

## Local Rules of Sunrise Little League

2020

Pg. 39 **Divisions of Play** - All Rules and regulations in the Little League Baseball book of Official Regulations, Playing Rules and Policies will be followed.

Pg. 53 **The Teams Regulation III (a)** - Tee Ball- recommend 9-10 players per team depending upon the number of sign ups and teams

Minor A & B - recommend 12-13 players per team depending upon the number of sign ups and teams.

Major Teams - 12 players per team

Junior teams - recommend 12-13 players per team depending upon the number of sign ups and teams.

Pg. 53 **Regulation III (c)** - Each team must try to have an equitable mix of each age group depending upon ages of sign ups.

Tee Ball - balance number of 4-6 year old and balance the number of boys and girls on each team.

Minor B - Pitching machine first half not to exceed 40 mph. Second half pitching machine not to exceed 45 mph and/or coach pitch (from the standing position in the pitching circle) at the coach's discretion for players that are ready.

Minor A - Player Pitch Major- League age 10, 11

Majors – League Age 10, 11, 12

Pg. 35 **Regulation III (d)** - If a team loses a player on the roster during the current season, another player shall be obtained through the player agent. The replacement players is to be selected within 72 hours.

Pg. 35 **Regulation III (d) Note 1:** There will be no replacement of the rosters of any team at any level during the last two weeks of the regular season schedule.

There will be no replacements of official coaches to the rosters at any team at any level. Requests for replacements must be brought to the board prior to two weeks of the regular season ending.

Pg. 63 **Selection of Players Regulation V (a)** - Sunrise LL will use Draft Method A as indicated in the Little League Baseball Official Regulations, Playing Rules, and Policies for all divisions, except Major division.

Pg. 251 **Operating Policies: Local League Draft Methods** - Major division shall use Team Reduction (pg. 262), Draft Plan A (pg. 251). Minor A & B divisions will use Plan A (pg. 251) - Serpentine Draft Plan

Tee Ball teams will be formed by the cooperative effort of the Player Agent, Tee Ball Administrator and President. No tryouts- players will be assigned by neighborhoods as much as possible taking into account balance of 4, 5 and 6 year olds per team.

#### **Pg. 70 Schedules Regulation VII**

Tee Ball - No standing will be kept and no scores will be kept during the games.

Minor B - No league standings will be kept but score will be kept during the games by individual Team Scorekeepers.

Minor A - A 12-14 game regular season will be played. No league standings will be kept. A double elimination bracket tournament will be played at the end of the Regular season to determine the TOC representative. Tournament seeding will be done by blind draw conducted by the President or Vice President and Minor A Administrator. Home/visitor will be determined by a coin flip. Managers need to meet at least an hour prior to the game to determine home or visiting team.

Major - Un-played regular season games must be rescheduled within 2 days of the original scheduled game unless otherwise determined by the Major Administrator. If not, win goes to head to head winner of last previously played game or next head to head game if teams have not played each other yet.

Major End of Season Tournament format - 3 team, double elimination tournament (seeded) A double elimination bracket tournament will be played at the end of the regular season to determine the TOC representative. Seeding will be based on record and determined as follows: 1st and 2nd half winners awarded top two seeds

Top (number 1) seed determined based on overall record \*\*\*\*\*

If one team wins both halves, seeds 2-3 determined based on overall record of the remaining teams. If a tie exists, head- to-head record between teams is 2nd tiebreaker, 3rd tiebreaker will be a coin flip.

Top overall seed earns a first round bye

Home team is higher seed for first round games (2 plays 3 seed)

A coin flip will determine home/visitor for the remaining games. Managers need to meet at least an hour prior to the game to determine home and visiting teams. All official games will count towards overall record. Pitching affidavits will be kept and maintained in several ways; the official scorekeeper will have the updated affidavit for all teams and each manager will have his/her team's affidavit. Both will be signed at the end of each game by the official scorekeeper and managers to acknowledge the official count being kept. All official games count towards overall record.

Junior - Un-played regular season games must be rescheduled within 2 days of the original scheduled game unless otherwise determined by the Major Administrator. If not, win goes to head to head winner of last previously played game or next head to head game if teams have not played each other yet. A split season schedule will be arranged with a playoff between the winners of the first and second halves

to determine the TOC representative. If there is a tie for the winner of a half, it will be resolved by a game rescheduled within 2 days, weather permitting.

**Pg. 71 Schedules Regulation VII (h)**

Tee Ball - Time limit is 3 innings or 1.5 hours.

Minor B - Weeknights will have no time limit except darkness which is determined by the managers. On Saturdays, no new inning will be after 1 hour 45 minutes.

Minor A, Major and Junior - Weeknights have no time limit except darkness which is determined by the umpire. There will be no time limit on Saturdays.

**Pg.72 Minor Leagues Regulation VIII**

Note: If, during the season, a Major team loses a player, the manager will choose a replacement player from the list of eligible Minor A players. If that eligible player refuses to go up to the Major team, he/she will be transferred to the team that the replacement player is taken from and will no longer be eligible to be on a Major team for the remainder of the current season. If the replacement comes from the refusing player's team, the refusing player will be transferred to the next team needing a player, or if that is the player's own team, the next team in line.

If, during the season, a Minor B player is pulled up to a Minor A team as a replacement player and refuses to go to that Minor A team, he/she will remain on his/her current Minor B team and is no longer eligible to be on a Minor A team for the remainder of the current season.

**Pg. 73 Special Games Regulation IX (e)**

Any Special game rules will be determined prior to the tournament.

**Pg. 100 Definition of Terms- Batting Order**

Batting Order is generally the list of current defensive players (and designated hitter in Big League) in the order in which they are to bat. Exceptions:

Tee ball - Every player on a team roster will participate in each game for a minimum of 2 complete innings and will bat once each inning as the team bats through its complete roster each inning. Offensive side is retired when all players on the roster have batted one time. For the first half of the season, players stay on base if they are put out. During the second half of the season, players go to the dugout if they are put out.

Minor B - Every player on a team roster will participate in each game for a minimum of 6 consecutive outs and will bat at least 1 time. Continuous batting order to be followed.

The side is retired when:

- 3 outs are made

- At bat team is ahead 5 runs
- 5 run rule is suspended for the last inning of the game

Minor A - Every player on a team roster will participate in each game for a minimum of 6 consecutive outs and will bat at least 1 time. Continuous batting order will be followed.

The side is retired when:

- 3 outs are made
- At bat team is ahead 5 runs per inning
- 5 run rule is suspended for the last inning of the game

10 run rule is in effect after 4 innings (or 3.5 if home team is ahead). If a player does not have his/her minimum play due to the 10 run rule, they are required to start the next scheduled game to get the minimum play from the previous game as they will also need the minimum play for that current game.

Strike Outs are allowed for all divisions except Tee Ball.

Pg. 113 **3.10 Rain policy** - The managers of both teams shall agree on the fitness of the field before the game starts. In the event the two managers cannot agree, the President or Division Administrator or game umpire shall make the determination. Unless otherwise notified, players are to report to the playing field prepared to play.

Pg. 114 **3.13 Ground Rules**

Both teams are responsible for before game field preparation and after game field clean up. Each team is responsible for cleanup of their dugout and bleacher area after their game. Please refer to the Sunrise Little League Manager/Coach Roles and Expectations documentation.

Minor B - Ground rule Double - Any batted fair ball that gets by an outfielder on a bounce and proceeds past the cones or arc burned in the grass will be ruled a "Ground Rule Double" and runners may only advance 2 bases. Any time a ball is thrown out of play, the runner(s) is/are awarded 1 extra base. If a runner that on 1st or 2nd base before the ball was hit into play and made it to 2nd or 3rd base before the ball was thrown out of play after the ball was hit into play, that runner would be awarded 3rd base or home.

During the 1st half of the season, runners may only advance 1 base. During the 2nd half of the season: The batter-runner will only advance 1 base except if there is a ground rule double, ball is thrown out of play, or hits a home run. Running extra bases are only permitted after the runner is on 1st base. There is no stealing bases in Minor B

Home run: any ball that sails over the same outfield cones or arc burned in the grass on a fly will be ruled a Home Run.

During the first half of the season, coaches are allowed on the field to assist/guide players. During the second half of the season, coaches are to remain in the dugout with the exception of the coach manning the pitching machine.

Pitching Machine Rules - every batter will receive a maximum of 5 pitches, unless pitches are deemed unhittable or unless the last pitch is fouled away, in which case the batter gets another pitch. If the batter does not get on base with 5 pitches, he/she is out.

A batter may strike out by swinging at and missing 3 pitches. Only balls actually swung at will be considered strikes. No walks allowed.

Pitching machine not to exceed 40 mph for the first half of the season, and not to exceed 45 mph for the second half of the season.

Coach pitch: The coaches can decide to pitch to their players during the second half of the season.

If the pitching machine is not working properly, the manager or coach will pitch to his/her own team.

If a batted ball hits the pitching machine prior to being touched by a defensive player, the ball is ruled dead and the pitch count remains the same. The batter/runner may advance to first base or re-bat at his/her option.

If a thrown ball hits the machine, the ball is ruled dead. One base shall be given to the runner(s).

Pitchers will not be allowed to stand on the pitcher's mound while the ball is being pitched. A line will be chalked prior to the game for the pitcher's position. (However, the pitcher may stand on either side of or behind the pitching machine, but not in front of it.)

No wet balls can be used through the pitching machine. If water is minimal, a towel can be used to dry the ball before each pitch.

### **3.17 Note**

Tee Ball - All players will be given a defensive position. Minor B- Only 9 defensive players

#### **Pg. 117 Starting and Ending the Game Rule 4.04**

Continuous batting order for Tball, Minor B and Minor A.

#### **Pg. 118 Starting and Ending the Game Rule 4.07**

Any manager, coach, player or spectator ejected from a game shall get in his/her car and leave the parking lot.

#### **Pg. 120 Starting and Ending the Game Rule 4.10 (e)**

Minor B do not impose a 10 run rule

**Pg. 125 4.19 Protesting Game**

Minor B - Protests must be resolved before the next pitch or play.

Minor A - Protests must be logged and acted upon according to Rule 4.19 using the regular Protest Procedure.

**Pg. 130 Putting the Ball in Play 5.10 (b)**

Games interrupted by darkness before the game is completed shall be resumed from the point of suspension unless one inning or less was played.

**Batting - Mandatory Helmet with Protective Facemask**

All players in Minor B, Minor A, and Majors must wear a form of protective facemasks while batting. Helmets with protective facemasks are not mandatory for Tee Ball, Junior League, Senior League and Big League.

A protective facemask can consist of the following examples:

Applicable for Minor B, Minor A and Majors - A facemask that is an attachment covering the entire face with continuous metal grid/bars that connect on each side of the helmet.

Applicable option for Majors only - Cheek Flap or "c-flap," and similar face guards which is a hard-plastic extension that attaches to the ear-flap of a batter's helmet.

These facemasks must be compatible with the helmet manufacturer and compliant with National Operating Committee on Standards for Athletic Equipment (NOCSAE) specifications and bear the NOCSAE stamp. i.e. The original helmet cannot be altered in order to attach a facemask. Please refer to Little League International Rules: Modifying Helmets with Additional Attachments

<https://www.littleleague.org/playing-rules/modifying-helmets-with-additional-attachments/>

Any manager that breaks this rule will be immediately removed from the game and is suspended from managing duties until the Board of Directors can meet, review, and make a ruling. This rule extends into TOC's, however, it is optional at Little League All Star Tournaments.