penalty</u>
Less than 30% of total points at Spring Break	<i>For all teams:</i> Manager is suspended from all baseball activity for one week starting the first week after Spring Break.
Met 85-99% of total points at end of regular season	<i>For all teams:</i> Remaining umpire points must be made up during the City TOC or the manager is suspended for the 1 st game of the City TOC and he will remain suspended until points are made up.
Met 76-84% of total points at end of regular season	<i>For all teams:</i> Manager is suspended for the 1 st game of the City TOC (District TOC for Juniors) and team must make up rest of points during the City TOC. Manager remains suspended until points are made up.
Met 61-75% of total points at end of regular season	<i>For AA-Majors:</i> Team forfeits the 1 st game in the City TOC and points must be made up during the City TOC. <i>For Juniors:</i> Manager is suspended for the 1 st game of the District TOC and team must make up rest of points during the City TOC. Manager remains suspended until points are made up.
Less than 60% of total points at end of regular season	<i>For AA-Majors:</i> Team forfeits privilege of playing in the City TOC. <i>For Juniors:</i> Manager is suspended from all baseball activity for a minimum of one week following the regular season. Such suspension must include the 1 st game of the District TOC. Manager remains suspended until points are made up.

III. **STRUCTURE OF SCLL**

- A. **Boundary Line.** SCLL may only select players from within its official boundary line. SCLL's boundary map may be found at: <http://www.district68.com/images/SanClementeLittleLeague.pdf>.
- B. **League Age.** League Age is the age the player is determined to be for the Regular Season. It is the age the player will be on or before April 30th of the playing year.
- C. **Divisions of Play.** SCLL has various divisions of play, structured by League Age and developmental purpose. The Lower Divisions consist of Tee Ball, Rookie (coach pitch) and Single A (machine pitch). The Upper Divisions are all player pitch and consist of AA, AAA Minor, AAA, Majors, Juniors and Seniors. SCLL also has a Challenger Division that enables boys and girls with physical and mental challenges to enjoy the game of baseball.
- D. **Refunds.** SCLL will issue a full refund of a player's registration fee if, prior to Player Evaluations, the parents tell the Player Agent that their child will not be participating in SCLL. There are no refunds after Player Evaluations.

IV. **MANAGER SELECTION AND REQUIREMENTS**

- A. **Selection and Appointment.** Any adult may request to be a Team Manager. Such request should be delivered to the Junior, Upper or Lower Division Commissioner or the President. The Commissioners will put together the list of the potential managers for review by the Manager Selection Committee. That committee will present a slate of manager candidates to the President for appointment. The Board of Directors must then approve the appointment.
- B. **Requirements.** All managers must be appropriately qualified as a volunteer per SCLL's Volunteer Policy. Managers shall be responsible for their teams and must exercise good sportsmanship at all times on the field. Managers must attend the following clinics before the start of the Regular Season or face discipline by the Board of Directors:
1. *Manager Rules Clinic.* Upper Division managers must attend.
 2. *Manager Safety Meeting.* All managers must attend.
 3. *Training Clinic.* All managers must attend.
 4. *Positive Coaching Alliance Clinic.* All managers must attend or complete the online program and provide a copy of the certificate of completion.

- C. **Communication.** All managers must make the Player Agent aware if any player misses two consecutive games for any reason. All managers are encouraged to rely on his/her Division Commissioner for guidance and maintain an open channel of communication with him.
- D. **Penalties.** Any manager who is found in violation of any rule in the Official Regulations and Playing Rules or in these Local Rules will first receive a warning from his/her Division or Chief Commissioner. Upon a subsequent violation, the manager will be suspended for one game.

V. SENIOR DIVISION RULES

- A. **Structure.** SCLL will work with District 68 in providing the opportunity for players to participate in the Senior Division based on demand and need for the playing season. The District will determine any intra-divisions of play.
- B. **Eligibility.** League Age 16, 15 and 14 year olds are eligible for participation in the Senior Division.
- C. **Player Evaluations.** SCLL will work with District 68 in assuring that all eligible players who wish to participate in the Senior Division have the opportunity to be evaluated by the team managers prior to the selection of teams.
- D. **Team Formation.** SCLL will work with District 68 to assure a fair selection process to achieve balanced teams.

VI. JUNIOR DIVISION RULES

- A. **Structure.** The Board of Directors shall determine the number of teams and intra-divisions of play (i.e. American, Central and National) prior to the selection of the Junior Division managers and according to the demand and need for the playing season.
- B. **Eligibility.** League Age 14, 13 and 12 year olds are eligible for participation in the Juniors Division. Any League Age 12 year old participating at the Junior Division level automatically becomes ineligible for the Majors All Star Team.
- C. **Player Evaluations.** Player evaluations will be held prior to the draft at a location to be announced by the Board of Directors and communicated to all registered players. Managers will attend the Player Evaluation. Each player will have the opportunity to participate in drills on which the managers will evaluate his/her level of skill. Only players who attended the Player Evaluation will be eligible for the draft. Player who did not attend the Player Evaluation will be placed on a Waiting List and will be eligible for placement on a team if room allows.
- D. **Draft.** Player selection will take place in a manner outlined by the Little League Operating Manual.
- E. **Season and Game Format.** Season and game format will comply with the District's management, scheduling and rules for the Juniors Division.

VII. MAJORS DIVISION RULES

- A. **Structure.** The Board of Directors shall determine the number of teams prior to the selection of the managers. SCLL plays a divisional format, thus there will be an American League and a National League for this division.
- B. **Eligibility.** All League Age 12 year olds must be drafted into the Majors Division unless he/she has elected to participate in and is drafted into the Juniors Division or has been given allowance per Regulation V(a) of the Official Regulations and Playing Rules. League Age 11 year olds are eligible to be drafted into the Majors Division.
- C. **Player Evaluations.** Player evaluations will be held prior to the draft at a location to be announced by the Board of Directors and communicated to all registered players. Managers will attend the Player Evaluation. Each player will have the opportunity to participate in drills on which the managers will evaluate his/her level of skill. Only players who attended the Player Evaluation will be eligible for the draft. Player who did not attend the Player Evaluation will be placed on a Waiting List and will be eligible for placement on a team if room allows.

- D. **Draft.** The purpose of the draft is to achieve fair and balanced teams throughout the division.
1. *Draft Order.* All managers will draw numbers to determine draft order. These numbers also determine in which league the team is placed. Odd numbers will represent the American League and even numbers will represent the National League. The draft is conducted in serpentine order and will proceed for twelve rounds.
 2. *Managers' Children.* A manager must draft his League Age 12 child by the third round. A manager must draft his League Age 11 child by the fourth round. A manager with more than one child playing in this division must draft them within consecutive rounds.
 3. *Sibling Relationships.* Siblings playing in this division must be drafted by the same team unless expressly waived by the players' parents. All siblings must be drafted within consecutive rounds. The only exception to this rule occurs when the manager has the duty to draft his own child in the next round. In such a case, the sibling yet to be drafted must be drafted in the next available round.
 4. *Trades.* Only trades within the same league will be allowed. All trades must be finalized by the managers and communicated to the Player Agent the night of the draft and before any manager leaves the draft room. Trades are not official until approved by the Board of Directors. The Player Agent will seek such approval within twenty-four hours of the draft. Managers may not communicate with the traded players until they have received Board of Directors' approval to do so.
- E. **Player Movement Policy.** If a team loses any player on its roster, the manager shall inform the Player Agent of such loss within twenty-four hours. That team will receive the first eligible replacement player from the Waiting List maintained by the Player Agent. If no eligible player is available on the Waiting List, the manager shall select as a replacement a League Age 11 year old from the same league (American or National) of the AAA Division who was originally drafted into the AAA Division. The Player Agent shall contact the selected replacement player's parents to inform them of the vacancy and selection. If the selected AAA Division player refuses to move up to the Majors Division team, he/she forfeits any subsequent opportunity to move up during the rest of the playing season. No player will be called up to a Majors Division team in the last two weeks of the Regular Season.
- F. **City Tournament of Champions.** After the Regular Season, each league will participate in its own double-elimination City Tournament of Champions (TOC). Seeding in the City TOC will be by Regular Season standings.
1. *Tie-Breaker Rules.* Within a league, if two teams have the same Regular Season record, SCLL will compare the following in the order stated to determine the winner: league record; record in head-to-head games; volunteer umpire points achieved; lowest runs allowed in head-to-head games; lowest runs allowed in league games; lowest runs allowed overall; coin flip.
- G. **District Tournament of Champions.** Two teams from the American League and two teams from the National League will represent SCLL in the District TOC. For each league, the team with the best Regular Season record will advance to the District TOC. The winner of each league's City TOC will also advance to the District TOC. If the City TOC winner is already advancing to the District TOC by virtue of the Regular Season standings, then the runner-up in the City TOC will advance to the District TOC. The winner of the Regular Season will get to pick its draw in the District TOC first.
- H. **Game Rules.** Playing rules will follow those set forth in the Official Regulations and Playing Rules with the following additional rules:
1. *Continuous Batting Order.* All teams will use a continuous batting order.
 2. *Pitching.* Any pitcher throwing more than fifty pitches in one game will require both a game's rest and three calendar day's rest.
 3. *Minimum Play.* Every player on a team roster who is eligible and physically present at the start of the game will participate in a minimum of nine defensive outs or three innings. The exceptions to this rule are as follows:
 - (a) If the visiting team does not take the field for the last half of the sixth inning (thus, only completing five innings of field play), the minimum play requirement will be six defensive outs or two innings; or

- (b) For any other game ending in less than six complete innings, including games called due to the “mercy rule,” the minimum play requirement will be six defensive outs or two innings.
- 4. *Start of Games.* All games should start at their posted time. If a game’s start is delayed due to the previous game, the subsequent game shall start no later than fifteen minutes after the end of the previous game. For all games, the start time will be announced by the Plate Umpire and recorded in the official scorebook for that game.

VIII. AAA DIVISION RULES

- A. **Structure.** The Board of Directors shall determine the number of teams prior to the selection of the managers. SCLL plays a divisional format, thus there will be an American League and a National League for this division.
- B. **Eligibility.** All remaining League Age 11 year olds must be drafted into the AAA Division. League Age 10 year olds are eligible to be drafted into the AAA Division. There may be a limited number of roster openings for League Age 9 year olds to be drafted into the AAA Division. The Board of Directors will determine whether such roster openings are available, and if so, the Player Agent will inform the AAA managers of this number prior to the start of the draft. Any such number of League Age 9 year olds drafted into the AAA Division will be equally divided among the American and National leagues.
- C. **Player Evaluations.** Player evaluations will be held prior to the draft at a location to be announced by the Board of Directors and communicated to all registered players. Managers will attend the Player Evaluation. Each player will have the opportunity to participate in drills on which the managers will evaluate his/her level of skill. Only players who attended the Player Evaluation will be eligible for the draft. Player who did not attend the Player Evaluation will be placed on a Waiting List and will be eligible for placement on a team if room allows.
- D. **Draft.** The purpose of the draft is to achieve fair and balanced teams throughout the division.
 - 1. *Draft Order.* All managers will draw numbers to determine draft order. These numbers also determine in which league the team is placed. Odd numbers will represent the American League and even numbers will represent the National League. The draft is conducted in serpentine order and will proceed for twelve rounds.
 - 2. *Managers’ Children.* A manager must draft his child by the third round. A manager with more than one child playing in this division must draft them within consecutive rounds.
 - 3. *Sibling Relationships.* Siblings playing in this division must be drafted by the same team unless expressly waived by the players’ parents. All siblings must be drafted within consecutive rounds. The only exception to this rule occurs when the manager has the duty to draft his own child in the next round. In such a case, the sibling yet to be drafted must be drafted in the next available round.
 - 4. *Trades.* Only trades within the same league will be allowed. All trades must be finalized by the managers and communicated to the Player Agent the night of the draft and before any manager leaves the draft room. Trades are not official until approved by the Board of Directors. The Player Agent will seek such approval within twenty-four hours of the draft. Managers may not communicate with the traded players until they have received Board of Directors’ approval to do so.
- E. **Player Movement Policy.** If a team loses any player on its roster, the manager shall inform the Player Agent of such loss within twenty-four hours. That team will receive the first eligible replacement player from the Waiting List maintained by the Player Agent.
- F. **City Tournament of Champions.** See Local Rule VII(F).
- G. **District Tournament of Champions.** See Local Rule VII(G).

- H. **Game Rules.** Playing rules will follow those set forth in the Official Regulations and Playing Rules with the following additional rules:
1. *Pitching.* Any pitcher throwing more than fifty pitches in one game will require both a game's rest and three calendar day's rest.
 2. *Minimum Play.* Every player on a team roster who is eligible and physically present at the start of the game will participate in a minimum of nine defensive outs or three innings. The exceptions to this rule are as follows:
 - (a) If the visiting team does not take the field for the last half of the sixth inning (thus, only completing five innings of field play), the minimum play requirement will be six defensive outs or two innings; or
 - (b) For any other game ending in less than six complete innings, including games called due to the "mercy rule," the minimum play requirement will be six defensive outs or two innings.
 4. *Start of Games.* All games should start at their posted time. If a game's start is delayed for any reason, the official start time will remain the scheduled start time and not the actual start time. Time limits will run from the scheduled start time and not the actual start time. No new inning can start after two hours. All games will end at the two hour and twenty minute mark. If a batter is at the plate with at least a one-pitch count at this end mark, the batter will be allowed to complete the at-bat. If the home team takes the lead after the two hour mark, the game ends and the home team is declared the winner since no new inning can start. If the home team is tied at the end mark, the game will end in a tie. Any other game ended after the end mark without the inning being completed shall revert back to the last complete inning played to determine the final score.
 5. *Mercy Rule.* There is a five run limit per side per inning up until the last inning per the umpire's call.

IX. AAA MINOR DIVISION RULES

- A. **Structure.** The Board of Directors shall determine the number of teams prior to the selection of the managers. SCLL plays a divisional format, thus there will be an American League and a National League for this division.
- B. **Eligibility.** All remaining League Age 10 year olds must be drafted into the AAA Minor Division. League Age 9 year olds are eligible to be drafted into the AAA Minor Division. There may be a limited number of roster openings for League Age 8 year olds to be drafted into the AAA Minor Division. The Board of Directors will determine whether such roster openings are available, and if so, the Player Agent will inform the AAA Minor managers of this number prior to the start of the draft. Any such number of League Age 8 year olds drafted into the AAA Minor Division will be equally divided among the American and National leagues.
- C. **Player Evaluations.** Player evaluations will be held prior to the draft at a location to be announced by the Board of Directors and communicated to all registered players. Managers will attend the Player Evaluation. Each player will have the opportunity to participate in drills on which the managers will evaluate his/her level of skill. Only players who attended the Player Evaluation will be eligible for the draft. Player who did not attend the Player Evaluation will be placed on a Waiting List and will be eligible for placement on a team if room allows.
- D. **Draft.** The purpose of the draft is to achieve fair and balanced teams throughout the division.
1. *Draft Order.* All managers will draw numbers to determine draft order. These numbers also determine in which league the team is placed. Odd numbers will represent the American League and even numbers will represent the National League. The draft is conducted in serpentine order and will proceed for twelve rounds.
 2. *Managers' Children.* A manager must draft his child by the third round. A manager with more than one child playing in this division must draft them within consecutive rounds.
 3. *Sibling Relationships.* Siblings playing in this division must be drafted by the same team unless expressly waived by the players' parents. All siblings must be drafted within consecutive rounds. The only

exception to this rule occurs when the manager has the duty to draft his own child in the next round. In such a case, the sibling yet to be drafted must be drafted in the next available round.

4. **Trades.** Only trades within the same league will be allowed. All trades must be finalized by the managers and communicated to the Player Agent the night of the draft and before any manager leaves the draft room. Trades are not official until approved by the Board of Directors. The Player Agent will seek such approval within twenty-four hours of the draft. Managers may not communicate with the traded players until they have received Board of Directors' approval to do so.
- E. **Player Movement Policy.** If a team loses any player on its roster, the manager shall inform the Player Agent of such loss within twenty-four hours. That team will receive the first eligible replacement player from the Waiting List maintained by the Player Agent.
- F. **Regular Season.** The focus of the AAA Minor Division is to develop the player, and as such, this division is not to be considered competitive. No standings shall be kept.
- G. **City Tournament of Champions.** After the completion of the Regular Season, each league will have its own double-elimination City TOC. Seeding for this tournament will be based on a blind draw.
- H. **Game Rules.** See Local Rule VIII(H) with the following additional and/or different rules:
 1. **Stealing Home.** Until Spring Break, runners may not steal home plate. After Spring Break, runners may steal home plate. Additionally, until Spring Break, runners may only advance one base on each steal attempt, even if there is an opportunity to advance farther. After Spring Break, runners may steal freely.
 2. **Minimum Play.** Each player must play three consecutive outs in an infield position. Each player may not be held out for two consecutive defensive innings. These extra requirements may only be waived if the team manager, Division Commissioner and Player Agent determine the player's safety would be at risk or if so requested by the player's parents.

X. AA DIVISION RULES

- A. **Structure.** The Board of Directors shall determine the number of teams prior to the selection of the managers. SCLL plays a divisional format, thus there will be an American League and a National League for this division.
- B. **Eligibility.** All remaining League Age 9 year olds and all League Age 8 year olds requesting to participate in this division must be drafted into the AA Division. The Player Agent shall have managed the registration list of these age groups so that no League Age 8 year old who wishes to play in the AA Division will be left out of this draft. There may be a limited number of roster openings for League Age 7 year olds to be drafted into the AA Division. The Board of Directors will determine whether such roster openings are available, and if so, the Player Agent will inform the AA managers of this number prior to the start of the draft. Any such number of League Age 7 year olds drafted into the AA Division will be equally divided among the American and National leagues unless that number is one.
- C. **Player Evaluations.** Player evaluations will be held prior to the draft at a location to be announced by the Board of Directors and communicated to all registered players. Managers will attend the Player Evaluation. Each player will have the opportunity to participate in drills on which the managers will evaluate his/her level of skill. Only players who attended the Player Evaluation will be eligible for the draft. Player who did not attend the Player Evaluation
- D. **Draft.** The purpose of the draft is to achieve fair and balanced teams throughout the division.
 1. **Draft Order.** All managers will draw numbers to determine draft order. These numbers also determine in which league the team is placed. Odd numbers will represent the American League and even numbers will represent the National League. The draft is conducted in serpentine order and will proceed for twelve rounds.
 2. **Managers' Children.** A manager must draft his child by the third round. A manager with more than one child playing in this division must draft them within consecutive rounds.

3. *Sibling Relationships.* Siblings playing in this division must be drafted by the same team unless expressly waived by the players' parents. All siblings must be drafted within consecutive rounds. The only exception to this rule occurs when the manager has the duty to draft his own child in the next round. In such a case, the sibling yet to be drafted must be drafted in the next available round.
 4. *Trades.* Only trades within the same league will be allowed. All trades must be finalized by the managers and communicated to the Player Agent the night of the draft and before any manager leaves the draft room. Trades are not official until approved by the Board of Directors. The Player Agent will seek such approval within twenty-four hours of the draft. Managers may not communicate with the traded players until they have received Board of Directors' approval to do so.
- E. **Player Movement Policy.** If a team loses any player on its roster, the manager shall inform the Player Agent of such loss within twenty-four hours. That team will receive the first eligible replacement player from the Waiting List maintained by the Player Agent.
- F. **Regular Season.** The focus of the AA Division is to develop the player, and as such, this division is not to be considered competitive. No standings shall be kept.
- G. **City Tournament of Champions.** After the completion of the Regular Season, each league will have its own double-elimination City TOC. Seeding for this tournament will be based on a blind draw.
- H. **Game Rules.** See Local Rule VIII(H) with the following additional and/or different rules:
1. *Steals.* Until Spring Break, runners may not steal any base. After Spring Break, runners may steal any base except home plate. Additionally, runners may only advance one base on each steal attempt, even if there is an opportunity to advance farther.
 2. *Walks.* To encourage hitting, there shall be no walks in this Division. If the pitcher has thrown four balls, a coach on the batter's team will pitch to the batter. The batter will carry the strike count. All coach pitches will count as strikes regardless of the quality of the pitch or whether or not the batter swings at the pitch. If the batter does not hit a fair or foul ball off the final strike, he/she will be retired.
 3. *Minimum Play.* Each player must play three consecutive outs in an infield position. Each player may not be held out for two consecutive defensive innings. These extra requirements may only be waived if the team manager, Division Commissioner and Player Agent determine the player's safety would be at risk or if so requested by the player's parents.

XI. SINGLE A DIVISION RULES

- A. **Structure and Eligibility.** Single A Division is machine pitch baseball and is primarily for League Age 7 year olds. If a League Age 8 year old, who has not played Single A previously, wishes to play in this division, he/she will likely be allowed to do so. Whether or not a League Age 6 year old will be allowed to play in this division will depend upon the registration numbers and the make-up of the teams. If a League Age 6 year old is allowed to participate in the Single A division, such allowance does not entitle that player to move up to the AA Division the following year.
- B. **Season Format.** No standings will be kept or official scorekeeping made. There will be no post-season, play-off or tournament play at the end of the Regular Season.
- C. **Game Format.** Games shall be three innings or an hour and a half, whichever comes first. The batting order shall include all rostered players and shall be continuous. Outs will be honored, however, there will be no switching of sides when three outs are made by the defensive team. The side will only be retired when all players have batted one time. If a batter is struggling to hit off of the machine, he/she shall be allowed to hit off the tee. Bunting is not permitted. There will be no calling of balls or strikes. There is no base stealing. There is no infield fly rule. The player in the pitcher's position shall stay outside of the ten-foot pitching machine circle. If a ball is overthrown, the runner will be permitted to advance up to one base at his/her own risk. Catchers must wear full protective gear. Up to three defensive coaches are permitted to be on the field in fair territory for instructional purposes, and they are prohibited from touching any live ball. If a ball accidentally touches a coach, the ball shall remain live. There shall be no protests.

XII. ROOKIE DIVISION RULES

- A. **Structure and Eligibility.** Rookie Division is coach pitch baseball and is primarily for League Age 6 year olds. If a League Age 7 year old, who has not played Rookie Division previously, wishes to play in this division, he/she will likely be allowed to do so. Whether or not a League Age 5 year old will be allowed to play in this division will depend upon the registration numbers and the make-up of the teams. If a League Age 5 year old is allowed to participate in the Rookie division, such allowance does not entitle that player to move up to the Single A Division the following year.
- B. **Season Format.** No standings will be kept or official scorekeeping made. There will be no post-season, play-off or tournament play at the end of the Regular Season.
- C. **Game Format.** Games shall be three innings or an hour and a half, whichever comes first. The batting order shall include all rostered players and shall be continuous. Outs will be honored after Spring Break, however, there will be no switching of sides when three outs are made by the defensive team. The side will only be retired when all players have batted one time. If a batter is struggling to hit off of the coach, he/she shall be allowed to hit off the tee. Bunting is not permitted. There will be no calling of balls or strikes. There is no base stealing. There is no infield fly rule. If a ball is overthrown, the runner will be permitted to advance up to one base at his/her own risk. Catchers must wear full protective gear. After Spring Break, the runner will be allowed an extra base if the hit reaches the outfield. Up to three defensive coaches are permitted to be on the field in fair territory for instructional purposes, and they are prohibited from touching any live ball. If a ball accidentally touches a coach, the ball shall remain live. There shall be no protests.

XIII. TEE BALL RULES

- A. **Structure and Eligibility.** Tee Ball Division is primarily for League Age 5 year olds. If a League Age 6 year old, who has not played Tee Ball Division previously, wishes to play in this division, he/she will likely be allowed to do so.
- B. **Season Format.** No standings will be kept or official scorekeeping made. There will be no post-season, play-off or tournament play at the end of the Regular Season.
- C. **Game Format.** Games shall be three innings or an hour and fifteen minutes, whichever comes first. The batting order shall include all rostered players and shall be continuous. No outs will be honored in this division. The side will only be retired when all players have batted one time. Bunting is not permitted. There will be no calling of balls or strikes. There is no base stealing. There is no infield fly rule. After Spring Break, and only upon agreement by both managers, coach pitch is allowed. Up to three defensive coaches are permitted to be on the field in fair territory for instructional purposes, and they are prohibited from touching any live ball. If a ball accidentally touches a coach, the ball shall remain live. There shall be no protests.

XIV. CHALLENGER DIVISION RULES

- A. **Structure and Eligibility.** The Challenger Division is for boys and girls with physical and mental disabilities to enjoy the game of baseball. This division is open to children League Age 5 through 18 (or 22, if the player is in high school). There is no residency restriction in this division, and as such, any player who wishes to participate in the SCLL Challenger Division may apply regardless of where he/she lives.
- B. **Season Format.** SCLL will coordinate with other local leagues to schedule games during the playing season. No standings will be kept or official scorekeeping made. There will be no post-season, play-off or tournament play at the end of the Regular Season.
- C. **Game Format.** The managers will agree before play on the length of the game, up to three innings. The batting order shall include all rostered players and shall be continuous. No outs will be honored in this division. The side will only be retired when all players have batted one time. Bunting is not permitted. There will be no calling of balls or strikes. There is no base stealing. There is no infield fly rule. If a ball is overthrown, the runner will be permitted to advance up to one base at his/her own risk. Catchers must wear full protective gear. There shall be no protests. Challenger players may have "buddies" with them on the field and during their at bats to encourage and offer any help in order to achieve a fun experience.

XV. ALL STAR TEAMS – PURPOSE AND STRUCTURE

In recognition of player talent, effort and sportsmanship, and to represent SCLL in District, Regional, Sectional and National Tournaments, SCLL will field All Start teams at the end of the TOC season. SCLL also recognizes skill and sportsmanship in coaching by selecting All Star managers and coaches. All Star notifications will comply with Little League Baseball, Incorporated’s guidelines. The All Star teams, created from specific SCLL divisions, are as follows:

Junior All Star Team	13U All Star Team
Majors All Star Team – American	Majors All Star Team – National
11 Year Old All Star Team – American	11 Year Old All Star Team - National
9/10 All Star Team – American	9/10 All Star Team – National
9 Year Old All Star Team – American	9 Year Old All Star Team - National

If a Senior All Star Team is to be fielded, SCLL will work with District 68 to achieve the selection of this team.

For each All Star team, the elected All Star Manager, Player Agent and President will resolve all ties and/or player disputes with the President having the final authority.

XVI. JUNIOR ALL STAR TEAM

The Executive Committee will select the Junior All Star Manager and the Junior All Star Coach from managers and coaches in the Junior Division. The selected Manager and Coach and the SCLL President will select up to fourteen players for the Junior All Star Team from a list of eligible players. An eligible player is defined as any player League Age 13 or 14 who has participated in 60% of the Regular Season Junior Division games as of June 15th of the playing year with the exception of a middle school, junior high or high school baseball program.

XVII. 13U ALL STAR TEAM

The Executive Committee will select the 13U All Star Manager and the 13U All Star Coach from managers and coaches in the Junior Division. The selected Manager and Coach and the SCLL President will select up to fourteen players for the 13U All Star Team from a list of eligible players. An eligible player is defined as any player League Age 12 or 13 who has participated in 60% of the Regular Season Junior Division games as of June 15th of the playing year with the exception of a middle school, junior high or high school baseball program.

XVIII. MAJORS ALL STAR TEAM

The following process is repeated for both the American and the National Leagues:

- A. *Manager and Coach Selection.* The Board of Directors shall consider all Majors managers and rostered coaches for the position of Majors All Star Manager and Coach. The Majors All Star Manager will then select his second coach at his discretion and with Board of Directors’ approval.
- B. *Player Selection.* An eligible player for the Majors All Star Team is defined as any player League Age 11 or 12 who has participated in 60% of the Regular Season Majors Division games. There shall be a minimum of twelve players on the Majors All Star Team. The President and the Player Agent shall appoint an Audit Committee to manage the Player Selection process and tally the votes. No member of this Audit Committee shall have a child in the Majors Division.
 - 1. Before the last week of the Regular Season, each Majors team will vote for six of its own eligible players to be placed on the Majors All Star master ballot. Each player will cast one vote for up to six of his eligible teammates. Each manager and the two rostered coaches will cast one vote for a minimum of four (no maximum) of the eligible players. The manager and coach votes will count double.
 - 2. Player votes will be tallied and added to the double-counted manager and coach votes. The top six vote getters from each Majors team will be placed on the Majors All Star master ballot.

3. If a League Age 11 year old advances to the Majors All Star master ballot, his/her parents will be informed of such fact. They may decline such consideration in favor of their child being listed on the 11 Year Old All Star master ballot only.
4. The Majors All Star master ballot will then be distributed to the Majors teams for the final vote. Players will cast one vote for up to thirteen players for the Majors All Star Team. Each manager and coach must vote for exactly nine players on the Majors All Star master ballot. Players, managers and coaches may not vote for players from their own team.
5. The players' votes are tallied, and the top five vote getters will be deemed Majors All Star Team Members.
6. The managers' and coaches' votes are tallied (they are not double-counted during this master ballot round of voting), and the top four vote getters will be deemed Majors All Star Team Members. If any of the managers'/coaches' top four vote getters are already on the Majors All Star Team by virtue of the players' vote, then the next vote getter from the managers'/coaches' list is chosen until all four spots are filled.
7. If a League Age 11 year old remains on the Majors All Star master ballot, he/she will only make the Majors All Star team if he/she is within the top six overall vote getters when all votes are combined.
8. The Majors All Star Manager selects the rest of the players for this team from the remaining nominees on the Majors All Star master ballot with the exception of any League Age 11 year old.
9. The Majors All Star Manager may request an exception to a player selection rule but must receive Board of Directors' approval for any such inclusion on the team.

XIX. 11 YEAR OLD ALL STAR TEAM

The following process is repeated for both the American and the National Leagues:

- A. *Manager and Coach Selection.* The Board of Directors shall consider all Majors managers and rostered coaches for the position of 11 Year Old All Star Manager and Coach. The 11 Year Old All Star Manager will then select his second coach at his discretion and with Board of Directors' approval.
- B. *Player Selection.* An eligible player for the 11 Year Old All Star Team is defined as any player League Age 11 who has participated in 60% of the Regular Season Majors Division games. Additionally, any player League Age 11 who has participated in 60% of the Regular Season AAA Division games and who has been nominated for consideration for this team by his/her AAA Division manager is eligible for this team. There shall be a minimum of twelve players on the 11 Year Old All Star Team. The President and the Player Agent shall appoint an Audit Committee to manage the Player Selection process and tally the votes. No member of this Audit Committee shall have a child in the Majors Division or AAA Division.
 1. All League Age 11 year old Majors Division players will automatically be placed on the 11 Year Old All Star master ballot.
 2. Immediately after the Majors All Star master ballot vote, the 11 Year Old All Star master ballot will be distributed to the Majors teams for the final vote. Players will cast one vote for up to thirteen players for the 11 Year Old All Star Team. Each manager and coach must vote for exactly nine players on the 11 Year Old All Star master ballot. Players, managers and coaches may not vote for players from their own team.
 3. The players' votes are tallied, and the top five vote getters will be deemed 11 Year Old All Star Team Members. If one such player has already been voted on the Majors All Star Team, then the next players' vote getter will be chosen on the 11 Year Old All Star Team.
 4. The managers' and coaches' votes are tallied (they are not double-counted during this master ballot round of voting), and the top four vote getters will be deemed 11 Year Old All Star Team Members. If any of the managers'/coaches' top four vote getters are already on the 11 Year Old All Star Team by virtue of the players' vote, then the next vote getter from the managers'/coaches' list is chosen until all four spots are filled.

5. The 11 Year Old All Star Manager selects the rest of the players for this team from the remaining nominees on the 11 Year Old All Star master ballot or from the nominated League Age 11 year old players from the AAA Division.
6. The 11 Year Old All Star Manager may request an exception to a player selection rule but must receive Board of Directors' approval for any such inclusion on the team.

XX. 9/10 YEAR OLD ALL STAR TEAM

The following process is repeated for both the American and the National Leagues:

- A. *Manager and Coach Selection.* The Board of Directors shall consider all AAA managers and rostered coaches for the position of 9/10 Year Old All Star Manager and Coach. The 9/10 Year Old All Star Manager will then select his second coach at his discretion and with Board of Directors' approval.
- B. *Player Selection.* An eligible player for the 9/10 Year Old All Star Team is defined as any player League Age 9 or 10 who has participated in 60% of the Regular Season AAA Division games. There shall be a minimum of twelve players on the 9/10 Year Old All Star Team. The President and the Player Agent shall appoint an Audit Committee to manage the Player Selection process and tally the votes. No member of this Audit Committee shall have a child in the AAA Division.
 1. Before the last week of the Regular Season, each AAA Division team will vote for six of its own eligible players to be placed on the 9/10 Year Old All Star master ballot. Each player will cast one vote for up to six of his eligible teammates. Each manager and the two rostered coaches will cast one vote for a minimum of four (no maximum) of the eligible players. The manager and coach votes will count double.
 2. Player votes will be tallied and added to the double-counted manager and coach votes. The top six vote getters from each AAA Division team will be placed on the 9/10 Year Old All Star master ballot.
 3. If a League Age 9 year old advances to the 9/10 All Star master ballot, his/her parents will be informed of such fact. They may decline such consideration in favor of their child either automatically playing on the 9 Year Old All Star team or being considered for the 9 Year Old All Star Team depending on whether his/her parent managed his/her AAA Division team (See Section XXI(B)(1) and (2)).
 4. The 9/10 All Star master ballot will then be distributed to the AAA Division teams for the final vote. Players will cast one vote for up to thirteen players for the 9/10 Year Old All Star Team. Each manager and coach must vote for exactly nine players on the 9/10 Year Old All Star master ballot. Players, managers and coaches may not vote for players from their own team.
 5. The players' votes are tallied, and the top five vote getters will be deemed 9/10 Year Old All Star Team Members.
 6. The managers' and coaches' votes are tallied (they are not double-counted during this master ballot round of voting), and the top four vote getters will be deemed 9/10 Year Old All Star Team Members. If any of the managers'/coaches' top four vote getters are already on the 9/10 Year Old All Star Team by virtue of the players' vote, then the next vote getter from the managers'/coaches' list is chosen until all four spots are filled.
 7. If a League Age 9 year old remains on the 9/10 Year Old All Star master ballot, he/she will only make the 9/10 Year Old All Star team if he/she is within the top six overall vote getters when all votes are combined.
 8. The 9/10 Year Old All Star Manager selects the rest of the players for this team from the remaining nominees on the 9/10 Year Old All Star master ballot.
 9. The 9/10 Year Old All Star Manager may request an exception to a player selection rule but must receive Board of Directors' approval for any such inclusion on the team.

XXI. 9 YEAR OLD ALL STAR TEAM

The following process is repeated for both the American and the National Leagues:

- A. *Manager and Coach Selection.* The Board of Directors shall consider all AAA and AAA Minor managers and rostered coaches for the position of 9 Year Old All Star Manager and Coach. The 9 Year Old All Star Manager will then select his second coach at his discretion and with Board of Directors' approval.
- B. *Player Selection.* An eligible player for the 9 Year Old All Star Team is defined as any player League Age 9 who has participated in 60% of the Regular Season AAA or AAA Minor Division games. There shall be a minimum of twelve players on the 9 Year Old All Star Team. The President and the Player Agent shall appoint an Audit Committee to manage the Player Selection process and tally the votes. No member of this Audit Committee shall have a child in either the AAA or AAA Minor Divisions.
 1. Any League Age 9 year old who played in the AAA Division during the Regular Season, who was not selected onto the 9/10 All Star Team and whose parent *did not* manage his/her AAA Division team will automatically be a member of the 9 Year Old All Star Team for the corresponding league (i.e. American or National).
 2. Any League Age 9 year old who played AAA Division during the Regular Season, who was not selected onto the 9/10 All Star Team and whose parent *did* manage his/her AAA Division team is not an automatic member of the 9 Year Old All Star team. Rather, he/she may be considered for participation on the 9 Year Old All Star team by the 9 Year Old All Star Manager and Board of Directors.
 3. In order to field the remaining members of the 9 Year Old All Star Team, the following process is to be followed:
 - (a) Before the last week of the Regular Season, each AAA Minor Division team will vote for six of its own eligible players to be placed on the 9 Year Old All Star master ballot. Each player will cast one vote for up to six of his eligible teammates. Each manager and the two rostered coaches will cast one vote for a minimum of four (no maximum) of the eligible players. The manager and coach votes will count double.
 - (b) Player votes will be tallied and added to the double-counted manager and coach votes. The top six vote getters from each AAA Minor Division team will be placed on the 9 Year Old All Star master ballot.
 - (c) The 9 Year Old All Star master ballot will then be distributed to the AAA Minor Division managers and rostered coaches for the final vote. The manager and the two rostered coaches from each team will cast one vote for exactly nine players for the 9 Year Old All Star Team. Managers and coaches may not vote for players from their own team.
 - (d) The votes are tallied, and the top vote getters (equal to the number of roster openings on the team after the League Age 9 year olds from the AAA Division are counted and less three for coach selections) will be deemed 9 Year Old All Star Team Members.
 - (e) The 9 Year Old All Star Manager selects the last three players for this team from the remaining nominees on the 9 Year Old All Star master ballot.
 4. The 9 Year Old All Star Manager may request an exception to a player selection rule but must receive Board of Directors' approval for any such inclusion on the team.