

Santa Rita Little League
LOCAL RULES, REGULATIONS & GUIDELINES
All Divisions of Baseball & Softball
SPRING 2009

Santa Rita Little League (SRL) is committed to providing a positive, safe learning environment for our players. Managers must reinforce and incorporate the core value of Little League, which are character, loyalty and courage as well as teamwork and respect in every aspect of play. Managers & Coaches are expected to adhere to these guidelines and the **2009** Little League Rules without fail.

LOCAL RULE APPLICABILITY

All local rules are applicable for all divisions of Little League baseball and softball unless otherwise noted.

Modifications may not be made to these rules without the approval of the Board of Directors.

Local Rules will be reviewed annually in the first quarter of the fiscal year and modified as needed in the first quarter of the fiscal year and approved prior to Opening Day.

Amendments to the local rules may be made by a majority vote (51%) of the Board of Directors.

GENERAL RULES & CONDUCT

Registration will be closed annually after the first game of the season. EXCEPTION: The board will consider registrations after this deadline on a case-by-case basis.

No registration refunds shall be made after the opening game of the season.

No smoking or tobacco use on or within 25 feet of playing field.

The manager is responsible for the conduct of his/her team players, spectators and coaches.

Parents of the players should be made aware of the rules and be instructed that they should conduct themselves properly at all times. Questions concerning rules or calls should first be brought to their team manager to address. If unable to resolve, issues will be brought to the League President for determination or to assemble the protest committee.

Every parent must have one parent or a responsible adult present at all practices, games or Little League sponsored events. At no time may a parent leave a child at the park alone. If a Manager notes that there is not a responsible adult present during a game, practice or event, the child will not be allowed to participate and will remain on the bench.

Physical or verbal altercations will not be tolerated in Santa Rita Little League. Physical altercations of any kind will result in automatic removal from the league for the remainder of the current season. If an individual has been removed, he/she will not be allowed to return to any league events the following season without approval from the current Board of Directors. Any verbal altercations or complaints against players, Managers, Coaches, Parents or Board Members reported to the President and/or any board member found to be substantiated, will automatically result in a one game suspension from Michael Perry Park for the first offense.

The President and/or a representative of the President has the authority to take action without Board Approval but the Board will be notified at the next scheduled meeting. Any repeat events may result in termination from playing or participating in the League. Any player, Manager or Coach who is suspended from play or Michael Perry Park for any behavior related incident, will not be eligible for All Stars and will not be selected to represent SRL. In the

event of any verbal or physical altercation during a practice, game, or league event, all play will be suspended until the issue has been resolved and/or participating individuals have been removed from the park.

MANAGERS & COACHES

Managers and Coaches must submit an application and be appointed by the President and approved by the Board of Directors IAW Little League regulations.

The Board of Directors will approve all Managers for the Senior, Junior, Major, and Minor and Softball divisions before the first tryout of the respective division.

Only one Manager & two Coaches will be assigned to each team and be allowed to take the field or be in the dug out during games. In the event, that one of the staff cannot be present or will be late, an approved volunteer may substitute, however, they cannot be removed from the dug out or replaced with a regular coaching member during the game.

Each team may have as many volunteers to assist with practice as long as they have a completed and cleared background check. Any Manager, who allows a non-approved person on the field with the players, will be subject to suspension. The manager should ensure that the entire coaching staff understand all Little League and local rules, requirements of proper instruction and displays good sportsmanship at all times.

All Managers and Coaches must attend Santa Rita Little League Board of Director approved and mandated training seminars to include coaching, umpire or safety clinics. Managers are required to attend one District 12 approved Coaches training annually and one out of the three assigned to a team must attend Safety/1st Aid/CPR training annually. Medical Professionals or Fire/Police Officers are exempt from First Aid/CPR providing they have current work related training.

Managers or Coaches interested in Managing an All Star Team must attend an umpire clinic during the season and be current in First Aid &/or CPR. At least one Coach or Manager from each team must take First Aid training and/or CPR before the first official practice.

Major Coaches shall not be appointed nor approved until after the Major draft to avoid “red-shirting” of players. At the conclusion of the draft, the Manager will submit to the President two request names for Coaches. After the President approves the Coaches and they have a cleared background check, the Coach may participate in practices or games. The Board of Directors will grant the President the authority to appoint these coaches pending a clear background check and then approved at the next regularly scheduled board meeting. They must be appointed by the President before the first official practice in order to take the field.

Only approved Managers for the current season, the Player’s Agent and any representatives he/she has approved, may participate in the tryout evaluation or the draft.

Minor Division Managers or Coaches with a child eligible for Majors will not be approved until after the Majors draft. If the drafts occur on the same day, the Board grants the President the authority to appoint those Managers immediately and then approve the appointment at the next regularly scheduled board meeting.

After the Minor Division draw, the Managers will submit to the President, two requests for coaches. The Board of Directors will grant the President the authority to appoint these coaches pending a clear background check and then be approved at the next regularly scheduled board meeting. They must be appointed by the President before the first official practice in order to take the field.

Pre-minor League Coaches Pitch & Tee Ball Division Managers will also be allowed to request two coaches prior to the blind draft. The Board of Directors will grant the President the authority to appoint these coaches pending a clear background check and then approved at the next regularly scheduled board meeting. They must be appointed by the President before the first official practice in order to take the field.

The Coaching Coordinator is the liaison between the Managers & Coaches and the Board of Directors. Correspondence between the Coaching Coordinator and Managers is expected and all schedule changes need to be approved by the Coaching Coordinator.

DIVISIONS

The number of teams in all divisions will depend on the number of players registered.

Team strength will be no fewer than 9 players and no more than 14 players per team.

At no time will placement of a late signee cause a team to have a roster strength that differs more than one player (plus or minus) than any other team in the division.

T-Ball Baseball	League ages 5 and 6
Pre-Minor League/Coaches Pitch Baseball	League ages 6, with 1 year of T-Ball, 7 & 8
Minor League Baseball	League ages 9 to 11 and 8 year olds with Player Agent and Board approval
Major League Baseball	League ages 10 to 12 and 9 year olds with Player Agent and Board approval
Junior League Baseball	League ages 13 and 14
Senior League Baseball	League ages 14, 15 and 16
Big League Baseball	League ages 17 and 18

TRYOUTS

The League will utilize player selection plan B as noted in the current Operating Manual annually.

All players both new and returning League age 9-18 must try out each year and must participate in 50% of the try out sessions. Failure for a returning or new player to attend tryouts will result in ineligibility of All Stars. Failure of a new player to attend tryouts may result in release from SRL and ineligibility to play during the season at the discretion of the Board of Directors.

If a player moves into the League after the tryouts, they may be granted a waiver to be eligible for All Stars at the Board of Directors discretion. The Board also has the discretion to grant excused absence for extenuating circumstances and individual circumstance will be looked at on a case by case basis.

Any player registering before the draft who fails to try out and is excused by the Board of Directors may be entered the final round of the draft at the Board of Directors' discretion and eligible to be placed on either a Major's or Minor's team.

All tryouts for the Softball, Major, Junior and Senior Divisions will be conducted separately under the direction of the Players' Agent. A Skills Assessment Clinic will be conducted for Minor Division players.

All managers from each division are responsible for evaluating and grading each player's skill level, aptitude and desire IAW with the Little League Operating Manual and Official Regulations and Playing Rules. Each player will

be evaluated on five skills and be scored in each on a scale of 1 to 5. Player may score a minimum 0 points and a maximum of 25. A player must score a minimum of 15 out of 25 maximum points to be eligible for the Major's draft or placed on a Major's team.

PLAYER DRAFT AND REPLACEMENTS

The draft method for the Divisions Minors and above will be the same as in the current Little League Baseball Operating Manual. Major Division will use **Plan B as outlined in the** 2009 Operating Manual. The current season managers will use a blind draw to determine the order of selection and then utilize the serpentine method.

All options requested by appointed managers for the current season must be submitted to the Player Agent in writing a minimum of 48 hours prior to the draft. See 2009 Operating Manual for available options.

The manager's option as outlined in the 2009 Operating Manual will take priority over the sibling option.

There is no coaches' option available during the draft.

Managers cannot pass on a round during the draft.

No trades can be done without player agent approval. Trades will be extremely rare and must be for a justifiable reason. All approved trades must be completed prior to the completion of the draft.

Once the draft is complete, the current Board of Directors must approve team rosters.

T Ball and Pre-Minors divisions will use Plan C as outlined in the 2009 Operating Manual.

A. General Procedures for all Divisions

Any player ages 9 to 11 not making a Major's Division team will be assigned to a Minor's Division team.

Any player age 12, will tryout and be assigned to a Major's Division team. Per Little League rules all 12 year olds are to be drafted to Majors with but a few exceptions. If, however, these exceptions are met, 12 year olds in Minors cannot pitch.

Any player league age 13 and 14 will tryout and be drafted to a Junior's Division team.

Any player league age 15 and 16 will tryout and be drafted to a Senior Division team.

Any player league age 17 and 18 will tryout and be drafted to a Big League team.

Players with special circumstances may be placed in any Minor Division, with Player Agent and Board of Director's approval.

Players in the Minor's Division requested to move up to fill a Major's Team vacancy and refuse to do so, will be removed from their team's roster and ineligible to play in Santa Rita Little League.

The Minor's draft will be designed to maintain a competitive balance between teams, and player distribution will be made as determined by results of the player skills evaluations (see App. A)

B. Player Replacement Deadline

No player shall be called up from the Minor Division to a Major Division team after the **15 May**.

D. Fall Ball

Fall Ball team selection will be by draft of the managers if more than one team is registered per division

TRAINING AND PRACTICE

Managers must keep attendance records of team practices and games for all players age 9 and older. Players missing three consecutive weeks or six games may be removed from the roster with Managers recommendation, Player Agent approval and Board of Director approval. If a player misses two consecutive games, the Manager must notify the Player's Agent. If the player agent has been notified that a player has missed several games and/or practices without a prior agreement with the manager, he/she must attempt to contact the player and ultimately provide written documentation to the parent or legal guardian of the player that if the player does not return he/she will be removed from the team.

If a player has been removed from a team due to absences, he/she will only be allowed to return upon approval by the Board of Directors. If the Board of Directors approves the return of a player, there is no guarantee that the player will return to his/her original team.

For safety and liability reasons, no player may practice until the Manager or Coach has in his/her possession the medical release for that player.

Practices sanctioned by Santa Rita Little League cannot occur until such time that managers have been selected and approved by the Board, and player drafts or draws have taken place. After such time, official league sanctioned practices will be conducted within the parameters of the regular season, tournament play and All-Star play.

Scrimmages may take place between teams within the same division as long as they are not in uniform. There will be no interleague or interdistrict scrimmages.

Practice time and field priority will be determined in a schedule as outlined by the Coaching Coordinator with input/requests of the Managers.

Prospective managers, coaches and parents should understand that Santa Rita Little League is not liable for injuries which may occur during informal practice or play outside of the parameters identified above.

SCHEDULES

The following pre-game activities apply to all Divisions of the League:

The Coaching Coordinator & Managers Committee shall prepare regular season schedules for Santa Rita Little League, or other individuals as designated by the Board President, no later than two weeks prior to the start of the season and approved by the Board.

If a Manager requests to reschedule any game, he/she will give notice of the request to the Coaching Coordinator as soon as possible, but not less than 24 hours prior to the scheduled game. Failure to provide adequate notification may result in forfeiture of the scheduled game.

The Coaching Coordinator will reschedule a game, with consideration given to the respective team's schedules and player availability.

GAME & FIELD RESPONSIBILITIES

All pitching records must be shown on the Pitching Log for all games, and must be signed by a team official (Manager or Coach). The Pitching Log will be given to the Official Scorekeeper before the game, and can be

reviewed by either team's Manager before or during the game. The Official Scorekeeper or another designated person by the home team will also maintain the Pitch Count Datasheet for both team's pitchers in accordance with Little League International's pitch count rules.

The home team shall provide the Official Scorekeeper and Pitch Count. Both must be located behind home plate during the game to ensure accuracy of documents. Following the game, both Managers from the teams must sign the books and return both books to the Snack Bar.

Home team occupies 3rd base dugout

Parents of the home team are to provide two new game balls, chalk the fields and install the bases.

Parents of the visiting team are responsible for raking and watering the infield dirt.

MANAGERS NOTES

A. Pre-Game Warm-Ups

Umpires shall start each game no earlier than the scheduled start time (unless agreed to by the respective managers), and no later than 15 minutes past the scheduled start time, or as soon as the minimum number of eligible players from each team are present.

The game is subject to forfeiture if a team does not have a minimum number of eligible players within 15 minutes of the scheduled start time. As recommended in the 2009 Operating Manual, the player agent will have a list of eligible players available to "fill-in" on a per game basis in order to avoid forfeiture.

The visiting team shall take the field 30 minutes prior to the game for infield/outfield practice, and the home team shall take the field 15 minutes prior to the game. If the visiting team is late taking the field, the home team shall still take the field 15 minutes prior to the game.

In the event the preceding game ends less than 30 minutes prior to the next game, the visiting team shall take the field immediately after the preceding game is completed, and shall take 10 minutes or one-half of the time remaining, until the scheduled game time, whichever is greater. The home team follows with an identical warm-up period.

EXAMPLE: The preceding game ends at 1:40 and your game is scheduled for 2:00 -- The visiting team takes the field at 1:40 and has 10 minutes. If the preceding game ends at 1:50, each team gets 5 minutes, there is a 5-minute plate conference and the game starts at 2:00.

B. Length of Games and Standings

Majors and Minor's games lengths are in accordance with the 2009 Little League Rulebook, AND will be governed in time by the following guidance, even if there is no game to follow:

- a. **Majors** – No new inning may start 15 minutes prior to the scheduled start of the next game. An inning begins immediately upon the third putout of the preceding inning. No new inning may begin after 1:45. No new batter after 2 hours.
- b. **Minors**– No new inning may start 15 minutes prior to the scheduled start of the next game. An inning begins immediately upon the third putout of the preceding inning. No new inning after 1:45 minutes. No pitch after 2 hours. Game score will be based upon last complete inning. The league will keep no league standings.

Pre-Minor and T Ball – game lengths are in accordance with the 2009 Little League Rulebook, AND will be governed in time by the following guidance at all times, even if there is no game to follow:

- c. **Pre-Minor** – The game will end at the 1:30 point regardless of which side is batting, the score or the inning. An inning will consist of 3 outs or one time through the batting order, whichever occurs first. The league will keep no team standings.
- d. **T Ball** – 1-hour maximum and 4 innings. No pitch after 1.5 hours. The league will keep no team standings.

An EXCEPTION to the above rules is if the game did not start on time due to weather or unexpected field conditions. In this case a Board member or Coaching Coordinator will work with the manager's to play the scheduled games given the time allotted.

In ALL cases no pitch shall be thrown after 10:00 PM.

The home plate umpire keeps the official time.

C. Number of Players and Player's Pool

Majors – Manager's will use the "player pool" system to minimize the possibility of not having the minimum number of players. The appropriate Division's Player Agent manages the "player pool".

Minors & T Ball – Managers will use the "player pool" system above but may also use players from the other team to field a minimum of 9 players on defense.

The Player Pool will function as described below:

- a. All player agents will establish a list of pool players at each level.
- b. A manager will call the player agent as soon as they realize they will not have the minimum number required to play.
- c. The pool player's identity is not provided to the requesting manager prior to the request.
- d. The pool player WILL play 9 consecutive defensive outs and 1 at bat.
- e. The pool player CANNOT pitch nor play against his own team, and must play in his or her own division.
- f. In the Major division, the game is official with the pool player as long as 9 players are fielded.
- g. The pool player must play in their own uniform.

D. Official Scorekeeping, Pitch Count and Scorebooks

1. ALL divisions except Pre-Minor and T-Ball are required to keep an accurate scorebook. This scorebook will be manned at all times and available to the Umpires and Visiting Team.
2. Home team is responsible for the Official Scorebook for the game. Home team is responsible for the Official Pitch Count **and is positioned behind homeplate.**
3. Both managers will review the Official Scorebook AND Pitch Count for accuracy then sign and date these documents.

E. Pitch Count Rules: Rule #2 as outlined in the Little League Rule Book will be utilized.

RULES AND GUIDANCE SOFTBALL LEAGUE DIVISION
--

All Softball games will be played in accordance with the 2009 Little League Rule Book and District 12 Interleague Rules.

All teams in a particular division must have the same number of players on their rosters and may differ by no more than one.

Each team will have no fewer than 9 and no more than 14 players, however, team strength may be less if approved by the Board and no other player options exist to fill the team to the minimum level of nine.

RULES AND GUIDANCE JUNIOR LEAGUE DIVISION

All Junior's games will be played in accordance with the 2009 Little League Rule Book and District 12 Interleague Rules.

All teams in a particular division must have the same number of players on their rosters and may differ by no more than one.

Each team will have no fewer than 11 and no more than 12 players.

RULES AND GUIDANCE MAJOR LEAGUE DIVISION

There will be a 10 run rule after the 4th inning.

All Majors Games will be played in accordance with the 2009 Little League Rule Book.

All teams in a particular division will have the same number of players on their rosters and may differ by no more than one.

Each team shall have no more than 14 players and no less than 11 players. The team strength will be determined by the board upon recommendations from the Managers.

After four games in the minor's division, all players are eligible for major division play if determined necessary by the Player Agent and if space is available.

RULES AND GUIDANCE MINOR LEAGUE DIVISION

This is the division where pitchers are trained and developed. It is important to give each player the opportunity to attempt pitching and take the time in practice to teach how to pitch. These players vary from those who just missed the Major division and those whose age places them just in the division.

Development is the key and keeping instruction at the basic level is extremely important. The standings are not kept thus allowing the manager to let the players learn and see multiple positions, including pitching. Winning is not the priority – playing hard and having fun are the priorities.

Five (5) run limit per half inning. Ten run rule after the fourth inning.

Side is out when three outs are made.

The pitching distance shall be 44 feet.

Managers shall provide each player with at minimum of two (2) opportunities to pitch during the regular season if the player desires to do so.

No player shall play an infield position for more than two (2) consecutive innings (not including pitcher or catcher).

No player shall be placed in the outfield, or alternate outfield and reserve, more than (3) consecutive innings without playing an infield position, pitcher or catcher. **MANAGERS MUST BE SENSITIVE TO "HIDING" PLAYERS IN THE OUTFIELD.**

Free substitutions are allowed. **NO** player will sit on the bench more than **one** inning in a row. Managers must notify the opposing manager of any situation that will prevent compliance with this rule prior to the start of the game or inning, whichever is appropriate.

The minimum inning rule does not apply to players that become injured or are removed from the game by a parent.

Each team will place up to 9 fielders in the field. The extra fielder will be positioned in the outfield.

Continuous batting will be in effect: At the start of the game all players present will be assigned a batting position which will remain in effect for the entire game regardless of who is playing defensively. Players arriving to a game late will be added to the end of the batting order.

On a hit ball, the ball is live and in play until the pitcher has the ball and is standing on the mound (not necessarily on the rubber). Any runner(s) between bases may continue to advance to next base at their own risk.

Bunting is allowed.

Infield fly rule applies.

Base runners are allowed to advance under the following guidelines:

- a. There is no stealing of any base.
- b. Once a player reaches first or second base, they can only advance on a pass ball.
- c. Once the base runner reaches third base, they may not advance until the ball is put in play by the hitter. He/She cannot advance on any pass ball. (The ball must be put into play by the hitter). A base runner can advance on pass balls until they reach third base. Once the base runner reaches third base, the only way they can advance to home plate is if the hitter makes contact and drive the run in.
- d. The definition of a passed ball is : the ball must get behind the umpire. (For example, in the direction of the backstop.) This becomes a judgment call by the umpire! Judgment calls are not questioned.

Players are required to either be on the bench or on the field the entire game – **NO EXCEPTIONS**. Do not allow players to continuously roam around or sit with their parents.

Coach or Manager will be allowed outside the dug out, **IN THE IMMEDIATE** vicinity of the dug out to help instruct the players and guide them. At no time will the Coach or Manager step into the field of play or interfere with the play. If there is an injury, obviously this will take precedence.

Protests will be resolved prior to the next pitch by referring to the 2009 Little League Rulebook and/or 2009 Santa Rita Little League Local Rules.

RULES AND GUIDANCE PRE-MINOR LEAGUE DIVISION

The main focus of the managers, coaches and parents in this division is to teach the fundamental skills of baseball and provide all the players with an opportunity to learn all positions, skills, good sportsmanship, and the rules of the game in a safe, positive and fun environment.

The season shall be played in an **instructional** format with the goal on training and development. Winning games should not be the goal. None of the games are played for season standings. No score will be kept.

Managers have the option to pitch to their players or may use the machine if desired. No player shall pitch during a game at any time during the season. If the pitching machine is not used the coaches will pitch but no closer than 40 feet.

Players who attend practice will receive equal playing time.

Players are required to either be on the bench or on the field the entire game – NO EXCEPTIONS. Do not allow players to continuously roam around or sit with their parents.

The first and third base coaches shall make the safe/out calls at those bases. The defensive fielding coach shall make the call at second base. The coach on the mound shall make the call at home plate.

First and third base coaches are to help “police” the base paths. They should notify the defensive coach of any impending obstruction of the base paths. Defensive coaches should be aware that the base coaches will be helping to keep infielders out of the base lines and should not be offended by another coach should he/she point out this type of situation.

Managers should be fairly rotating their players at all positions. The goal should be to not play a player twice at any one position until every other player has had an opportunity to play that position. Managers should give every player a chance to learn each position. - - If a player struggles at a skill or position, the manager should help the player improve and not dismiss the player from that position. Managers are to be sensitive to hiding players behind the plate or in the outfield. Avoiding hot spots” in the name of safety is fine.

Keep good records of positions played by each player on your team to insure minimum playing time requirements are met and that all players have played equally in all skilled positions.

It should be noted that standing in the base path is not a violation of any rule, however, impeding a base runner from advancing to a base is. Therefore, this rule should apply primarily to a first baseman who positions himself in the base path with a base runner at first base, or a fielder who continually fails to clear the base path causing base runners to go around him/her. It should be noted that if a fielder is in the act of fielding a batted ball, the base runner must avoid the fielder.

OFFENSIVE

Five run limit per half-inning. Ten run rule at the 4th inning.

All batters and base runners must wear a helmet.

Each batter will get one warning per game for throwing the bat. The batter will be declared out if he/she throws the bat again during the game.

No player, other than the batter, is to handle a bat.

The side is retired when 3 offensive players are legally put out, or when all players on the roster have batted one time in the half-inning.

A maximum of 6 pitches will be allotted to each batter to put the ball into play. A foul ball cannot be counted as the last pitch. The batter is out after the 6th pitch, if not foul.

Players may advance up to one base on an overthrow, at risk of being put out. For balls hit to the outfield, base runners may advance until the ball is “**under control**” (in possession) in fair territory in the infield by one of the infielders. If the base runner is more than half way to the next base when the ball is determined “under control”, the base runner may continue to advance at risk of being put out, to the next base.

No bunting or stealing is allowed. The base runners must stay in contact with the base until the ball is hit.

DEFENSIVE

Each team will field 10 players. The extra player must be positioned in the outfield.

Three coaches from the fielding team may be on the field. He/She may call time to instruct his players after the play is over (this is encouraged to use the game situation to teach.) Normal coaching is allowed while the play is in progress.

Free substitution. No player should be on the bench more than 1 inning in a row. The minimum inning rule does not apply to players that become injured or are removed from the game by a parent.

Adults (offensive team Manager or Coach) will pitch for the entire season of games in the Coaches Pitch Division. There are no LL rule allowances that allow a player to progress to coaches' pitch in this division.

The Pitcher-Manager of the home team is the "Chief Umpire," and is assisted by the base Coaches, if no Umpire is available.

There are no walks. After the fourth ball is thrown by the child pitcher, the batter stays at home plate and the batter's Manager or Coach may throw up to three additional pitches. The strike count continues, but there will be no called strikes (for example, if the batter has a two strike count when the manager or coach commences pitching and swings and misses at the first pitched ball, a strikeout is recorded and the batter is out. However, the umpire will not call balls and strikes while the coach or manager is pitching.). Additional pitches will be permitted if the third pitch is a foul ball.

Catchers are to catch from the normal location behind home plate. It is recommended that a catcher's box be drawn on the ground to help the player reference where he/she should be positioned.

When base runners are advancing, catchers are NOT to be in front of or standing on home plate WITHOUT THE BALL. Otherwise, they are subject to being injured, called for OBSTRUCTION, or both. The pitching coach should immediately correct this, if able, since he/she has the call at home.

The pitcher must stand within a 6' radius of the pitching plate and not in front of the pitching machine. The pitcher cannot leave the circle before the ball is hit.

No infield fly rule

When the ball is hit, the Pitcher-Manager must get out of the way as quickly as possible and not touch the ball until time is called. A batted ball, which hits the Pitcher-Manager, is a dead ball, and will be counted as "no pitch".

The umpire will call time out at the end of each play. End of play is defined as the defensive team's pitcher having control of the ball within the pitcher mound circle.

Side is out when three outs are made or five runs are scored per half inning. The last inning is not an open inning.

Managers and Coaches are allowed on the field until the players start pitching unless a coach is acting as a pitcher.

Continuous batting will be in effect: At the start of the game all players present will be assigned a batting position which will remain in effect for the entire game regardless of who is playing defensively. Players arriving to a game late will be added to the end of the batting order.

When the coach is pitching, the child that is playing the position of pitcher must have both feet in the pitcher circle. The pitching circle should be 10 ft in diameter. The coach shall pitch within the pitching circle.

PHILOSOPHY, RULES AND GUIDANCE T-BALL DIVISION

Emphasis in T-Ball is placed on developing a basic understanding of the game and this level is a non-competitive program. Winning should not be emphasized but having a safe and enjoyable playing experience.

Managers must work together during games, with the goal of providing the best possible learning environment.

Santa Rita Little League's policy regarding playing time and positions is clear. Each player should have the opportunity to play each position equally to develop and grow. Managers are expected to develop a rotation based on the 6 infield positions, which will give each player the same opportunity to play each position equally if they attend the games and practices. This is not for a game-by-game basis, but a "for the year" requirement.

Managers may choose to either pitch to their players or use the tee. If after three pitches the batter has not hit the ball, the player will hit off of the tee. The batter may be allowed 3 additional swings. On the last swing the coach will assist the batter in hitting the ball. The batter is out if, after taking six consecutive swings, he/she has not yet hit the ball into fair territory.

Home team occupies third base bench.

Fifty (50) feet between bases.

All players bat and field each inning. The inning ends after the last player on the team has batted or 3 outs.

Players are required to either be on the bench or on the field the entire game – NO EXCEPTIONS. Do not allow players to continuously roam around or sit with their parents.

PLAYERS MUST WEAR LONG PANTS. Baseball pants are encouraged.

PLAYERS MUST WEAR SNEAKERS OR CLEATS. No sandals or open-toed shoes are permitted.

No Score will be kept.

OFFENSIVE RULES

All batters and base runners must wear a helmet.

No player, other than the batter, is to handle a bat.

Throwing the bat is not allowed. This is a safety concern, and this rule must be enforced. T-Ball is the place to teach good habits. Any player who throws the bat after receiving a warning is out. One warning per player, per game, with any subsequent throwing of the bat resulting in an out.

Continuous batting will be in effect. At the start of the game all players present will be assigned a batting position which will remain in effect for the entire game regardless of who is playing defensively. Players arriving to a game late will be added to the end of the batting order.

No stealing, bunting, and sliding are not allowed.

No runners are allowed to advance to the next base on an over throw.

Base coaches serve as umpires for their respective bases. Defensive coach located in outfield will call second base.

Batting coach will call home if needed. **THE COACH'S DECISION STANDS.**

Coaches are reminded to remove the tee when runners are running home or if there is a play at the plate.

A batted ball must reach the *15-foot* semicircle from home plate before it is live (The line is in fair territory, batting coach will make fair/foul call.)

The Manager and both Coaches may be out on the field with the players. The Team Mom or another cleared volunteer may be in the dug out with the players.

DEFENSIVE

All kids will be played on the field at all times.

In the event of an out, the batter/runner shall be directed to the dugout/bench (and not be allowed to remain on the base).

Pitcher must wear a helmet.

Play stops when the ball is returned to the infield. The infielder need not have control of the ball. (In the event a runner is more than halfway to the next base, allow him/her to advance.)

The batting coach shall notify the defense when the last batter is up. As the ball is hit, the defense shall make ONE play and then allow the runners to clear the bases before leaving the field.

The defense shall not block home plate nor tag each runner as they round the bases. The last batter shall, in effect, be considered a home-run hitter. With the exception of ONE defensive play, the batter and all base runners shall be allowed to run the bases as if a home run were hit.

Players will be encouraged to make the right play, i.e.; the pitcher will throw to first base rather than running it himself/herself or rolling the ball.

Outfielders must stay out of the area designated for the infielders, approximately 10 to 15 feet behind the base path. Four infielders, pitcher and catcher will play infield - all others in outfield.

Outfielders must throw the ball into the infield to make an out. Play stops when the ball reaches the infield. Outfielders cannot make tags or force-outs at the bases, but can catch fly balls for an out.

It is the obligation of the manager to rotate all players between the infield and outfield. Your players should play every position on the team and to this end, no player shall play outfield for more than two consecutive innings.

During a game, no player shall play the same infield position more than twice. Keep records so that you track players by position played during the season to ensure that he/she has played all positions equally as the rest of the team.

Only three coaches are allowed on the field with the defensive team.

Managers/Coaches are expected to help "police" the base paths, i.e., first baseman standing in front of the base runner on first base. The first and third base coaches have the best view of this situation. Base coaches should notify defensive coaches when an unsafe situation exists. Defensive coaches should be aware that they may be notified of this situation from time to time by the offensive coaches and should not take offense to this. Managers should resist physically moving the players, but instruct them where to stand so they are not in the base path.

The Manager at home plate is called the Umpire Manager, and is the "Chief Umpire", and is to be assisted by the base Coach.

The side is out when three outs are made or the offensive team bats through its entire roster in its half-inning.

When the ball is hit, the Umpire Manager should move the tee out of the way and must stay in foul territory and not touch the ball until time is called.

The umpire will call time out at the end of each play. End of play is defined as the defensive team having control of the ball in the infield, with all runners on or near a base, and not advancing. The infield shall be considered 9 feet in

front of, or beyond, the baseline. The baseline is considered to be a direct line between two bases. Although “control of the ball in the infield” is open to interpretation, this rule is intended to reduce over-zealous base-coaching and base-running at this developmental level of Little League Baseball.

FIELD DECORUM & SAFETY

Santa Rita Little League is committed to the safety of our players. Everyone (Players, Parents, Coaches, Team Parents, Managers, Umpires and Board Members) should read and understand the Safety Code on the inside of the back cover of the *Official Regulations and Playing Rules* book and the League Safety Manual. It is the responsibility of everyone to point out any safety violations to the President and Safety Officer.

Managers and coaches are responsible for ensuring that all League and personal equipment meet safety guidelines. Any equipment deemed damaged or not in accordance with Little League relations, must be removed from the field.

Any and all player injuries must be reported to the Safety Officer and the President, or if neither are available, please email notification within 24 hours of the event.

All trash must be removed from dugouts after games and is the responsibility of the Manager and Coach.

Decoration will be allowed only on the bleachers except for the team banner.

POST SEASON TOURNAMENT

Majors shall play a double-elimination tournament at the end of the season. Teams will be seeded based on regular season standings. Home team shall be the higher seed.

Major division players and Managers will play by regular season rules and may not use All Star Tournament Rules.

Senior and Junior Leagues

The Senior and Junior Divisions will play a championship tournament as determined by District 12.

Minor League, Coaches Pitch & T-Ball

Minor League Coaches Pitch will not have a tournament.

Trophies or medallions will be awarded to all players in the Minor League Coaches Pitch Division.

ALL STAR Team and Manager Selection

The end of the Little League regular season arrives with the selection of the All-Star Teams. These teams enter tournament play representing Santa Rita Little League.

The framework and guidelines for Tournament Play are established by Little League Baseball. They are detailed annually in the Tournament Rules and Guidelines and shall be followed by Santa Rita Little League.

To be eligible for the teams, parent or guardian of players may be required to sign a “Commitment to Play” form provided by Santa Rita Little League.

Players age 9-12 will each receive one vote to cast in their selection/recommendation to the President for the All-Star Manager positions.

Any Manager or Coach may submit an application for All-Star Manager to the Managers Committee or President by June 1st.

The President will appoint the All Star Managers and Coaches and has the option to not appoint any candidates if they have failed to support and uphold the local and Little League rules or displayed any unsportsmanship conduct during the regular season. The Board of Directors will approve appointments.

The President of Santa Rita Little League will select all remaining All-Star Managers to be approved by the Board of Directors. In the event the Board of Directors does not approve the initial candidate; the President will bring a new candidate to be approved.

The Manager may request two assistant coaches if applicable depending on the number of players rostered. The President will have the option to appoint the requested coaches or select two other Coaches. The Board of Directors will vote and approval the final selection.

Managers for each All-Star team will be notified of their selection a minimum of seven days prior to the announcement of the All-Star teams.

The Player Agent will verify that all participants have met the little league guidelines (60%) playing rule. All names submitted by the deadline for each division will be turned over to the respective player agents to create ballots.

9-10 All-Star Teams

The Player Agent's may conduct an All-Star team tryout of all eligible 9-10 players at the discretion of and.

The 9-10 All-Star team will consist of at least twelve Minor and/or Major Division players. The Major and Minors Managers will select seven. The remaining roster will be filled by the All Star Manager with Board approval.

No more than 13 players will be rostered.

10-11 All Star Team

The Player's Agent may conduct an All-Star team tryout of all eligible 10-11 players at the discretion of and.

A 10-11 All Star team may be selected if approved by the Board of Directors. The selection process will be the same as the 9-10 All-Star team.

No more than 13 players will be rostered.

Major (11-12) All-Star Team

The Player's Agent may conduct an All Star team try out of all eligible 11-12 players at the discretion of and.

Prior to the voting for the Major (11-12) All-Star Team, the managers and coaches of the Major division may hold a meeting to discuss each player participating in the All-Star selection process.

The Major (11-12) All-Star Team will consist of no more than 13 Major league players selected by a combination of player votes and the major's level Managers.

Junior and Senior All-Star Selection

The Voting method will be the same as the (11-12) All Star Team

No more than 13 players will be rostered.

Voting

All-Star voting will take place no sooner than June 1st.

Santa Rita Little League Board of Directors will establish date and times for All-Star voting.

No exceptions for All-Star voting will be made outside the established time frame.

Absentee ballots for the major, junior, and senior division will be accepted providing they are returned within the established time frame and are signed and sealed.

Phone voting will not be permitted.

The Division Player Agent will count ballots and two other Board members appointed by the President.

All-Star Managers will be notified after June 1st but no later than June 8th. The release of names of players selected for the All Stars teams will not be made before June 15th and not until the availability and eligibility of all prospective team members have been established.

All-Star players missing practice or games may be dropped from the team at the manager's discretion with Santa Rita Little League Board approval.

1. The teams will be selected and drafted in the following order:
 - a. 11 - 12 ALL-STAR TEAM
 - b. 9 -10 ALL-STAR TEAM
 - c. 10 – 11 ALL-STAR TEAM
2. Number of players, managers and coaches.
 - a. No more than 13 players
 - b. One Manager and two Coaches if 12 players than one Manager and one Coach
3. Eligibility
 - a. In accordance with 2009 Little League Rules.
4. Player selection
 - a. The 11-12 year old teams will field no more than 13 players seven coming from the All Star voting selection and three from the Major's level Managers and three from the All- Star Manager's pick.

- b. The 9-10 year old team will field no more than 13 players three coming from the All Star Voting Selection, five from the Minor & Major's Managers selection and five from the All Star Manager's pick.
 - c. If accepted, the 10 – 11 year old teams will field no more than 13 players, seven coming from the All Star voting selection, three from the Minor & Major's Manager selection and three from the managers pick. It is at the discretion of the board to determine whether or not to roster a 10/11-year-old team.
5. Ballot Process
- a. Every eligible player 9 & 10 year old and 11 & 12 year old will be placed on a ballot. The 9/10 year olds will be on one ballot and the 11/12 year olds, on a second ballot.
 - b. Each player will vote either for the 9/10 or 11/12 year old players and will be determined by their own league age. Players will only vote for players in their age bracket. Each player will cast seven votes. The players with the top seven votes will be placed on the All Star roster.
 - c. If there is a 10/11 All Star Team, the players with the next top seven votes will be placed on that roster.
 - d. All Major's Managers will decide as a group which next three 11/12 year olds will be placed on the roster. The Player's Agent may also develop a ballot and have each Manager vote. The three players with the most votes will be rostered.
 - e. All Minors and Major's Managers will decide as a group which next three 9/10 year olds will be placed on the roster. The Player's Agent may also develop a ballot and have each Manager vote. The three players with the most votes will be rostered.
 - f. The remainder of the roster will be filled at the discretion of the All Star Manager of each team.

ATTACHMENT 1: PLAYER MOVEMENT POLICY

Player Replacements & Roster Amendments

This policy addresses how Santa Rita Little League handles a Major (and Minor) team that loses a player and needs a replacement. For any situation not covered by this policy the manager and player agents shall refer to the Little League rulebook.

Player Moves from Minors to Majors

1. The Major Manager must immediately notify the Majors player agent that a player was lost from the team.
2. The Major Player agent contacts the player to verify they are leaving or can't play and the reason why. He then contacts the Minors player agent.
3. The Major Manager informs the Minor Player Agent the player s/ he has identified from the Minor division to "move-up" within 3 days of learning of the loss.

NOTE: The Major Manager MAY NOT notify or talk to the new potential player or the player's parents until the player agents make the move "official."

4. The Major Manager (using his original tryout sheet or an updated list of players) calls the player agent with the name of the player identified to move-up.
5. The player agents verify the player's eligibility and inform the player of the move. The player agent provides the Major Manager's name and phone number.
6. The player agent calls the Major Manager back to let them know that the player has been notified and provides the player's information, making the move "official."
7. The player agent notifies the Minor's Manager losing the player that this player is no longer on their team.
8. The player agent completes a roster amendment for each team affected and communicates this information to the commissioner and board.

Player Moves From Pre-Minor to Minors

The process for managers to replace players within the minors division is identical to AAA to Majors with the following exception: Only the Minors player agent must be involved.

Player Refusal to move

In the case where a player refuses to move up to the next division, such player will be removed from the roster of their current team and will be ineligible to play for the rest of the season. The player will only be allowed to return the following season upon approval by the Board of Directors.

Manager Coach Replacements & Roster Amendments

1. The manager or coach notifies the appropriate Player's Agent there is a coaching change.
2. The President and Board approve roster changes involving managers and coaches since this involves adult volunteers.
3. After manager / coach changes are approved by the board, the commissioner and player agent process a roster change.

Policy Violations

The manager shall be referred to the board for possible suspension for violating this policy.