

SUGAR LAND LITTLE LEAGUE

RULES AND GUIDELINES

SPRING/FALL 2009

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Where not otherwise provided here-in, the “Official Regulations and Playing Rules” of Little League Baseball 2009 apply. The rules provided here-in are intended to clarify and document League level rules based on rule options allowed under Little League Baseball and all references are to the “Official Regulations and Playing Rules” of Little League Baseball 2009. In the event of any conflict between the “Official Regulations and Playing Rules” and the rules contained here-in, the “Official Regulations and Playing Rules” of Little League Baseball 2009 take precedent.

GENERAL GROUND RULES

1. All players shall be listed on the lineup card and in the scorebook. If they are not present or are unable to play the correct number of innings, a notation and explanation should be made by the manager.
2. Each team will use a continuous batting order and unrestricted substitution. The bench must be cleared each inning. No player may sit out more than 2 innings in a 6 inning game. No player may sit out more than 1 inning in a row. A player who does not play the minimum time in any game shall start and play the entire next game. Penalties shall be assessed to the Manager. Exception: For weather, curfew shortened games, illness, injury or for disciplinary actions. Rule applies to any game that is considered a complete game (3 ½ innings).
3. Each team must have a minimum of 8 players to start a game. If additional players show up during the game, they are to be inserted at the end of the batting order. If additional players do not show up then the Manager of the team with 8 players may play with 8 in the field, or, at his option, may request that the opposing team's last batter of the previous inning play in the field for his team. The field position will be an outfield position determined by the Manager with 8 players. At the start of the game, the last batter in the opposing team's lineup is eligible for field play.
4. SLLL has elected per Little League Regulation VI (c) to adopt Option 1 regarding required rest for pitchers League Age 16 and under:
 - If a player pitches 61 or more pitches in a day, three (3) calendar days of rest, and a game must be observed.
 - If a player pitches 41 - 60 pitches in a day, two (2) calendar days of rest, and a game must be observed.
 - If a player pitches 21 - 40 pitches in a day, one (1) calendar days of rest must be observed.
 - If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
5. A player that becomes injured during the game and is unable to continue playing can be removed from the lineup without penalty (ie. no automatic out).
6. An injury report must be filled out for every injury no matter how minor. A Board Member on Duty can provide the necessary forms. The forms can also be found in the Concession Stand. An injury report must be filed with the League VP regardless if the injury is to a player, coach or spectator.
7. All runners shall slide or attempt to avoid contact with the defensive player while that player is in the "process of making a play on the runner."
8. If either team is ahead by 10 runs at the end of 4 complete innings (3 1/2 if the home team is ahead) the game shall be called and the game is a complete game.
9. A courtesy runner will be substituted for the "current catcher" when on base and two outs have been recorded in the same half inning. The "current catcher" is defined as the player

that caught the last defensive inning and will return to catch the next defensive inning. The courtesy runner must be the player making the last out in the same half inning.

10. Teams shall change positions as rapidly as possible at the end of each inning. Play should resume within 2 minutes of the last out. The home plate umpire will monitor and enforce this rule. Major/Minor: A new pitcher may take 8 warm-up pitches in-between each inning. Returning pitchers may take 6 warm-up pitches. In the event the defensive team did not run for the catcher (or the catcher is not immediately available), the pitcher will be afforded only three warm up pitches after 2 minutes have elapsed from the last out.
11. A ball that becomes lodged or goes under the fence in fair territory shall be considered a ground rule double. The fielder must raise both arms in the air in order to stop play. If the player attempts to retrieve the ball, play continues.
12. When a ball is hit over the outfield fence in fair territory it is declared a Homerun. If the ball hits the "yellow" tubing and does not leave the playing field the ball is live. The Manager and Coach may congratulate the player as he circles the bases, but the rest of the team must remain in the dugout until the batter returns to the dugout from home plate.
13. No Protests will be allowed, except for rules infractions. All disputes must be settled within 5 minutes by the Lead Umpire. The Manager may, with permission from the LEAD UMPIRE and with rule book in hand question a call or ruling. The Umpire's decision at the end of the 5 minutes is final. JUDGEMENT CALLS CANNOT BE PROTESTED.

GAME TIMES

1. To insure the games start on time, the manager of the home team shall have his players ready to take the field at least 5 minutes prior to the actual Game Time. The meeting between the managers and umpires should take place 10 minutes before Game Time. The start of the game clock shall be when the first batter steps into the batter's box. The umpire shall announce "on the clock" as he gives the pitcher (PeeWee: Coach feeding the machine) the signal to play ball.
2. Games scheduled to start after another game will start on time unless the proceeding game concludes less than 10 minutes before the scheduled Start Time. If this occurs, then the official Start Time will be no more than 10 minutes after the completion of the preceding game. On-field warm up, including pre-game outfield practice, will be limited to the time available. Areas are available adjacent to each field for pre-game warm up. These areas must be used to ensure games start on time.
3. Time Limits for games, no inning shall start after:

Tee-Ball:	1 hour, 15 minutes
PeeWee:	1 hour, 30 minutes
Minor:	1 hour, 30 minutes
Major:	1 hour, 40 minutes

No inning shall begin after 10:00 pm and no game can continue past 10:30 pm.

Any inning in progress shall be completed. A game that has been played to the time limit shall be considered a regulation game as long as 4 innings have been played or 3-1/2 if the home team is ahead.

4. Pre-game Batting Cage times are assigned as follows:
Teams schedule to play on Fehrle Field have precedent to the batting cage next to Minor Field before games. Teams schedule on Baker have precedent to the batting cage between Baker and Senior.
 - a. HOME TEAM: The scheduled home team will have access to their scheduled batting cage FIRST for 25 minutes beginning at 1 hour prior to their scheduled game start time.
 - b. VISITING TEAM: The scheduled visiting team will have access to their scheduled batting cage for 25 minutes beginning at 35 minutes prior to their scheduled game start time and following the scheduled visiting team.
 - c. If a pitching machine was setup in the batting cage, the last team to use the machine is responsible for returning it to the shed.
5. Rain out games and scheduled games (where one or both teams do not have at least 8 players available per team) shall be rescheduled ASAP by the League V.P. In the event a team cannot field at least 8 players on the initial makeup date, a second date will be set and that team must play or forfeit the game.

TEAM RESPONSIBILITIES

1. The Home Team shall be responsible for setting up the field before the game (prepping and marking the field, setting up pitching machine (PeeWee)). After the game, the Visiting Team is responsible for dragging and watering the field, putting up the equipment and picking up trash. PeeWee: Marking the field shall include the batter's box, foul lines, circle around mound, circle behind home plate, and halfway marks between 1st and 2nd base, 2nd and 3rd base, and 3rd and home.
2. The Home Team shall provide the official scorekeeper. After the game, the scorekeeper shall have both team managers and umpires sign the scorebook. The Visiting Team shall provide the announcer/scoreboard operator.
3. Each team is responsible for cleaning their dugouts and stands.
4. Each team is responsible for submitting game (and pitching) results via the SLLL website within 48 hours of their game.
5. Throughout the season, various "Field Days" will be scheduled by the VP of Field Maintenance. A representative (Manager, Coach and/or Parent) from each team is required to attend and assist.

CODE OF CONDUCT

Any abusive language and/or gestures, unsportsmanlike conduct, taunting or other negative behavior will not be tolerated at games or practices.

Managers, Coaches and Players

Any action against the Code of Conduct by a Manager, Coach or Player shall result in a verbal warning from the Umpire. If the action continues, the Plate or Field Umpire shall eject said offender for the remainder of the game.

- a. That ejection could affect that individual's ability to participate in Post Season Play (All-Stars)
- b. Any Manager, Coach and/or Player who is ejected from a game may be suspended by the SLLL Board of Directors for the following game after review.
- c. Any further misconduct on the part of said Manager or Coach shall result in suspension for the remainder of the season.
- d. Use of improper language by managers or coaches on the field or in the dugouts may be grounds for permanent suspension by the SLLL Board of Directors.

Parents & Spectators

It is the Manager's responsibility to control the Parents and spectators of their team. Any action against the Code of Conduct by a Parent or Spectator shall result in a verbal warning from the Umpire or SLLL Board Member to both the Manager and the Parent/Spectator. If the action continues, the Manager and the Parent or Spectator will be ejected from the game.

- a. A certified letter shall be sent from the SLLL Board to the offender outlining his/her misconduct.
- b. In the event said individual is ejected for a second time at any SLLL function, that individual shall be BANNED from all remaining SLLL activities.
- c. Managers ejected for not controlling the behavior of the parent and/or spectator does not carry any suspensions to the following game.

Any individual ejected from a game by an umpire or suspended from a game(s) by the SLLL Board may not stay in the stands or in an area where he may be seen or heard from the fields.

DIVISION RULES

In addition to the Section above (General Rules, Game Time, Team Responsibilities and Code of Conduct), the following rules are specific to each Division:

Major Division

1. Each team shall have 9 outs per calendar week (3 innings) pitched by one or more players that is league age 10 or 11. This is to encourage development of 11-year-old pitchers. Any Manager that does not adhere to this rule will be subject to being suspended. (Exception: If a team plays only 1 game in a given week) A calendar week is Sunday through Saturday.)
2. Infield play – No minimum requirements.
3. The “Infield Fly Rule” is in effect.

Minor Rules

1. Each team shall have 6 outs per calendar week (2 innings) pitched by one or more players that is league age 8 or 9. This is to encourage development of 9-year-old pitchers. Any Manager that does not adhere to this rule will be subject to being suspended. (Exception: If a team plays only 1 game in a given week) A calendar week is Sunday through Saturday.)
2. Each team must ensure that each player plays an infield position for at least one full inning (3 recorded outs) during each game. Penalties shall be assessed to the Manager. Exception: For weather, curfew shortened games, illness, injury, for run rule shortened games, for disciplinary actions, or at the written request of a parent. Rule applies to any game that is considered a complete game (3 ½ innings).
3. The “Infield Fly Rule” is NOT in effect. Runners may advance at their own risk.
4. A “5 Run Rule” limit per inning is in effect regardless of the number of outs. Once the 5th run has crossed the plate, the half inning is over.
5. Outfielders must be positioned at least 30 feet from the infield dirt.

PITCHING CHART (Max Pitches Per Game)

League Age	Pitches allowed per day
11-12	85
9-10	75
7-8	50

PeeWee Rules

1. The machine will be fed by an adult coach for the offensive team. The speed settings must remain constant at all times during play. The speed should be set at 38 mph. There is to be no coaching from the adult feeding the machine. A first offense of this rule will result in a warning from the umpire. A second offense will result in the coach's removal as the machine feeder.
2. Adjustments to the machine, other than speed, may be made to the machine between innings and only one time during the inning by the offensive coach. Any other adjustments may be made only at the umpire's sole discretion. If this is done, the count will not be reset.
3. There will be a 4-pitch limit per batter. If the batter fouls the 4th or subsequent pitch without it being caught for an out, he will continue to bat until the ball is hit fair or he strikes out. There will be NO WALKS in machine pitch. Because the offensive coach controls the machine, a batter hit by a pitch will not be awarded first base. It will be considered one of the batter's 4 pitches. If it happens on the 4th and last pitch, the batter may receive one extra pitch.
4. If a batted ball hits the pitching machine, the cord hanging off of the pitching machine or the coach behind the machine, the ball becomes a dead ball and the batter advances to first base. Each runner on base advances one base. If the batted ball hits the field umpire, the batter advances to first base and the runners advance accordingly. If a thrown ball hits either umpire during a play that ball is live and play continues except for injury.
5. The "In-Field Fly Rule" is NOT in effect. Runners advance at their own risk.
6. A "5 Run Rule" limit per inning is in effect regardless of the number of outs. Once the 5th run has crossed the plate, the half inning is over.
7. The Designated Pitcher must have both feet behind the front legs and adjacent to the pitching machine prior to each pitch. The pitcher may not cross the plane of the front legs of the machine until the ball crosses the plate.
8. Infielders may not position themselves more than 5 feet inside the baselines. This rule is in effect to prevent a "bunt type" defense and to give an otherwise less developed batter an equal chance to attain first base if that batter "swings away". This limitation is removed upon presentation of "squaring around to bunt" by the batter, and the 1st & 3rd basemen are allowed to move in toward home plate. Please remember that this is 5 feet from the BASELINE, not the GRASSLINE (which varies field-to-field).
9. Each team must ensure that each player plays both an infield AND an outfield position for at least one full inning (3 recorded outs) during each game. Penalties shall be assessed to the Manager. Rule applies to any game that is considered a complete game (3 ½ innings).
10. All outfielders must be positioned in the outfield grass, at least 30 feet behind the infield dirt. Any clean ball hit to the outfield, must be thrown by the outfielder to an infielder to make a play at the base for an out. For example, an outfielder may not field a ground ball and run to the base for a force out. The only exception to the rule, is on a ball that is touched by the infielder or mishandled by the infielder, (i.e., not a clean hit), the outfielder may make the play to the bag, as needed.

11. Ending a play: A play may end (1) when the pitcher has control of the ball in the pitcher's circle (with at least 1 foot on the dirt around the pitcher's mound) or (2) when the umpire judges that the momentum of the play has been stopped. The umpire will raise his hands, indicating that time has been called. Base runners may not advance once time has been called. The pitcher is not required to raise his/her hands to stop the play. They are only required to be in the dirt around the mound.
12. No steals are allowed. A base runner may advance a single base on a passed ball which travels into the area beyond the arch (ball must go in the grass area) behind home plate and inside the chalked lines. Once a ball passes into this area, runners may advance even if the ball's momentum then carries it outside of this area. Runners may not advance on the throw from the catcher back to the pitcher. Runners may not leave the base until the ball is hit or crosses home plate.
13. If a runner is less than half way to the next base when a play has ended, he or she must return to the previous base. If the runner is half way or more to the next base, then he or she will be allowed to advance to that base.
14. Each team will be allowed to have 4 coaches. While on offense, one coach will feed the machine, 2 will coach the bases from the coach's boxes, and one adult coach must remain in the dugout. If a 4th coach is not available, a player must coach one of the bases. While on defense, all coaches must remain in the dugout, not on the field.

Tee-Ball

1. No official score will be kept.
2. Each batter will get 5 swings.
 - a. 6-year-old players will receive 3 pitches from a coach or parent. After these 3 pitches, the manager may allow the batter to hit the next two pitches from the batting tee or continue coach pitching.
 - b. 5-year-old players cannot receive any coach pitching and must hit all balls off of the batting tee.
3. The batted ball must travel at least 15 feet. Any batted ball traveling less than 15 feet is a foul ball. If the batting tee is knocked over during a swing, this is considered a foul ball.
4. If a batted ball hits one of the defensive team's coaches on the field before hitting any of the players, this is a dead ball. The batter and all runners will be awarded one base.
5. There is no leading off of a base. There is no base stealing.
6. If the runners are past the midline when the ball becomes dead they may advance to the next base.
7. Runners can only advance 1 base on an overthrown ball.
8. A "5 Run Rule" limit per inning is in effect regardless of the number of outs. Once the 5th run has crossed the plate, the half inning is over.
9. All players on the team shall play a defensive position every inning. There will be one player assigned to each infield position. The remainder of the players will be positioned in the outfield. Each player will play an infield position at least one (1) inning per game.
10. No player may play the same position on defense for more than 2 innings.
11. While on defense, each team is allowed up to four coaches or parents on the field to help position the players. The adults may not touch any of the players or the ball while the ball is in play, except where player safety may be compromised. Coaches or parents must be positioned in grass areas not including infield or in foul territory.
12. The defense can stop play by getting all of the base runners out or getting the ball back into the pitcher's circle. The ball only has to enter the pitching circle. It does not have to be controlled by the defensive team.
13. The defensive team must throw the ball to get an out instead of running to tag a player out except where running the player out would be the normal play. This is a judgment call.
14. Until the ball is hit, all infielders should play at normal depth and no closer than four feet in front of the baseline. The pitcher must stand in the pitcher's circle until the ball is hit. All outfielders must be positioned on outfield grass.

POST SEASON TOURNAMENTS

1. Post season tournaments will be double-elimination. Once two teams have advanced to the Championship Game, the winner of that game will determine the Champion. This is to clarify that one team will enter that game with one loss, and the other will be undefeated through tournament play. There will be no "if necessary" game played if the undefeated team loses.
2. Seeding for the tournament will be based on won/loss record during the year (winning %). Should there be a tie in the standings, the following will be used as tiebreakers:
 - 1st – head to head
 - 2nd – number of total wins
 - 3rd – coin flip
3. Tournament Rules. Unless otherwise stated below, the General and Division Ground Rules still apply.
4. The home team during tournament games will be the higher seeded team, except for the Championship Game, where the home team will be the team that advanced through the winner's bracket (without a loss).
5. Game Tiebreakers. Ties will be played out using the International Tiebreaker rules.
 - During the first extra inning: the offensive team's last out from the previous inning is placed on 2nd base and the inning starts with 1 out.
 - If still tied after the first extra inning, each additional inning will begin with the offensive team's last out placed on 3rd base and the inning starts with 2 outs. This format will be played until there is a winner.
6. Championship Game. Championship games are played the full 6 innings without any time limits. In the event of a tie at the end of six innings, one additional full inning will be played. If there is still a tie after 7 innings, the International Tiebreaker rules will apply.

Tournament Divisional Rule Changes

Pitching (Majors & Minors)

Little League Tournament Pitching Rules Apply:

- If a player pitches 45 or more pitches in a day, two (2) calendar days of rest, and a game must be observed.
- If a player pitches 21 - 44 pitches in a day, one (1) calendar day of rest, and a game must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

Major Division

Each team shall have a minimum of 9 outs (3 innings) pitched by one or more players that is league age 10 or 11 in the first two games of the Tournament. Thereafter, no minimum innings by a league age 10 or 11 player is required.

Minor Division

Each team shall have a minimum of 6 outs (2 innings) pitched by one or more players that is league age 8 or 9 in the first two games of the Tournament. Thereafter, no minimum innings by a league age 8 or 9 player is required.

PRACTICES

1. During the preseason, teams will have two practices per week. Managers will sign up for these practice times during the Draft.
2. Practice timeslots are for two hours. At the end of each practice, you are required to:
 - rake the fields
 - pick up trash in the dugout and on the field
 - put away equipment and lock the shed.
 - If you are the last practice during the evening, you must turn off the lights.

Failure to comply with these simple rules may result in suspension from reserving the fields for future practices.

3. During the preseason and/or after games have started, teams may also schedule two additional practices in advance. Open timeslots will be available on the website (under Coaches or Schedules or on the Main Page). Please submit requests from that page. Teams can only have two upcoming practices on the schedule at once. Once one of the scheduled practices has been completed, another practice can be scheduled.
4. Batting cages can be reserved as well. On nights where there are only 6:30p games, the cages are available starting at 6:30p. On nights where there are 6:00p and 8:00p games, the cages are not available. Batting cage practices count toward the two additional practices as described above.