



**SOUTH SUNRISE LITTLE LEAGUE  
ORANGE, CALIFORNIA**

**BASEBALL LOCAL RULES  
2024 SEASON**

**ADOPTED JANUARY 2, 2024**

**SOUTH SUNRISE LITTLE LEAGUE (EST. 1961)**  
**P.O. BOX 2341, ORANGE, CALIFORNIA 92869**  
**LEAGUE ID: 04053006**  
**FEDERAL EIN: 95-6069330**



**2024 BOARD OF DIRECTORS**

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These Local Rules provide “on-the-field” procedures for operating South Sunrise Little League (the "League"). The intended goal of these Local Rules shall be to serve the children of the community by providing rules that allow our children to develop a love for the game of baseball and/or softball and long-lasting friendships while promoting good sportsmanship and a sense of fair play.

These Local Rules are meant to supplement but not replace the League Bylaws and Official Playing Rules of Little League otherwise known as the "Blue Book" (“Red Book” for Softball). To the extent these Local Rules are inconsistent with the Blue/Red Book or the SSSL Bylaws, these Local Rules shall not apply.

## 1. **Parents and Fans**

- A. Conduct: Parents, fans, guests, or any other persons in attendance at games, practices, or other League functions shall conduct themselves in a manner, which provides a positive example to the youth of the League and complies with the applicable City of Orange and/or Orange Unified School District facility codes. Such persons conducting themselves in other than the best interests of the League shall be subject to removal and/or disciplinary action. See “South Sunrise Little League Code of Conduct” on the league website and League Bylaws.
- B. Concerns or Issues: Concerns and issues should first be addressed to the team Manager. Afterward, concerns and issues should be addressed to League President and/or other board members as appropriate.

## 2. **Players**

- A. Uniforms: No player or team shall alter any part of the League-issued SSSL uniform, including hats, shirts, socks, or pants, without the approval of the Uniforms/Equipment Board of Directors.. Teams may elect to wear “alternate jerseys” during practices or games as long as the jersey includes a jersey number and an official Little League patch.
- B. Cups: All male players in divisions A and up are required to wear protective cups. T-Ball and Rookie players are highly encouraged to wear protective cups. Players not wearing protective cups in divisions A and up will not be permitted to participate in practices or games. Note: This does not mean an opposing manager or coach can have a player disqualified and the game forfeited if he/she identifies a player is not wearing a protective cup during a game. The spirit of the rule is to encourage safety for all players, not create a loophole to disqualify players and create a competitive advantage.
- C. Conduct: Players shall conduct themselves in an orderly and safe manner everywhere within the McPherson Athletic Facility and at opposing facilities, including in the dugout and the field. Horseplay, profanity, or other behavior deterring from the orderly progression of the game is prohibited. See the “South Sunrise Little League Code of Conduct.”
- D. Bullying: The League believes in building high self-esteem and providing a safe and

enjoyable experience for all of its youth participants. Thus, repeated harmful acts, words or other behavior that makes the victim feel hurt, scared and/or ashamed will not be tolerated, whether baseball-related or other.

- E. Absenteeism: In the event of 3 consecutive absences by a player from either practice or games, the Player Agent shall be notified by the manager for appropriate action. The player may be dropped from the team if he/she does not have a legitimate excuse for his/her absences, subject to final investigation and approval by the Board of Directors. While a player may be disciplined for unexcused practice or game absenteeism, or other League infractions, managers are directed to use the utmost discretion in this action. Parents/guardians shall be notified and warned in writing of possible disciplinary actions in an effort to correct the situation prior to instituting the disciplinary action. Any formal suspensions or expulsions shall be made solely by the Board of Directors per the League's Bylaws.
- F. Discipline: For disciplinary reasons, a manager may bench a player before or during a game. When this action has been taken, the manager shall report it to the opposing manager, the plate umpire and the official scorekeeper, citing the player's name and the circumstances. Managers should report consistent behavioral issues to the League Player Agent.
- G. Ejection: When a player is ejected from a game by an umpire or League official, the player shall leave the field of play immediately and take no further part in that game. The player may not sit in the stands and may not be recalled. Any player ejected from a game is suspended for the next scheduled game.
- H. Ineligibility: Any player not eligible to play due to injury shall not be allowed to act as a base coach or other capacity requiring being on the field of play. Injured players shall be allowed to remain in the dugout.
- I. Substitute Players: A manager may request a temporary substitute from the Player Agent prior to the game if necessary to field nine (9) players:
  - (1) The Player Agent will solicit a player(s) from other teams in the same or a lower division.
  - (2) The substitute selection process should be as random as possible tempered by convenience.
  - (3) Managers cannot choose or refuse a player and Managers & Coaches are prohibited from reaching out directly to players or parents to solicit them to sub for their team. Any violation of this will result in a forfeit.
  - (4) The substitute player cannot pitch, must bat last, and may only play in the outfield on defense.
  - (5) If in advance of the game time the manager determines that he will no longer need the substitute player, the manager shall immediately contact the Player Agent and substitute player to make an effort to cancel the substitution.
  - (6) Once called up to substitute, if the player arrives at the field and there are

more than nine (9) players, the substitute shall be allowed to play, but may decline.

- (7) Substitute players must wear their regular team's uniform. They are not permitted to wear matching uniforms with the team they are substituting for. Any violation of this will result in a one game suspension to the violating player.
- (8) If the Player Agent has a child in the same division where the substitute is required, the substitute shall be selected by another disinterested, neutral board member.

### 3. **Managers and Coaches**

- A. Code of Conduct: Managers and coaches shall lead their teams and conduct themselves in accordance with the South Sunrise Little League Code of Conduct and the Little League Operating Manual. All managers and coaches may be required to sign an SSSL Code of Conduct form on an annual basis.
- B. Background Checks: All managers and assistant coaches must undergo an annual criminal/sex offender background check administered by the League. Any manager or coach who refuses to comply with a background check is not eligible to participate. No exceptions.
- B. Practices: Managers and coaches shall conduct at least one team practice and a maximum of four League activities (combination of practices and games) per week. Field practices and batting cage sessions on the same date are considered one activity.
- C. Number of Coaches: Only the manager and two approved coaches of record are allowed in the dugout during the game. If one of the above is not at the game, then a parent with a child on the team can replace the manager or coach if said parent has completed a League conducted background check. This rule does not apply in the A, Rookie or T-ball divisions, where 4 approved adults are allowed, one in the dugout and 3 offensive coaches.
- D. Attire: All managers and coaches must wear a jersey or shirt (no tank tops), close-toed shoes, and a corresponding team hat. The Officer in Charge shall have sole discretion to remove any manager or coach that refuses to comply with this requirement.
- E. Umpiring: All managers and coaches in all divisions may be called upon to umpire games or to acquire umpires as scheduled by the Umpire-in-Chief. Any manager or coach that volunteers to umpire shall be required to attend at least 2 previous rules clinics in the past 3 years. No manager or coach shall be an umpire in any game within his or her division without the consent of the managers of both teams of the game in question.
- F. Scorekeeping: Manager of the home team shall be responsible for providing an official scorekeeper. The official scorekeeper must keep score on the league

GameChanger account. The away team must also provide a backup scorekeeper who may use either GameChanger or an official scorebook provided by the league. Both scorekeepers must remain in the designated scorekeeper booth for the duration of the game and may not keep score outside of the scorekeeper booth (except in the A division).

- G. Ejection: When a manager or coach is ejected from a game by an umpire or League official, the manager or coach shall leave the facility immediately and take no further part in that game. The manager or coach may not sit in the stands and may not be recalled. Any manager or coach ejected from a game is suspended for the next scheduled game and may not be present at the facility on the day of said game. Any violation of this rule will result in further suspension or expulsion.

4. **Umpires:** According to the umpire policy.

- A. In addition, in the AA Division and below, any Board member seeing an issue of inappropriate or unsafe conduct, or non-compliance with Little League, Bylaws, or Local Rules, shall notify the Board member in charge who shall intervene as necessary to address the issues. If the issues require immediate intervention (e.g., safety issues, inappropriate language or arguing), any board member may intervene immediately and shall be deemed to have all the powers of an umpire, including ejection and termination of the game.

5. **Practice**

- A. Field Assignments: The League provides each team designated days and times for field practice at McPherson Athletic Facility and other City of Orange athletic facilities. Managers may also reserve practice time at the McPherson batting cages by reserving time slots on the League website. All coaches shall possess a copy of the OUSD Field Use Permit, obtainable from the League website. No SSLL teams shall practice on other City of Orange Parks, unless written authorization is obtained from the League President. In addition, no SSLL teams shall practice on any permitted fields or utilize the League's batting cages on city holidays or field closure days. If the McPherson facility is closed due to weather, no teams are permitted to practice at McPherson or any other outdoor offsite facility (offsite indoor facilities are permitted at the team's own cost). If the facility is closed due to holiday or non-permitted day, no practices are allowed to be held. Any manager or coach who violates this policy may be subject to discipline, including manager suspension for one-game for first offense, and one-game forfeiture for each subsequent offense.
- B. Practice Dates: No teams are permitted to begin practices at McPherson Athletic Complex or any other indoor or outdoor facility prior to February 1<sup>st</sup> or whatever pre-determined date set by the Board of Directors. Any team caught in violation of this rule are subject to forfeiture of one game per incident.
- B. Batting Practice: Major and AAA teams MUST use a rubber mat in front of the pitchers' mound when pitching batting practice to protect grass area and a rubber mat on the batter's box. An L-screen MUST be used for protecting the batting practice pitcher. An L-screen MUST be used behind home plate if a catcher is not being used during batting practice to protect backstop padding.

- C. Maintenance: Managers are responsible for maintaining fields after every practice, including dragging, raking and hosing infield dirt areas, stowing bases and field equipment and cleaning out dugout in accordance with South Sunrise Little League Field Maintenance Policy & Procedures. The Managers are encouraged to appoint one or two field parent(s) to handle maintenance throughout the season.
- D. Compliance: Failure to comply with these rules will result in loss of field practice time and/or forfeiture of games.

6. **Pitching Rules**

- A. Official Little League pitch count rules apply to the Junior, Intermediate (50/70), Major, AAA, and AA Divisions (there is no pitching in the other divisions). Refer to the Blue Book chart for pitch count rules.
- B. In summary: The manager must remove the pitcher when said pitcher reaches the limit for his/her league-age group as noted below, but the pitcher may remain in the game at another position:

League Age	Maximum Pitches Per Day
7-8	50
9-10	75
11-12	85
13-16	95

- C. Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is put out; (3) the third out is made to complete the half-inning.
- D. Pitcher-Catcher: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. Any player who has played the position of catcher in MORE than three innings in a game is not eligible to pitch on that calendar day. A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day.
- E. Pitcher Rest Requirements: Pitchers league-age 14 and under must adhere to the following rest requirements:

Pitches Thrown in a Day	Rest Required
66+	Four (4) Calendar Days of Rest
51-65	Three (3) Calendar Days of Rest
36-50	Two (2) Calendar Days of Rest
21-35	One (1) Calendar Day of Rest
0-20	No (0) Days of Rest Required

- F. The first “Calendar Day” is the day after the game. For example, if a pitcher pitches on Saturday, the first “Calendar Day” of rest begins on Sunday.
- G. Conflict: Any conflict regarding pitch count between these Local Rules and the Blue Book shall be governed by the Blue Book.

7. **Beginning & Playing the Game**

- A. Rules: The local rules supplement the Little League International Official Regulations and Playing Rules, which govern the conduct, and play of this League.
- B. Dugouts: The home team will always occupy the 3<sup>rd</sup> base dugout and the visiting team will always occupy the 1<sup>st</sup> base dugout.
- C. Field Preparation: Home team shall be responsible for completing field preparation no later than 30 minutes prior to the scheduled game time in order to get prompt infield warm up time. The team field coordinator will work with the field team to prepare the field. The Visiting team shall be responsible for the field cleanup after the game to include dragging, watering, and returning the equipment to the shed. The Home team will also be responsible for field cleanup if the visiting team is a non-SSLL team.
- D. Ground Rules – Major Field (Field 2)
  - (1) Out of Bounds:
    - (a) Left Field: Balls bouncing past the outfield fence hitting the back fence are considered in play, unless the ball goes behind the outfield fence or past the left field imaginary extension of the out of bound fence. No fans are permitted to sit in this area.
    - (b) Right Field: Balls bounding past the outfield fence or past the right field imaginary extension of the out of bound fence are considered out of play.
- E. Ground Rules – AAA Field (Field 1)
  - (1) Out of Bounds:
    - (a) Left Field: Balls bounding past the outfield fence or past the left field imaginary extension of the out of bound fence are considered out of play.
    - (b) Right Field: Balls bounding past the outfield fence hitting the back fence are considered in play, unless the ball goes behind the outfield fence or past the right field imaginary extension of the out of bound fence. No fans are permitted to sit in this area.
    - (c) Home Runs: Balls hitting the tree in right field on a fly shall be considered home runs.



- F. Ground Rules – AA Field (Field 3)
- (1) Out of Bounds: Balls bounding past either the outfield fence or past the field imaginary extensions of the out of bound fences are considered out of play.
- G. Warm Up: Infield warm-ups can begin no earlier than 30 minutes prior to a game’s scheduled starting time. The home team will have the field for ten minutes beginning 30 minutes prior to the scheduled game time. The visiting team will have the field for 10 minutes beginning 20 minutes prior to the scheduled game time. The umpire will determine when infield practice is over and the game will start.
- H. Starting Times: Games are to start at the scheduled time. A grace period of 10 minutes may be granted by the umpire.
- I. Cleanliness: Managers of both teams shall be responsible for the cleanliness of the field, dugouts and grandstands upon completion of games and practices.
- J. Tobacco: No tobacco products will be allowed on the field or within the McPherson Athletic Facility.
- K. Gum: Is not allowed in the dugout or on the playing fields.

## 8. **Ending the Game**

- A. Limits:
- (1) Length and Time (see table below)
- (a) 1/2 inning less if home team is ahead
- (b) No new inning may start after time limit. At the moment the final out in any full inning is made, the next inning begins.
- (2) End of play: Occurs when the first of any of the following occur:
- (a) Official Game – Time Limit Expires: In a game that has reached the minimum number of innings to become “Official” and if the time limit has been reached, no new inning can start. At the moment the final out in any full inning is made, the next inning begins. The present inning shall be completed. No reverting back (unless the Sunset Rule applies).
- (b) Complete Game: Complete game is achieved. Not applicable for A, Rookie, and T-ball Divisions unless standings kept.

- (c) Extended Games Extra Innings before Time Limit Expires: If a game is tied after 6 innings, additional innings will be played until the tie is broken or the time limit expires.

Division	Innings Official Game (1)	Innings Complete Game (1)	Time Limit for Game (2)
Juniors	4	7	NA
Intermediate 50/70	5	7	NA
Majors	4	6	2 hours, 30 minutes
AAA	4	6	2 hours 15 minutes
AA/AA Softball	3	6	2 hours
Rookie/A	3	6	1 hours, 30 minutes
T-ball	3	6	1 hour

(d) Extra Innings After Time Limit Expires: Time limit rule applies. Official Games that end in a tie will not be continued and will be

recorded as a tie in the standings (Except in playoff or tournament play).

- (e) Official Game – Sunset Rule: At the plate meeting before the game, the umpire shall declare to the managers the “sunset time” based on the posted sunset time either in the local newspaper, weather app, or some other means of determination. The “sunset time” shall be given to the official scorekeeper to record in the scorebook. In a game that has reached the minimum number of innings to become “Official”, at the posted sunset time for darkness or for unsafe weather conditions the managers will be notified of the end of play. Upon notification, the current batter will complete his or her time at bat. At the completion of that at bat, the game will be stopped.
- i. Reverting Back: In a game called due to the Sunset Rule, if the home team is ahead in the bottom half of the inning, the home team wins. If the home team is not ahead whether at bat or not, the final score becomes the score in the last complete inning, assuming the “Official” amount of innings

have been fulfilled.

- ii. Safety Concerns: At the Umpire's discretion when he/she believes it is unsafe to play at any time, but cannot extend play beyond the point fixed by the Sunset Rule.
- (f) Mercy Rule: 15 run lead after the 3<sup>rd</sup> inning, 10 run lead after the 4<sup>th</sup> inning, or 8 run lead after the 5<sup>th</sup> inning (only applies to the divisions where score is kept).

For the A division only, if the mercy rule is enforced, the final score is recorded but the two teams will still complete the game with no further score being kept. The purpose of this is to allow the younger kids a chance to play more innings even after a mercy has been achieved.

## 9. **Continuing the Game**

- A. Called Games: Games that are postponed due to field conditions, weather or League wide scheduling conflicts may be rescheduled by the scheduling coordinator. Called games that do not materially affect the final standings might not be rescheduled.
- B. Forfeits Before the Game: If a team has determined that it cannot field 9 players for a scheduled game and wishes to reschedule the game, the manager shall contact the Division Coordinator and opposing manager 48 hours before the scheduled game. The Division Coordinator will notify the President and/or Vice President and the Chief Umpire.

(1) Basis for Request:

- (a) The manager shall provide the following information to the Division Coordinator:
  - i. Name/phone numbers of children not available to play
  - ii. Reason why each child cannot play
- (b) Decision: The Division Coordinator shall verify the information provided about the child. The Board shall determine if the game will be forfeited or rescheduled.
- (c) Factors weighing against rescheduling will include but are not limited to the following:
  - i. Choosing to play in another league's game,
  - ii. Choosing to play in another sport,
  - iii. School Detention if the time was chosen by the player,
  - iv. Perceived manipulation of the schedule to a team's benefit,

- v. Gross failure to communicate with the team (i.e. Should have been aware of vacations, etc., conflicts that should have been reported...),
- (d) Factors weighing in favor of rescheduling will be but not limited to the following:
  - i. Unforeseen illness of player or his family
  - ii. Unforeseen conflicts
- (e) If rescheduling is not an option, teams have an option to begin and play a game with no less than 8 players in the lineup. If this option is exercised, an out shall be charged every time the team reaches the 9<sup>th</sup> position in the batting order. The teams shall determine which defensive position will be left vacant, but teams in the A division with only 8 players in the lineup must leave the catcher position vacant.

### C. Protests

- (1) Deadline: Must be made to the plate umpire and official scorekeeper at the time of infraction before the next pitch.
- (2) Decision: Formal protest will be reviewed and ruled upon by the League's Protest Committee.
- (3) Re-Scheduling the Game:
  - (a) Single Games - Games shall be re-scheduled at the earliest available time slot.
    - i. Rescheduled game shall not result in team playing 3 consecutive days:
      - If the available time slot for a rescheduled game causes a team to play on 3 consecutive days, the game will be moved to the next available time slot or switch with another rescheduled game.
      - If no other time slot is available, then the game will be rescheduled without regard to previously scheduled games.
      - Rescheduled games shall not result in team playing 4 games a week:
  - (b) Multiple Rescheduled Games: If multiple games are to be

rescheduled, the games shall be rescheduled based on the order of the originally scheduled games.

- (c) Pitching: Pitch count shall continue to be charged against a pitcher on the date pitched.

## 10. **Playing Rules**

**A.** Junior and Intermediate 50/70 Divisions: Rules for the Junior and Intermediate 50/70 divisions are in accordance with the Little League official rule book (Blue Book). Ground rules for individual fields may be found on the District 30 website.

**B.** Inter-league Play (Majors, AAA, and AA only): Rules for any inter-league play will be in accordance with rules adopted and ratified by the participating leagues. All games shall be played according to those inter-league rules, otherwise according to the Blue Book.

**C.** For the Majors, AAA, AA, and A divisions, South Sunrise shall abide by Little League Rule 6.02c whereby the batter, after entering the batter's box, must remain in the box with at least one foot throughout the at bat.

### (1) Exceptions:

- a. On a swing, slap, or check swing.
- b. When forced out of the box by a pitch.
- c. When the batter attempts a "drag bunt" in Baseball [or attempts a "slap" or "slap bunt" in Softball]
- d. When the catcher does not catch the pitched ball.
- e. When a play has been attempted.
- f. When time has been called.
- g. When the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher's plate after receiving the ball or the catcher leaves the catcher's box.
- h. On a three ball count pitch that is a strike that the batter thinks is a ball.

(2) Penalty: If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter.

(3) NOTE: The batter may return their position in the batter's box and assume the new count at any time during the at-bat, unless such enforced penalty is the third strike.

### **D.** Major Division

- a. Rules for the Majors Division are in accordance with the Little League Official Rule Book (Blue Book)

**E.** Substitutions: For the Majors, AAA, AA, and A division, Managers must notify the scorekeeper(s) of and will be responsible for any substitutions made after the

start of the game, at the start of each inning or during any pitching change. This rule is in place in order to keep track of required minimum play for each division. Managers will be subject to disciplinary action if the minimum rule is not obeyed.

- F. Pinch Runners:** For the Majors, AAA, and AA divisions, teams are permitted to utilize a pinch runner for the catcher to enter when there are two outs. The pinch runner shall only be the last offensive player to be retired.
- G. Line Up Cards:** Official line-up cards must be exchanged between managers at the plate meeting before each game (Major, AAA, AA, A divisions only when score is kept). Any manager who fails to provide a complete line-up card with batting order, last names, and jersey numbers shall be subject to a forfeiture.
- H. Bat-Throwing:** At all levels of play, bat-throwing presents a safety issue to other players and umpires. The umpire has complete discretion to determine if a bat throw is severe and presents a safety issue. In any case, bat throwing is something the League wants to discourage. In an extreme case, a batter could seriously hurt someone if he/she is careless with the bat. Penalties for severe bat throwing are as follows:
  - a. The first time a particular batter lets a bat go flying, the batter receives a warning by the umpire.
  - b. If the same batter repeats the offense in the same game, the umpire shall go to the player's manager and give the manager two options: the manager can either bench the player for the remainder of the game, or the player is ejected from the game and receives a one game suspension. The manager is encouraged to simply bench the player for the remainder of the game to avoid the one game suspension. If the player is removed from the batting order, an out shall not be recorded. The batter is simply removed from the batting order as if he/she left the game early.

#### **I. AAA Division**

- (1) Course of Play
- (a) The Ball: Official Little League Ball shall be used in all games.
- (b) Scorekeeper and Pitch counter: Home team supplies the scorekeeper, visiting team supplies the pitch count keeper.
- (c) The Mound: The mound shall be at 46 feet, per official Little League rules
- (d) Strike Zone: The strike zone shall be per official Little League Rules.
- (e) Umpires: Umpires shall be used for all AAA games.
- (e) Illegal Pitches: Illegal pitches shall be called. Per official Little

League rules, one ball will be added to count. An illegal pitch which results in 4<sup>th</sup> ball will result in a base-on-balls (walk). The umpire may, at his own discretion, issue one warning to each team prior to penalizing the pitcher for an illegal pitch.

- (f) Catcher's Interference: Catcher's interference shall be called. Per official Little League rules, a base shall be automatically awarded.
  - (g) Infield Fly Rule: The infield fly rule shall be in effect per official Little League rules.
  - (h) Dropped Third Strike: Shall not be in effect.
- (2) Offense:
- (a) Batting Order: The entire roster will bat in rotation throughout the game.
  - (b) Side Out: The side is out when team in the field makes the third out, or when the 5<sup>th</sup> run in the inning is scored, whichever occurs first. However, if the 5<sup>th</sup> run is scored because of an over-the-fence home run, any other runs that would normally score because of the home run will count. From the sixth inning on, the side is not retired until the third out is made.
  - (c) Players Arriving Late: Any player arriving after the lineup cards have been exchanged with the umpires shall be added at the end of the batting order. If a player did not arrive late, but was inadvertently left off of the lineup card when the lineup cards were exchanged, he/she shall be automatically added at the end of the batting order (this rule shall apply to all divisions).
  - (d) Players Leaving Early: Any player who has left the game early, regardless of the reason, will be removed from the batting order. No out will be recorded during his or her turn at bat. Once a player has been removed from the batting order, he/she may not return to the game. If the player cannot bat due to an injury but intends to try to remain in the game, he/she may return to the batting order with no consequence.
- (3) Defense:
- (a) Minimum Play: During all pre-season, regular season and the League's end-of-the-year intraleague tournament, every player must play at least three innings on defense. Should a player not play the minimum of innings, they are required to start the next game and play at least 4 innings before being substituted. Any manager who fails to adhere to the minimum play rule shall be suspended for one game. Repeated failure to adhere to the minimum play rule shall result permanent removal. The aforementioned language does not apply to shortened games due to weather, mercy, or Sunset Rule. For

any games in the Orange City Tournament, Tournament of Champions or any other District 30 or Little League sponsored tournament, the Blue Book rules regarding minimum playing time shall apply.

- (b) Minimum Play - Infield: In all non-interleague games each player shall play a minimum of 3 consecutive defensive outs in the infield no later than the completion of the fourth inning. Pitcher and catcher are considered infield positions. For any games in the Orange City Tournament, Tournament of Champions or any other District 30 or Little League sponsored tournament, the Blue Book rules regarding minimum playing time shall apply.
- (c) Substitution Limitations: No limit to the number of times a player may be substituted in or out of the defensive lineup and no requirements for him/her to go in for the same player.
- (d) Substitution Position: A substitute player may re-enter the game at any position except as a pitcher if they have already appeared as a pitcher during the game.
- (e) Pitchers: Pitch count rules apply according to the Blue Book guidelines.

G. AA Division

(1) Course of Play

- (a) The Ball: Official Little League Ball shall be used in all games.
- (b) Scorekeeper and Pitch counter: Home team supplies the scorekeeper, visiting team supplies the pitch count keeper.
- (c) The Mound: The mound shall be at 46 feet, per official Little League rules
- (e) Umpires: Umpires shall be used for all AA games.
- (f) Strike Zone: The strike zone will be a wide, "hittable" zone from the player's chin to the middle of the shin and line-to-line (batter's box width) outside and inside the outer edge of home plate (the goal is to limit walks and encourage the players to swing the bat).
- (g) Illegal Pitches: Not called, however umpires and coaches are encouraged to instruct pitchers when an illegal pitch occurs for learning purposes.
- (f) Catcher's Interference: Shall be called a ball and added to the count. A base is not automatically awarded. Play shall continue given the new count. The offensive team shall have the option of accepting the outcome of the play (defensive team should not benefit).



- (g) Infield Fly Rule: Not called.
- (h) Dropped Third Strike: Shall not be in effect.

(2) Offense:

- (a) Batting Order: The entire roster will bat in rotation throughout the game.
- (b) Side Out: The side is out when team in the field makes the third out, or when the 5<sup>th</sup> run in the inning is scored, whichever occurs first. However, if the 5<sup>th</sup> run is scored because of an over-the-fence home run, any other runs that would normally score because of the home run will count. From the sixth inning on, the side is not retired until the third out is made.
- (c) Players Arriving Late: Any player arriving after the lineup cards have been exchanged with the umpires shall be added at the end of the batting order. If a player did not arrive late, but was inadvertently left off of the lineup card when the lineup cards were exchanged, he/she shall be automatically added at the end of the batting order (this rule shall apply to all divisions).
- (d) Players Leaving Early: Any player who has left the game early, regardless of the reason, will be removed from the batting order. No out will be recorded during his or her turn at bat. Once a player has been removed from the batting order, he/she may not return to the game. If the player cannot bat due to an injury but intends to try to remain in the game, he/she may return to the batting order with no consequence.

I Bunting: Bunting is permitted.

- (4) (g) Advancing(i) Stealing – Home: Home is closed for stealing. The runner on third shall NOT advance home on the exchange between the catcher and pitcher or on a throw from the catcher attempting to throw out any base runner. Runners may only advance home on a live batted ball or when forced home by a walk or hit-by-pitch. To be clear, running home on an overthrow after a batted ball is not considered “stealing.”
  - (ii) Stealing – Bases: Once a pitched ball reaches the batter, runners at first or second can steal one base per pitched ball. Runners may not advance an additional base due to any overthrow (unless it is a live batted ball). If the umpire detects a base runner leaving the base too soon, that umpire shall drop a signal flag or handkerchief immediately indicate

the violation. Rules on how to proceed following the violation are outlined in the Little League Blue Book, rule 7.13c.

- (iii) Overthrows after Batted Ball: One (1) extra base per overthrow. There can be multiple overthrows per play.
  - (i“) "Time out": The umpire will declare time is out when the pitcher has control of the baseball on any part of the dirt portion of the pitching mound. Runners may no longer advance bases at this point.
- (5) (h) Sliding: Allowed per Little League Blue Book3) Defense:
- (a) Minimum Play: During all pre-season, regular season and the League's end-of-the-year intraleague tournament every player must play at least three innings on defense. Should a player not play the minimum of innings, they are required to start the next game and play at least 4 innings before being substituted. Any manager who fails to adhere to the minimum play rule shall be suspended for one game. Repeated failure to adhere to the minimum play rule shall result permanent removal. The aforementioned language does not apply to shortened games due to weather, mercy, or Sunset Rule. For any games in the Orange City Tournament, Tournament of Champions or any other District 30 or Little League sponsored tournament, the Blue Book rules regarding minimum playing time shall apply.
  - (b) Minimum Play -Infield: During regular season games, each player shall play a minimum of 6 defensive outs (3 consecutive outs at a time) in the infield no later than the completion of the fifth inning. Pitcher and catcher are considered infield positions. For any games in the Orange City Tournament, Tournament of Champions or any other District 30 or Little League sponsored tournament, the Blue Book rules regarding minimum playing time shall apply.
  - (c) Substitution Limitations: No limit to the number of times a player may be substituted in or out of the defensive lineup and no requirements for him/her to go in for the same player.
  - (d) Substitution Position: A substitute player may re-enter the game at any position except as a pitcher if they have already appeared as a pitcher during the game.
  - (e) Pitchers: Pitch count rules apply according to the Blue Book guidelines.
  - (f) Number of Defensive Players: The defensive team shall be allowed to have 10 players on the field with 4 outfielders.

- (g) Outfielder Positioning: Outfielders must be positioned on the outfield grass at least ten feet behind the infield and cannot move towards the infield until the ball has been struck. Outfielders may not make a putout (tag or force) on the infield. They may, however, throw a force out to an infielder.

## H. A Division

### (1) Course of Play

- (a) The Ball: A non-raised thread, RIF 10 baseball shall be used in all games.
- (b) The Field: Games will be played on the A field. Fences will not be used on the A Field.
- (c) Pitching Machine: The electric pitching machine shall be used for all games and be placed at a distance of approximately 40 feet. Both teams are jointly responsible for setting up and taking down pitching machine.
  - (i) Speed and settings: Immediately prior to each game the managers from each participating team shall jointly set and adjust the machine to a reasonable setting with a speed of approximately 36 mph. If the managers cannot agree on the settings immediately prior to each game the Officer in Charge shall adjust the machine to a setting they deem appropriate. The machine shall remain set at the pre-game setting throughout the game unless adjustment has been approved by the umpire. If no umpires are assigned, the two managers shall agree to any adjustments.
  - (ii) Interference: If a batted ball hits the machine the ball is dead and runners advance one base if forced, and batter is awarded first base. If there is at least one runner on base and a batted ball touches the coach operating the machine prior to being touched by a defensive player then furthest advancing runner is out and batter is awarded first base. **If there are no base runners, then ball is foul.**
  - (iii) Hit Batter: Ball pitched from the machine that hits a batter out of the strike zone and without offering shall be called a ball. Batter is not awarded first base.
- (d) Standings & Score: During the first part of the regular season, no score is kept and standings are not charted. Managers or coaches found to be keeping score will be suspended for 1 game. During the last half of the season, score is kept and standing charted for seeding in the year-end SLL A tournament. SLL reserves the right to assign umpires for A games during the second half but has no obligation to do so.

- (e) Umpires: In the first part of the season when score is not kept, the manager and coaches from both teams shall act as umpires. In the second half of the season when score is kept, the League will do its best to assign at least one umpire per regular season game. If the League is unable to assign an umpire, the manager and coaches from both teams shall act as umpires. In all cases where the coaches are acting as umpires, the offensive coach operating the pitching machine shall act as the lead umpire, only appealing to the offensive base coaches when necessary. The League will assign umpires to work all post-season tournament games.
- (f) Coaches: 2 adult base coaches are allowed for the Offense. Two adult Defensive Coaches can be station in the outfield in foul territory. One coach from the offensive team shall operate the pitching machine, while one coach from the defense will be stationed near the catcher. The coaches must be from the approved coaching staff.
- (g) Dugout Coach: At least 1 adult must remain in the dugout at all times.
- (h) Strike Zone: N/A
- (i) Illegal Pitches: N/A .
- (j) Infield Fly Rule: Not called.
- (k) Catcher's Interference: Shall be called a no pitch. A base is not automatically awarded.. The offensive team shall have the option of accepting the outcome of the play (defensive team should not benefit).
- (l) Side Out: For the first half of the season when score is not kept, any half inning is over when either of the following occurs: The team in the field makes the third out or the entire roster bats once. On the last batter on the roster, the coach/pitcher declares "last batter". The play stops when this batter or a runner is called out or the catcher or pitcher has control of the baseball. For the second half of the season when score is kept, any half inning is over when either of the following occurs: The team in the field makes the third out or the offensive team scores 5 runs.
- (m) End of Play: The play stops and the umpire calls the play "dead" when the any infielder has control of the baseball within the infield portion of the field (inside the base lines) and the base runner(s) is/are no longer a threat to advance. In order to assist the umpire(s) in determining whether the runner(s) is/are a threat to advance, a halfway point will be drawn with chalk between 1<sup>st</sup> & 2<sup>nd</sup> base, 2<sup>nd</sup> & 3<sup>rd</sup> base, and 3<sup>rd</sup> base & home. The umpire will have the final call as to whether the runner(s) advanced past the halfway point at the time

of the dead ball. In cases where umpires are not assigned, the offensive coach operating the pitching machine shall have the final call.

(n) Chatter: The League finds that “Chatter” such as “Hey Batter” helps keep the defensive players focused on the ball. However, the players will not be allowed to produce “Chatter” that rises to the level of a safety hazard to the batter. What determines a safety hazard shall be determined by the board or an appointed committee. Chatter may be stopped during any game by the appointed committee or 3 board members.

(o) Game End: After 6 innings or the official time limit (no new inning after 90 minutes from the start time, even if both managers agree to play on).

(p) Protests: None allowed. Any irreconcilable rule disputes must be handled and ruled upon by the league’s Officer in Charge or Umpire in Chief (if available) before the next play.

(2) Offense:

(a) Batting Order: The entire roster will bat in rotation throughout the game.

(b) Players Arriving Late: Any player arriving after the 1<sup>st</sup> pitch shall be added at the end of the batting order.

(b) Players Leaving Early: Any player, who has left the game early, regardless of the reason, will be removed from the batting order. No out will be recorded during his or her turn at bat.

(d) Strike Outs: Machine pitch: Each player is given 5 hittable pitches from the machine. A swing at an unhittable pitch is a strike. Three strikes, and the batter is out. The player will also be called out after any combination of taking or swinging at 5 hittable pitches. If the fifth pitch or any pitch after is fouled, another hittable pitch allowed. For a definition of “hittable pitch,” see the AA strike zone rules.

(e) Walks: Machine pitch: No Walks.

(f) Advancing: Stealing: No stealing of bases.

(g) Advancing: 2 Base Maximum: No runner, including the hitter, shall advance more than two (2) bases on any batted ball. This rule does not apply for balls hit over the outfield fence for a home run.

(h) Bunting: No bunting allowed in machine pitch. If a batted ball does not advance past the dirt batting circle, the ball shall be considered foul.

- (i) Sliding: Allowed at every base. Coaches are encouraged to teach and players to learn to run through 1<sup>st</sup> base properly. Headfirst slides into a base are a safety hazard and the runner will be declared out per Blue Book.
  
- (3) Defense Minimum Play - Game: During all pre-season, regular season and the League's end-of-the-year intraleague tournament, each player must play at least half of the game. Players shall not sit on the bench for two or more consecutive defensive innings. No player shall sit out 2 times until all players have sat out once.
  - (a) Minimum Play - Infield: In all regular season games and during the South Sunrise Little League end-of-the-year intraleague tournament, each player shall play a minimum of 6 defensive outs in the INFIELD. Pitcher and catcher are considered infield positions.
  - (b) Substitution Limitations: No limit to the number of times a player may be substituted in or out of the defensive lineup and no requirements for him/her to go in for the same player.
  - (c) Number of Defensive Players: The defensive team shall be allowed to have 10 players on the field with 4 outfielders.
  - (d) Outfielder Positioning: Outfielders must be positioned on the outfield grass at least 5 feet behind the infield and cannot move towards the infield until the ball has been struck. Outfielders may not make a putout (tag or force) on the infield. They may, however, throw the ball to an infielder for an out.
  - (e) Position Play – Limitations: A player can play a maximum 2 innings at any infield position, including pitcher and catcher. No other limitations apply.
  - (f) Catcher: Always plays like a regular catcher. Full catching gear is required.
  - (g) Pitcher: The pitcher must wear a batting helmet at all times. For safety reasons, until the ball is struck, the pitcher must be positioned off to the side with one foot in the 12-foot white circle that will be placed around the pitcher's mound.

## I. **Rookie Division**

- (1) Course of Play
  - (a) The Ball: A non-raised thread, RIF 10 baseball shall be used in all games.
  - (b) The Field: Games will be played on the A field and T-Ball field. Fences will not be used on the A Field.

- (c) Pitching Machine: The “Blue Flame” pitching machine shall be used for all games and be placed at a distance of approximately 36 feet. Both teams are jointly responsible for setting up and taking down pitching machine.
  - (i) Speed and settings: Immediately prior to each game the managers from each participating team shall jointly set and adjust the machine to a reasonable setting with a speed of approximately 32 - 36 mph. If the managers cannot agree on the settings immediately prior to each game the Officer in Charge shall adjust the machine to a setting they deem appropriate. The machine shall remain set at the pre-game setting throughout the game unless adjustment has been approved by both managers. While operating the machine the pitching coach shall fully depress the machine’s foot-pedal throughout every pitch.
- (d) Standings & Score: During the regular season, no score is kept and standings are not charted. Managers or coaches found to be keeping score will be suspended for 1 game.
- (e) Umpires: The manager and coaches from both teams shall act as umpire for all regular season games.
- (f) Coaches: 2 adult base coaches are allowed for the Offense. 2 adult Defensive Coaches can be station in the outfield in foul territory. 1 coach from the offensive team shall operate the pitching machine, while 1 coach from the defense will be stationed near the catcher. The coaches must be from the approved coaching staff.
- (g) Dugout Coach: At least 1 adult must remain in the dugout at all times.
- (h) Strike Zone: N/A
- (i) Illegal Pitches: N/A .
- (j) Infield Fly Rule: Not called.
- (k) Catcher’s Interference: Not called.
- (l) Side Out: Any half inning is over when either the team in the field makes the third out or the entire roster bats once. On the last batter on the roster, the coach/pitcher declares “last batter”. The play stops when this batter or a runner is called out or the catcher or pitcher has control of the baseball.
- (m) End of Play: The play stops when any infielder has control of the baseball within the infield portion of the field (inside the base lines).
- (o) Game End: After 6 innings or the official time limit (no new inning

after 1:30).

(p) Protests: None allowed.

(1) Offense:

(a) Batting Order: The entire roster will bat in rotation throughout the game.

(b) Players Arriving Late: Any player arriving after the 1<sup>st</sup> pitch shall be added at the end of the batting order.

(c) Players Leaving Early: Any player, who has left the game early, regardless of the reason, will be removed from the batting order. No out will be recorded during his or her turn at bat.

(d) Strike Out: There are no strike outs. In the first half of the season, each player is given 5 hittable pitches from the machine. If the batter fails to put one of the 5 hittable pitches in play, he or she shall hit off the "T" until he or she puts a ball in play. In the second half of the season, the player is given only 3 hittable pitches before the tee is brought out.

(e) Walks: No Walks.

(f) Ball Hitting Pitching Coach & Interference: Any pitched ball hitting the coach/pitcher or pitching machine is considered dead and the batter will be called safe at first. Runners may advance 1 base from the last base legally occupied.

(g) Advancing: Stealing: There is no stealing of bases. No advancing on wild pitches or passed balls.

(h) Advancing: 2 Base Maximum: No runner, including the hitter, shall advance more than two (2) bases on any batted ball. This rule does not apply for balls hit over the outfield fence for a home run.

(i) Bunting: No bunting allowed in machine pitch. If a batted ball does not advance past the dirt batting circle, the ball shall be considered foul.

(j) Sliding: Allowed at every base. Coaches are encouraged to teach and players to learn to run through 1<sup>st</sup> base properly. Head first slides into a base are a safety hazard and the runner will be declared out per Blue Book.

(2) Defense Minimum Play - Game: During regular season games, each player must play at least half the game. Players shall not sit on the bench for two or more consecutive defensive innings. No player shall sit out 2 times until all players have sat out once.



- (a) Minimum Play - Infield: In all regular season games, each player shall play a minimum of 6 defensive outs in the INFIELD. Pitcher and catcher are considered infield positions.
- (b) Substitution Limitations: No limit to the number of times a player may be substituted in or out of the defensive lineup and no requirements for him/her to go in for the same player.
- (c) Number of Defensive Players: The defensive team shall be allowed to have 10 players on the field with 4 outfielders.
- (d) Outfielder Positioning: Outfielders must be positioned on the outfield grass and cannot move towards the infield until the ball has been struck. Outfielders may not make a putout (tag or force) on the infield.
- (e) Position Play – Limitations: A player can play a maximum 2 innings at any infield position, including pitcher and catcher. No other limitations apply.
- (f) Catcher: Full catching gear is required.
- (g) Pitcher: The pitcher must wear a batting helmet at all times. For safety reasons, until the ball is struck, the pitcher must be positioned off to the side with one foot in the 12 foot white circle that will be placed around the pitcher's mound.

## J. **Tee-Ball Division**

- (1) Course of Play
  - (a) The Ball: RIF level 1 safety baseball.
  - (b) Standings & Score: None kept. If any manager or coach is found to be keeping score, they will be suspended for 1 game.
  - (c) Umpires: The managers and coaches shall jointly umpire each game and call balls fair/foul.
  - (d) Infield Fly Rule: None.
  - (e) Base Coaches: A maximum of 3 defensive and 3 offensive Coaches shall be allowed on the field during a game.
  - (f) Dugout Coach: At least 1 adult coach or manager must remain in the dugout at all times.
  - (g) Side Out: Each team will bat through its complete batting order each inning.

- (h) Game End: After 3 innings or the official time limit.
  - (i) Protests: None allowed.
- (2). Offense:
- (a) Batting Order: Each team will bat through its complete batting order each inning.
  - (b) Players Arriving Late: Shall be added at the end of the batting order.
  - (c) Players Leaving Early: Any player, who has left the game early, regardless of the reason, will be removed from the batting order.
  - (d) Batting: A batting tee must be used under all circumstances. As soon as the batter strikes the ball and begins running to first base, the offensive coach must immediately remove the batting tee from the home plate area while the defensive coach positions his/her catcher at home plate. During the second half of the season, the managers may, at their own discretion, slow pitch to the players before bringing out the tee. If the managers decide to exercise this option, they may throw a maximum of 3 pitches and will then bring out the tee to finish the at bat. The goal should be to keep the the game going.
  - (e) Strike Outs: None.
  - (f) Walks: None.
  - (g) Foul Ball – Distance: Subject to the discretion of the managers, a batted ball shall be called FOUL if it comes to rest in FAIR territory before reaching a distance of approximately ten (10) feet
  - (h) Advancing: Stealing: There is no stealing of bases.
  - (i) Advancing: Overthrows: Runners may advance only on batted balls. No extra bases on an overthrow.
  - (j) Sliding: Allowed at every base. Coaches are encouraged to teach and players to learn to run through 1<sup>st</sup> base properly. Head first slides into a base are a safety hazard and runners should be so instructed. No consequence in T-Ball.
- (3) Defense:
- (a) Minimum Play: All players will play defense each inning. The infield will consist of the traditional positions. All other players will be stationed in the outfield.
  - (b) Outfielder Positioning: Outfielders must be positioned on the outfield

grass and cannot move towards the infield until the ball has been struck.

- (c) Infield Play: All players must play at least 2 innings in the infield. No player may play a third inning in the infield until all players have played 1 inning in the infield.
- (d) Infield Play – Limitations: A player can play a maximum 1 inning at pitcher. Players may play 1<sup>st</sup> base if the coach does not find the player to be a safety hazard. No limitation to the amount of innings a player may play 1<sup>st</sup> base.
- (e) The Pitcher: 2 pitchers are allowed: right side and left side. Pitchers must have at least 1 foot on the mound dirt at the time of the hit.
- (f) The Catcher (optional): The catching position should be fielded with the following restrictions: While the batter is in the batter's box, the catcher must be in full gear and stand at the side of the backstop with his/her defensive coach.
- (g) End of Play: If a fielder unsuccessfully attempts a play at any base prior to the base runner reaching said base, the ball is dead. The base runner must stop and cannot advance until the ball is next put into play.
- (h) End of Play – Last Batter: Play is considered stopped (no runner shall advance) when the ball is returned to the catcher/coach or an attempt is made to return the ball to the catcher/coach. DO NOT run around the bases and into a collision at home plate as this is a safety hazard.

#### K. AA Softball Division

- (1) Course of Play
  - (a) The Ball: Official Little League Ball shall be used in all games.
  - (b) Scorekeeper and Pitch counter: Home team supplies the scorekeeper, visiting team supplies the pitch count keeper.
  - (c) The Mound: The mound shall be at 35 feet, per official Little League rules
  - (e) Umpires: Umpires shall be used for all AA games.
  - (f) Strike Zone: The strike zone will be a wide, "hittable" zone from the player's chin to the middle of the shin and line-to-line (batter's box width) outside and inside the outer edge of home plate (the goal is to limit walks and encourage the players to swing the bat).
  - (g) Illegal Pitches: Not called, however umpires and coaches are

encouraged to instruct pitchers when an illegal pitch occurs.

- (f) Catcher's Interference: Shall be called a ball and added to the count. A base is not automatically awarded. Play shall continue given the new count. The offensive team shall have the option of accepting the outcome of the play (defensive team should not benefit).
  - (g) Infield Fly Rule: Not called.
  - (h) Dropped Third Strike: Shall not be in effect.
- (2) Offense:
- (a) Batting Order: The entire roster will bat in rotation throughout the game.
  - (b) Side Out: The side is out when team in the field makes the third out, or when the 5<sup>th</sup> run in the inning is scored, whichever occurs first. However, if the 5<sup>th</sup> run is scored because of an over-the-fence home run, any other runs that would normally score because of the home run will count. From the sixth inning on, the side is not retired until the third out is made.
  - (c) Players Arriving Late: Any player arriving after the lineup cards have been exchanged with the umpires shall be added at the end of the batting order. If a player did not arrive late, but was inadvertently left off of the lineup card when the lineup cards were exchanged, he/she shall be automatically added at the end of the batting order (this rule shall apply to all divisions).
  - (d) Players Leaving Early: Any player, who has left the game early, regardless of the reason, will be removed from the batting order. No out will be recorded during his or her turn at bat. (LL rule 4.04).
  - (e) Bunting: Bunting is permitted.
  - (g) Advancing:
    - (i) Stealing – Home: Home is closed for stealing. The runner on third shall NOT advance home on the exchange between the catcher and pitcher or on a throw from the catcher attempting to throw out any base runner. Runners may only advance home on a batted ball or when forced home by a walk or hit-by-pitch.
    - (ii) Stealing – Bases: Once a pitched ball reaches the batter, runners at first or second can steal 1 base per pitched ball. Runners may not advance an additional base due to any overthrow. If the umpire detects a base runner leaving the base too soon, that umpire shall drop a signal flag or

handkerchief immediately indicate the violation. Rules on how to proceed following the violation are outlined in the Little League Blue Book.

- (iii) Overthrows after Batted Ball: One (1) extra base per overthrow. There can multiple overthrows per play.
- (iv) "Time Out": The umpire will declare time is out when the pitcher has control of the softball on any part of the dirt portion of the pitching circle
- (h) Sliding: Per Little League Blue Book.
- (3) Defense:
  - (c) Minimum Play: During all pre-season, regular season and the League's end-of-the-year intraleague tournament every player must play at least three innings. Should a player not play the minimum of innings, they are required to start the next game and play at least 4 innings before being substituted. For any games in the Orange City Tournament, Tournament of Champions or any other District 30 or Little League sponsored tournament, the Blue Book rules regarding minimum playing time shall apply.
  - (b) Minimum Play -Infield: During regular season games, each player shall play a minimum of 6 defensive outs in the infield. Pitcher and catcher are considered infield positions.
  - (c) Substitution Limitations: No limit to the number of times a player may be substituted in or out of the defensive lineup and no requirements for him/her to go in for the same player.
  - (d) Substitution Position: A substitute player may re-enter the game at any position except as a pitcher if they have already appeared as a pitcher during the game.
  - (e) Pitchers: Pitch count rules apply according to the Rule Book guidelines for Softball.
  - (f) Number of Defensive Players: The defensive team shall be allowed to have 10 players on the field with 4 outfielders.
  - (g) Outfielder Positioning: Outfielders must be positioned on the outfield grass and cannot move towards the infield until the ball has been struck. Outfielders may not make a putout (tag or force) on the infield.

I. SSSL End-of-the-Year Intraleague Tournament (Majors, AAA, AA, A)

- a. All of the rules outlined in these Local Rules shall apply, except for the following:

- i. Time limits are removed, although the Sunset Rule still applies.
- ii. There are no ties.
- iii. The higher seed will be designated as the Home Team with the exception of the Championship Game. The designated Home Team for the Championship Game will be the team which advances out of the winner's bracket.

#### J. Managers and Coaches Code of Conduct

- a) The South Sunrise Little League Board of Directors has mandated the following Code of Conduct for all coaches and managers. The League Executive Committee and Board of Directors will review all infractions of the Code of Conduct. Depending on the seriousness or frequency, the Executive Committee and/or Board may assess additional disciplinary action up to and including expulsion from the league. No manager, coach, player or spectator shall, at any time:
  1. Lay a hand upon, push, shove, strike, or threaten to strike an official.
  2. Be guilty of heaping personal verbal or physical abuse upon any official for any real or imaginary belief of a wrong decision or judgment.
  3. Be guilty of an objectionable demonstration of dissent at an official's decision by throwing of gloves, helmets, hats, bats, balls, or any other forceful unsportsmanlike action.
  4. Remember that all rulings by an umpire on the field are final. If there is a question on an umpire's ruling you should call time out and discuss quietly with the umpire and the opposing coach out of earshot of players, parents and spectators. Once the conversation is finished, return to your dugout. Do not continue to discuss the matter.
  5. Be guilty of a physical attack upon any board member, official, manager, coach, player or spectator.
  6. Be guilty of the use of profane, obscene or vulgar language in any manner at any time.
  7. Appear on the field of play, stands, or anywhere on the McPherson Athletic complex while in an intoxicated state. Intoxicated will be defined as an odor or behavior issue.
  8. Be guilty of gambling upon any play or outcome of any game with anyone at any time.
  9. Tobacco products are prohibited in the stands or on the playing field or in any dugout. South Sunrise Little League asks that you refrain from using Tobacco products in the presence of children.
  10. Be guilty of publicly discussing with spectators in a derogatory or abusive manner any play, decision or a personal opinion on any players during the game.
  11. Speak disrespectfully to any manager, coach, official or representative of the

league.

12. Be guilty of tampering or manipulating any league rosters, schedules, draft positions or selections, official score books, rankings, financial records or procedures.