



Salmon Creek Little League

RULES AND POLICIES - 2012

Below is a summary of rules presented by Salmon Creek Little League. In addition to the stated rules below, regulations from the Little League Manual and Little League Rules and Regulations apply.

I. SALMON CREEK LITTLE LEAGUE PROGRAMS

A. SCLL Divisions:

- ◆ **T-ball:** non-competitive, basic instruction
- ◆ **NW Yellow:** non-competitive, coach-pitch, intermediate instruction
- ◆ **NW Blue:** non-competitive, introduction to player pitch, intermediate instruction
- ◆ **Pac Coast:** minor division, introduction to competitive baseball
- ◆ **National:** major division, competitive baseball
- ◆ **Junior League:** competitive baseball, regulation field and rules
- ◆ **Senior League:** competitive baseball, regulation field and rules
- ◆ **Big League:** competitive baseball, regulation field and rules

B. Player age is based on his/her age as of April 30th of the current season. SCLL guidelines and recommended divisions for each age group:

- ◆ **Age 5:** T-Ball only.
- ◆ **Age 6:** T-Ball. A 6 year old may be advanced enough to play at the NW Yellow level. To advance to NW Yellow, a player must have played one year of T-Ball AND must have unanimous approval of the safety committee. 6 year old participation in NW Yellow is subject to available space on team rosters. 6 year olds are prohibited from playing in a player pitch division (NW Blue and above).
- ◆ **Age 7:** Northwest Yellow. Any parent who prefers that their child play T-ball or NW Blue may request an evaluation by the safety committee. 7 year olds are prohibited from playing in the Pac Coast (Minor) Division.
- ◆ **Age 8:** Northwest Blue. A limited number of 8 year olds (based on registration numbers, safety evaluation and board approval), will be allowed to play in the Pac Coast (Minor) Division, however never at the expense of a 9 or 10 year old.
- ◆ **Age 9:** Pac Coast. 9 year olds will be drafted onto PC teams based on available space. 9 year olds not drafted into Pac Coast will be placed on a NW Blue roster.
- ◆ **Age 10:** Pac Coast. However, National teams can draft one ten-year old per team (plus coach's options). Parents can request that a ten year old not be drafted to Nationals; however, this player then gives up the right to move up during the season. Parents must indicate this decision by noting "No-Nationals" on their child's registration and/or notifying the player agent prior to the draft.
- ◆ **Age 11:** National. Some 11 year olds may play in Pac Coast due to space limitations or recommendations by Safety Committee. 11 year olds not drafted onto a National team will be drafted by a Pac Coast team.

- ◆ **Age 12:** National. All 12 year olds will play in Nationals unless the Safety Committee recommends Pac Coast due to extreme safety reasons.
- ◆ **Age 13 & 14:** Jr. Program. 14 year olds can play in the Senior Division.
- ◆ **Age 15 & 16:** Sr. Program. 16 year olds can play in the Big League Division.
- ◆ **Age 17 & 18:** Big League.
- ◆ **Note:** Parents may request that the safety committee evaluate a child to determine the best level/division for a child's ability and maturity.

II. PLAYER ELIGIBILITY

- A. Players must reside within the SCLL boundaries unless a written exception has been authorized in accordance with LLBB Rules "II d" or "IV h" otherwise player is not eligible for all-stars*.
- B. SCLL provides a minimum of two tryout dates. A player who does not attend a SCLL tryout will be placed (not drafted) onto a team according to the player's age group, below the National division. These players become eligible for "call-up" when they have played a regular season game.
- C. Player agent may, but is not required to, hold an auxiliary tryout prior to the draft for players who missed both tryouts. All managers and coaches will be invited, but are not required to attend. Player Agent may make a recommendation to managers and coaches as to what level of baseball would be best for a player from the auxiliary tryout.
- D. All players signed up as of SCLL's first tryout will be placed on teams (this includes players who sign up on tryout day). All players who sign up after the first tryout will be considered "late sign-ups" and will be placed on a team when a space becomes available in the order of sign-up. "Late sign-up players" will be placed on teams for their age group. The Player Agent may, but is not required to, hold a special tryout to determine the division best suited for the player and make a recommendation to managers and coaches seeking a call-up.

III. MANAGER AND COACH SELECTION

- A. Parents intending to manage or coach must submit a manager or coach request form along with a fully completed volunteer background check form. Manager and coaching positions are not guaranteed year to year.
- B. Manager and coach request forms are reviewed annually and voted on by the SCLL Board of Directors prior to team assignments. Managers and coaches are assigned to a team by the President once approved by the Board and upon passing a nationwide background check.
- C. A quorum (33%) of the SCLL Board of Directors must be present in order for the manager & coach approval process to be valid. Any person applying to manage or coach that receives objections from 33% or more of the voting Board members will not receive the requested manager/coaching position within SCLL.
- D. Duration of title for a coach or manager, unless prematurely removed by the Board, is one playing season.
- E. Managers may request a coach prior to draft. A second coach can be named after the draft. Any National division manager/coach option is considered as such throughout the player's National career even if player is traded.
- F. Managers and coaches will be appointed based on the following criteria:
 - ◆ Completion of required clinics/certifications and nation-wide background check.

- ◆ Evaluations, recommendations and references from SCLL members.
 - ◆ Conduct with players, parents, and league volunteers.
 - ◆ Adherence to rules.
 - ◆ Care and return of SCLL equipment and uniforms.
 - ◆ Years managed or coached with SCLL.
 - ◆ Years managed or coached in other baseball leagues.
 - ◆ Other manager, coaching or volunteer experience
- G. Managers and coaches can be removed at any time from positions for inappropriate conduct, gross non-adherence to league rules, and other reasons by recommendation of the President and approval of the Board of Directors.
- H. Managers and Coaches must attend a SCLL approved coaching clinic prior to the first scheduled practice. All managers and coaches must also satisfy any additional clinic(s) and/or certifications required by SCLL. Any manager or coach who does not attend or complete required training may not be eligible to coach or manage a SCLL team.

IV. MANAGER/COACH CONDUCT

- A. Managers and coaches are responsible for their conduct and the conduct of their team and fans. Obscene and foul language gestures from players, fans, coaches or managers will not be tolerated. Chanting or yelling, which interferes with the play of an opposing player or verbal abuse of any player, is not permitted. Team members, manager and approved coaches are the only persons allowed in the dugout.
- B. Managers and coaches who come to practices or games under the influence of alcohol or drugs will be sent home and their position with SCLL reviewed. Any use of tobacco products by managers or coaches on the field during practice sessions or games is prohibited. Failure to adhere to any of these requirements may lead to dismissal from any role in Salmon Creek Little League.
- C. If a manager or coach is ejected from a game, he/she will be suspended the following game. After the second ejection, there will be further suspensions and the possibility of dismissal, if warranted. Serious misconduct could result in immediate ejection from a game, future games and subject to the disciplinary policy procedures outlined in Section XIX, even if it is a first offense.
- D. Managers, coaches, parents and fans are reminded that a person ejected from a game/ballpark will leave the ballpark, to include the parking lot and surrounding park area, within five (5) minutes. Failure to do so could result in a possible forfeiture to the team being played. SCLL will not tolerate uncontrolled or unsportsmanlike conduct. If a parent or fan is ejected from a game/ballpark, for whatever reason, he/she will be subject to the disciplinary policy procedures outlined in Section XIX.
- E. Managers are responsible for the immediate return of all SCLL uniforms and equipment following the regular season. All-Star and tournament team uniforms and equipment will be made available to those managers from equipment returned to the SCLL Equipment Manager.

V. DRAFT & TEAM BUILDING PROCESSES

- A. Expansion teams in the National division will draft based on the method described in the Little League Operating Manual, Option 4.
- B. In the event that the National division needs to reduce the number of teams, SCLL will follow the Team Reduction guidelines described in the Little League Operating Manual.

- C. The Safety Committee will evaluate all 9, 10, 11 and 12 year old players who attend tryouts to determine, if for safety reasons, a player should play in a division other than a division that their age would normally warrant. The Safety Committee will also evaluate any player requesting to play in a division out of his/her recommended age group. The Player Agent may discuss the evaluation with the child's parents in an effort to make sure the player is drafted or placed into the division recommended by the Safety Committee. If applicable, managers and coaches may attend and use the tryout/evaluation process to prepare for the draft selection process.
- D. The Safety Committee evaluates 7, 8, and 9 year olds at tryouts. NW managers can (but are not required to) submit a list of five (5) protected players they would like on their team. Every effort will be made to accommodate each team's protected player list as long as they do not interfere with equal ability and ages on each team. (Panel will grade all 9 year olds; however, some will be drafted to Pac Coast and thus will not be factored into the NW distribution).
- E. The National division will draft in reverse order of the previous year's standings (every round).
- F. National teams may "draft" up to two ten year olds, other than coach's options. This does not apply to "call-ups" after the draft. Ten year olds can be drafted in any round.
- G. National teams wanting to draft a 10 year old must notify the player agent a week prior to the draft. The player agent will review the player's registration for a "No National" restriction and contact the parent if necessary. On the evening of the draft, the player agent will post those 10 year olds whom the coaches inquired about and if the player's parents have agreed to their child being drafted onto a National team.
- H. Prior to the draft, National teams requiring eight or more players (excluding planned Mgr/Coach options) to complete their roster will be allowed a bonus pick at the completion of round four. If more than one National team is allowed bonus picks under this section, the order of rotation will be in reverse order of the previous year's standings.
- I. National teams must exercise brother/sister option on a sibling already on the team's roster by the end of the third round. Options where both siblings are available in the draft must be taken in the round immediately following the selection of the first sibling.
- J. National and Pac Coast teams may have no more than eight players from any age group.
- K. Pac Coast teams participate in a random draw for the draft order and then select in serpentine order (1,2,3,4,5,6; 6,5,4,3,2,1).
- L. Pac Coast teams may draft nine year olds in any round, provided the total number of nine year olds does not exceed available roster spaces. There must be room for any and all 10, 11 and 12 year olds not drafted into Nationals.
- M. Age specific draft requirements for coach's option in majors and minors:
 - ◆ 9 and 10 year olds must be drafted before the fifth round ends.
 - ◆ 11 year olds must be drafted before the fourth round ends.
 - ◆ 12 year olds must be drafted before the third round ends.
- N. Parents must have prior SCLL coaching experience (this includes fall baseball) or the equivalent from another league to qualify for a manager or coach option. Coaching experience in other youth sports will be considered but exceptions must be approved by board vote.
- O. Manager/Coach options should be made known to Player agent one week prior to the draft.
- P. Manager/Coach options in Pac Coast and NW are not eligible for call-up without league approval.

- Q. NW Blue players are required to attend a safety evaluation. NW Blue has the option to hold a draft. If held, the NW Blue draft will follow the Pac Coast draft selection process. Managers/Coaches can use the safety evaluation to determine their drafting order. NW Blue managers can (but are not required to) submit a list of five (5) “protected” players they would like on their team. Managers/coaches are instructed NOT to contact parents seeking their approval to protect a player. Players cannot be protected by two teams. Should there be a player protected by two teams, the League Commissioner will contact the parent to see if there is a preference. If no preference is given, the League Commissioner will decide which team receives the player. Every effort will be made to accommodate each team’s protected player list as long as they do not interfere with equal ability and ages on each team. Following the assignment of the protected players to their respective teams, managers will then draft the remaining “unprotected” players. If no draft is held, following the assignment of the protected players to their respective teams, the remaining unprotected players are distributed evenly (based on best interpretations of the safety evaluation) among all teams by the League Commissioner so that each team has players of equal ability and age. SCLL may not factor in and cannot guarantee “Buddy Requests” in NW Blue.
- R. NW Yellow players are required to attend a safety evaluation. NW Yellow does not hold a draft. NW Yellow managers can (but are not required to) submit a list of five (5) “protected” players they would like on their team. Managers/coaches are instructed NOT to contact parents seeking their approval to protect a player. Players cannot be protected by two teams. Should there be a player protected by two teams, the League Commissioner will contact the parent to see if there is a preference. If no preference is given, the League Commissioner will decide which team receives the player. Every effort will be made to accommodate each team’s protected player list as long as they do not interfere with equal ability and ages on each team. Following the assignment of the protected players to their respective teams, the remaining “unprotected” players are distributed evenly (based on best interpretations of the safety evaluation) among all teams by the League Commissioner so that each team has players of equal ability and age. SCLL attempts to accommodate “Buddy Requests” in NW Yellow but they are not guaranteed.
- S. Junior and Senior teams participate in a random draw for the draft order and then select in serpentine order (1,2,3,4,5,6; 6,5,4,3,2,1), following the Pac Coast draft selection process.
- T. At no time is the draft order to be revealed to players or parents.

VI. TRADING

- A. Teams may trade players for justifiable reasons. Trades can only take place at the conclusion of the draft, on the night of the draft. All teams are requested not to leave until the trading session following the draft is complete. Trades shall be motioned to the Player Agent and the Player Agent will make an announcement to all teams detailing the pending trade. All trades must be approved by the Board of Directors at which time the result of the trade will be considered final.
- B. All trades are one player for one player only and will not involve a draft choice.
- C. Trades between divisions are not allowed.

VII. DURATION OF TITLE

- A. Each National player acquired shall, for the duration of his or her major little league career, become property of the team making the acquisition, unless subsequently released. A player released from a National team and replaced, is no longer property of said team. The Board shall reserve the right to continue as a member, any youngster whose residence changes after

becoming a member of the league as provided for in LL Regulation II (d). However, the best interest of the child will be taken into consideration by the Board in exercising this right.

- B. Parents of National division players who become managers or coaches after their child has been selected to another National team may not automatically claim their child but must trade for them at the proper time.
- C. All Pac Coast & Jr./Sr. players are returned to the player's pool each year and are re-drafted.

VIII. ROSTER SIZES

- A. All roster sizes are guidelines and considered flexible. SCLL Board can increase the roster size in all divisions to as many as 15 players depending on the number of players registered and available volunteer coaches. For T-Ball and NW divisions, SCLL believes that smaller roster sizes provides a better teaching environment for coaches which creates a better learning environment for players and more playing time in games.
- B. All National teams will maintain a roster of twelve players with a maximum of eight players in any one age group. Rosters of less than 12 players can be approved by the board when an inadequate number of 11-12 year old players are available. National League teams are not required to call up 10 year olds when no more 11-12 year old players are available.
- C. Below are the roster GUIDELINES for SCLL by division:
 - ◆ T-Ball: 8 to 10 players
 - ◆ Northwest: 9 to 11 players
 - ◆ Pac Coast: 10 to 12 players
 - ◆ National: 10 to 12 players
 - ◆ Junior/Senior: 12 to 15 players

IX. PLAYER VACANCIES

- A. Manager or coach must contact the Player Agent and League Commissioner when a player misses three consecutive team events (practices and games) without a valid excuse or contact from a parent. Replacement must be made within ten days through the selection of a minor league player. If a player relinquishes his/her roster spot on a team (moves, injury, or just quits), the manager is responsible for notifying the League Commissioner immediately. If the manager does not do this, disciplinary action will be taken, which could include suspension or forfeiting game or games the player misses. Valid reasons to release a player include:
 - ◆ Moved out of league boundaries and no longer wants to play.
 - ◆ Medical issues (requires a Doctor's release from team).
 - ◆ Relinquishes roster spot on the team. This should be confirmed with the family by the Player Agent or League Commissioner.
 - ◆ Disciplinary reasons. Any/all disciplinary reasons need to be approved by the President, Player Agent and League Commissioner.
- B. Failure to notify Player Agent and complete the selection within ten days will result in the assignment of a player to the team.
- C. Managers or coaches **MAY NOT** contact other managers, coaches, players or parents regarding call-up without first contacting the Player Agent. LLBB rules define this as tampering and define the penalty. Managers violating this rule are subject to disciplinary action by the SCLL Board of Directors.

- D. Call-up requests will be made to the Player Agent: manager will provide three players in order of preference. Managers do not approach prospective players or parents.
- E. A player who refuses a call-up forfeits his eligibility to move up for duration of the current season. SCLL does not require a player who refuses call-up to move to the minor team that loses a player called up in his place.

X. PITCH COUNT

- A. Any player on a regular season team may pitch. (**NOTE:** There is no limit to the number of pitchers a team may use in a game.)
- B. A pitcher once removed from the mound cannot return as a pitcher. **Junior, Senior, and Big League Divisions only:** A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.
- C. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age

◆ 17-18	105 pitches per day
◆ 13-16	95 pitches per day
◆ 11-12	85 pitches per day
◆ 9-10	75 pitches per day
◆ 7-8	50 pitches per day

Exception: Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league 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. **Note 1: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.**

- D. Pitchers league age 14 and under must adhere to the following rest requirements:
 - ◆ If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
 - ◆ If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
 - ◆ If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
 - ◆ If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
 - ◆ If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
- E. Each league must designate the scorekeeper or another game official as the official pitch count recorder.
- F. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.
- G. The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI (c). The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI (c). However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager,

does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

- H. Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19.
- I. A player who has attained the league age of twelve (12) is not eligible to pitch in the Minor League. (See Regulation V – Selection of Players). 11 year olds must have league approval to pitch in the minor leagues.
- J. A player may not pitch in more than one game in a day. (Exception: In the Big League
- K. Division, a player may be used as a pitcher in up to two games in a day.)

NOTES :

- ◆ The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.
- ◆ Pitches delivered in games declared “Regulation Tie Games” or “Suspended Games” shall be charged against pitcher’s eligibility.
- ◆ In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

Example 1: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required days of rest.

Example 2: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game because he/she has observed the required days of rest.

Example 3: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous four days.

Note: The use of this regulation negates the concept of the “calendar week” with regard to pitching eligibility.

- L. HOME TEAM book is responsible for keeping official record of pitch count for both teams. It is HIGHLY RECOMMENDED that both teams count and confer often to make sure there are no disputes. Umpire’s say is final. The team manager is ultimately responsible for knowing the pitch count of his/her pitcher and when his/her pitcher must be removed according to the pitch count rules.
- M. Penalties against the Manager for not following pitching rules:
 - ◆ **First Offense:** Receive a written/e-mail warning from SCLL President.
 - ◆ **Second offense:** Suspended for the following three games.
 - ◆ **Third Offense:** Suspended for the remainder of the season.

XI. GAME RULES: NATIONAL

National is SCLL's major division, focusing on all aspects of competitive baseball. Unless specified below, rules in Little League Rule Book apply.

- A. National players will play a minimum six consecutive defensive outs and complete one at-bat in each game. If player plays less than this minimum, player will start next game and play six defensive outs and TWO at bats before being substituted for. If a game ends after the top of an inning because the home team is ahead, players for the visiting team get credit for the three defensive outs they would have played. The only exceptions to the Minimum Play Rule, and the only reasons a player should not receive minimum play are:
 - ◆ APPROVED disciplinary action
 - ◆ Player leaves early or arrives late for family reasons
 - ◆ Game shortened by darkness, weather or 10-run limit and player played six defensive outs and one at-bat
- B. National managers may reduce playing time below minimum requirement for disciplinary reasons provided that team rules are clear and proper warnings have been given to player and parents. President and League Commissioner will approve such action, and opposing managers and umpires will be notified before any affected game. Abuse of minimum playing time will be subject to review and sanctions including suspensions or dismissal.
- C. Disciplinary action that is NOT APPROVED does not qualify as an exception, thus the manager would be subject to penalty for violation of mandatory play. Penalties against the Manager for not following minimum play rules are:
 - ◆ **First Offense:** Receive a written warning
 - ◆ **Second offense:** Suspended for the following game
 - ◆ **Third Offense:** Suspended for the remainder of the season
- D. If the violation is determined to have been intentional, the Board of Directors may invoke a more severe penalty. However, forfeiture of a game may not be invoked.
- E. No new inning can be started after two hours of play (the start of an inning officially begins when the third out of the previous inning is recorded).
- F. There is not a run limit per inning in the National division.
- G. National teams will observe the 10 Run Rule as defined by Little League regulations.
- H. National teams may use either 2 adult base coaches or 1 adult and 1 team player from their roster as base coaches. Such decision will be made by the team manager, provided that one adult must be present in the dugout at all times.
- I. The National division will maintain regular season standings. Scorebook, pitching records and all other rules are required to be followed and maintained.
- J. Home team is the official book and responsible for recording the game, including score and pitch counts for both teams in the official league scorebook. Home team is also responsible to report the game score to the league official that tracks standings. Visitors are requested to provide a scorekeeper for the manual scoreboard.
- K. Each team manager is responsible for recording the pitch count for all pitchers that pitched 1 or more pitches in each game. Each player's pitch count should be recorded in the official league Pitch Count Book by the official book at each game. National pitch count limits and rest requirements:

- ◆ **11 and 12 year olds are limited to 85 pitches per day. 10 year olds are limited to 75 pitches per day.**
 - ◆ Pitchers league age 14 and under must adhere to the following rest requirements:
 - ◆ If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
 - ◆ If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
 - ◆ If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
 - ◆ If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
 - ◆ If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
 - ◆ **A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.**
 - ◆ Penalties against the Manager for not following pitch count rules and/or not recording accurate pitch counts in the Pitch Count Book:
 - ◆ **First Offense:** Receive a written/e-mail warning from SCLL President
 - ◆ **Second offense:** Suspended for the following three games
 - ◆ **Third Offense:** Suspended for the remainder of the season
- L. All protests must be made in accordance with the Little League Rule Book, specifically rule 4.19.
- M. The manager is responsible for reporting all injuries to the League Commissioner and Safety Officer. Injuries to player or personnel which require hospital or physician care must be described in writing (or via e-mail) to the League President and Safety Officer within 24 hours of the incident. The description should include the time, place and circumstances at the time of the injury. Any injured player missing 2 consecutive games must be reported to the Player Agent within 24 hours following the second missed game. The player must provide the manager and Safety Officer with a doctor's release prior to being allowed to resume play.
- N. National Standings, Majors Post Season Tournaments (if held by District) & Tie-Breakers:
- ◆ Regular season standings will be based on each team's win/loss record. If two teams tie for first place (for example, both have 16 wins and 4 losses), 2 first place teams and a third place team will be awarded trophy's (no second place awarded). If two teams tie for second, both teams will awarded second and no third team place awarded. In the case that two teams tie for 3rd place, a first, second and 2 third place teams will receive trophies.
 - ◆ SCLL Board may decide to hold a National post season tournament. Little League Tournament Rules regarding pitching & runs per inning will apply in double-elimination tournaments. Minimum play time will be under SCLL rules. Team trophies will be decided by the season tournament.
 - ◆ After byes are awarded to the teams with the best regular season record (including tie breaking procedure) tournament bracket will be a random draw.
 - ◆ Tie-Breaker for District Major Tournament berth (if held):
 - ◆ Head to head record (winning percentage if three or more teams and unequal number of games). If three or more teams tie and there is still a tie after head to head comparison, teams with the lesser records are eliminated and head to head records of remaining teams are compared again, repeat if necessary.
 - ◆ If all head to head comparisons are exhausted and a tie still exists:
 - Playoff game (if time allows and fields are available). This scenario should be decided by the President a week prior to the start of the District tournament.
 - Should a playoff game not be option, tie-breakers are as follows:
 - Winning percentage against first place team, then second place team then third place team, etc

Fewest runs allowed in games between tying teams
Most runs scored in games between tying teams
Coin flip

- O. SCLL tournament seeds and next year's National draft are based on regular season standings. Tie breakers will be settled based on head-to-head comparison as described in Section XI-N-4.

XII. GAME RULES: PAC COAST

Pac Coast is SCLL's minor division, an introduction to learning competitive baseball. Unless specified below, rules in Little League Rule Book apply.

- A. Pac Coast players will play a minimum nine defensive outs. Unlimited substitutions are allowed and required to be tracked in order to ensure each player plays a minimum of nine defensive outs. Pac Coast will use a continuous batting order, such that all players in attendance shall be in the batting order. If player plays less than the required minimum defensive outs, the player will start next game and play nine defensive outs before being substituted for. If a game ends after the top of an inning because the home team is ahead, players for the visiting team get credit for the three defensive outs they would have played. The only exceptions to the Minimum Play Rule, and the only reasons a player should not receive minimum play are:
- ◆ APPROVED disciplinary action
 - ◆ Player leaves early or arrives late for family reasons
 - ◆ If a half-inning ends because of the imposition of the five-run limit and a player on the defense has played for the entire half-inning, that player will be considered to have participated for three consecutive outs for the purposes of minimum play. However, if the player has not played on defense for the entire inning, that player will be credited only as having played for the number of outs that occurred while the player was used defensively
 - ◆ Game shortened by darkness, weather or 10-run limit and player played six defensive outs and one at-bat.
- B. Pac Coast managers may reduce playing time below minimum requirement for disciplinary reasons provided that team rules are clear and proper warnings have been given to player and parents. President and League Commissioner will approve such action, and opposing managers and umpires will be notified before any affected game. Abuse of minimum playing time will be subject to review and sanctions including suspensions or dismissal.
- C. Disciplinary action that is NOT APPROVED does not qualify as an exception, thus the manager would be subject to penalty for violation of mandatory play. Penalties against the manager for not following minimum play rules are:
- ◆ **First Offense:** Receive a written warning
 - ◆ **Second offense:** Suspended for the following game
 - ◆ **Third Offense:** Suspended for the remainder of the season
- D. If the violation is determined to have been intentional, the Board of Directors may invoke a more severe penalty. However, forfeiture of a game may not be invoked.
- E. No new inning can be started after two hours of play (the start of an inning officially begins when the third out of the previous inning is recorded).
- F. Runs will be limited to 5 runs per team per inning until the last inning in which runs will be unlimited. When a 5th run is recorded in an inning, the offensive team removes all runners from the bases and the opposing team will be up to bat.
- G. Pac Coast teams will observe the 10 Run Rule as defined by Little League regulations.

- H. Pac Coast teams may use either 2 adult base coaches or 1 adult and 1 team player from their roster as base coaches. Such decision will be made by the team manager, provided that one adult must be present in the dugout at all times.
- I. Pac Coast will not maintain regular season standings. Scorebook, pitching records and all other rules are required to be followed and maintained.
- J. Home team is the official book and responsible for recording the whole game, including score and pitch counts for both teams in the official league scorebook. Visitors are requested to provide a scorekeeper for the manual scoreboard.
- K. Each team manager is responsible for recording the pitch count for all pitchers that pitched 1 or more pitches in each game. Each player's pitch count should be recorded in the official league Pitch Count Book by the official book at each game. Pac Coast pitch count limits and rest requirements are as follows:
- ◆ **9 and 10 year olds are limited to 75 pitches per day. 8 year olds are limited to 50 pitches per day. SCLL applies the 10 year old pitch count rules to any 11 year old pitchers playing Pac Coast. 11 year olds can only pitch in Pac Coast if approved by the safety committee. 12 year olds are not eligible to pitch in the minors.**
 - ◆ Pitchers league age 14 and under must adhere to the following rest requirements:
 - ◆ If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observe.
 - ◆ If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
 - ◆ If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
 - ◆ If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
 - ◆ If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
 - ◆ A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
 - ◆ Penalties against the Manager for not following pitch count rules and/or not recording accurate pitch counts in the Pitch Count Book:
 - ◆ **First Offense:** Receive a written/e-mail warning from SCLL President
 - ◆ **Second offense:** Suspended for the following three games
 - ◆ **Third Offense:** Suspended for the remainder of the season
- L. **MANDATORY 9 YEAR OLD PITCHER INNINGS IN PAC COAST:** All Pac Coast teams must have two innings per week pitched by nine year olds. One inning is considered 3 defensive outs, two innings is considered 6 defensive outs. Innings pitched by eight year olds qualify to satisfy this requirement.
- M. All protests must be made in accordance with the Little League Rule Book, rule 4.19.
- N. The manager is responsible for reporting all injuries to the League Commissioner and Safety Officer. Injuries to player or personnel which require hospital or physician care must be described in writing (or via e-mail) to the League President and Safety Officer within 24 hours of the incident. The description should include the time, place and circumstances at the time of the injury. Any injured player missing 2 consecutive games must be reported to the Player Agent within 24 hours following the second missed game. The player must provide the manager and Safety Officer with a doctor's release prior to being allowed to resume play.
- O. SCLL Board may decide to hold a Pac Coast post season tournament. SCLL LEAGUE Rules regarding pitching, minimum play & runs per inning will apply in double-elimination tournaments. Team trophies will be decided by the season tournament.

XIII.GAME RULES: NORTHWEST

NW is a non-competitive, instructional level of baseball. Standings will not be kept, however home and visiting teams will keep score during the season for experience in scorekeeping and confirmation of minimum play. Divisions will be organized into teams with primarily 7 year olds (NW Yellow division) and teams with primarily 8 year olds (NW Blue division). Unless specified below, rules in Little League Rule Book apply.

- A. Ideal roster size is 9 to 11 players. Smaller roster sizes create a better teaching/learning environment and more playing time.
- B. Level 5 safety ball is used.
- C. Ten defensive players on the field at one time, regular infield and four outfielders.
- D. NW will use a continuous batting order, such that all players in attendance shall be in the batting order.
- E. If a batted ball hits the coach, the ball is dead and the batter and other runners shall advance one base only.
- F. No stealing or bunting.
- G. Half inning is over when the fielding team completes three outs, or offensive team scores five runs.
- H. Games last five innings, but no new inning can be started after one and a half hours of play (the start of an inning officially begins when the third out of the previous inning is recorded).
- I. Defensive playing time should be equal. Defensive players should rotate between infield and outfield every inning and unless an extreme safety risk, all players should get equal play at all infield positions. Players shall not be on the bench for consecutive innings.
- J. NW managers MAY NOT reduce playing time below the minimum requirement for disciplinary or any other reasons without approval of the League Commissioner. Abuse of player rotation and/or minimum playing time will be subject to review and could result in the manager being suspended.
- K. First rainout will not be made up. All others will be attempted to be re-scheduled based on field and time availability.
- L. **NW Yellow (7 year old league):** NW Yellow is coach pitch for the entire season when 6 year olds are in the league:
 - ◆ Batter gets a maximum of seven pitches from the coach. If the batter fails to hit the ball in fair territory in seven pitches from the coach, the player is out. If a batter gets 3 strikes prior to receiving 7 pitches the batter is out.
 - ◆ Batter remains at bat if final coach pitch continues to be fouled off (only exception to maximum 7 pitches).
 - ◆ Batters and runners are encouraged to advance only one base on an overthrow.
 - ◆ Player pitchers must be within 3 feet of the coach pitching, even with, or behind the mound, not any closer to the plate.
 - ◆ Coaches should pitch from the pitching rubber, however can pitch from closer if needed (7 year old division only).
 - ◆ Coaches are encouraged to stand in field to instruct defensive players. Base coaches act as umpires.
- M. **NW Blue (8 year old league):** NW Blue is an introduction to player pitch.

- ◆ Balls and strikes are called, three strikes batter is out.
- ◆ After four balls are thrown by the pitcher, the coach comes in to pitch. The coach inherits the strike count (maximum pitches by coach: 3 pitches). The batter is out if after 3 pitches from the coach the ball is not put into play.
- ◆ Batter remains at bat if final coach pitch continues to be fouled off.
- ◆ When the coach comes in to pitch, player pitchers must be within 3 feet of the coach pitching, even with, or behind the mound, not any closer to the plate.
- ◆ Coaches should pitch from the pitching rubber
- ◆ Coaches have the option to stand in the field to instruct defensive players, especially if there is a safety issue.
- ◆ Home team is required to provide the home plate umpire. A field umpire is encouraged but optional. All umpires behind the plate must wear proper umpire gear.
- ◆ Each team manager is responsible for recording the pitch count of all pitchers in the official league Pitch Count Book.

NW pitch count limits and rest requirements are as follows:

- ◆ **7-8 year olds are limited to 50 pitches per day or a maximum of 2 innings, whichever comes first. SCLL applies the 8 year old pitch count rules to any 9 year old pitchers playing NW. 9 year olds can only pitch in NW if approved by the safety committee. Little League rules state that 6 year olds cannot play in a player pitch division (NW Blue).**
- ◆ Rest requirements for 7, 8 & 9 year old NW pitchers:
 - ◆ If a player pitches 36 - 50 pitches in a day, **two (2) calendar days of rest must be observed.**
 - ◆ If a player pitches 21 - 35 pitches in a day, **one (1) calendar day of rest must be observed.**
 - ◆ If a player pitches 1-20 pitches in a day, **no calendar day of rest is required before pitching again.**
 - ◆ A player may not pitch in consecutive games, unless he threw 40 or less pitches in the previous game.
 - ◆ **A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.**
- ◆ Penalties against the Manager for not following pitch count rules and/or not recording accurate pitch counts in the Pitch Count Book:
 - ◆ **First Offense:** Receive a written/e-mail warning from SCLL President
 - ◆ **Second offense:** Suspended for the following three games
 - ◆ **Third Offense:** Suspended for the remainder of the season

N. NW Yellow and Blue players may have the opportunity to participate in a season ending tournament or cooperative skills challenge. If held, the tournament format and details are up to the coaches and League Commissioner as well as the availability of time and fields.

XIV.GAME RULES: T-BALL

T-Ball is a non-competitive, beginning level of baseball. Score is not kept. There are no winners or losers. Everybody plays. Unless specified below, rules in Little League Rule Book apply.

- A. Ideal roster size is 8 to 10 players. Smaller roster sizes create a better teaching/learning environment and more playing time.
- B. T-Ball division teams will play one game per week (Saturday) and one weekday practice per week through the month of April. Teams will transition in May to one Saturday game and one

weekday game and will no longer practice. The transition date will be confirmed by the league commissioner to a date near the mid-point of the season.

- C. T-ball uniform will consist of a team hat and T-shirt provided by the league and kept by the player. Player will wear his/her own pants. **NO SHORTS** in practice or games.
- D. T-Ball safety ball is used.
- E. Games are three innings or 1 ½ hr time limit, which ever comes first.
- F. All players play defense. Seven players constitute the infield: pitcher, catcher in full gear (safety), 1B, Rover (between 1st and 2nd base), 2B, SS, 3B. All other players are spread out in the outfield. All players should play in the infield and outfield during a game. Defensive players should rotate between infield and outfield every inning. All players should get equal play at all infield positions unless there is an extreme safety risk to a player.
- G. Up to three coaches or approved volunteer parents can instruct defensive players in the field. Field coaches and base coaches will work together and act as umpires.
- H. Safety is the top priority. Catchers **MUST** wear full gear. Batters and runners **MUST** wear helmets. Batters should be taught not to throw the bat after hitting. Fielders should be taught to pay attention.
- I. T-Ball uses a continuous batting order, such that all players in attendance shall be in the batting order.
- J. Coach at home plate puts ball in play by preparing batter, putting ball on Tee and announcing that the ball is in play.
- K. Ball must travel past 10-foot circle in front of home plate to be fair.
- L. Batter and runners can only advance one base at a time. Extra bases (with the exception of last batter), walks, bunting, strikeouts, leadoffs and stealing are not allowed. If there is a force out or tag out, player will not remain on base and must return to the dugout. If three defensive outs are recorded in one half inning, after the third out, the bases are cleared. The half inning is over when all the offensive players have batted. When the last batter comes to the plate, the offensive coach shall announce, "Last batter". The last batter can be put out by being tagged, or by a force out at any base the last batter/runner has not yet reached. The half inning concludes when the last batter is put out, or successfully reaches home plate. After putting the last batter out, defensive players shall leave the baseline and **NOT** proceed to tag out any offensive players who continue to run.
- M. T-Ball managers **MAY NOT** reduce playing time for disciplinary or any other reasons without
- N. approval of the League Commissioner. Abuse of player rotation and/or minimum playing time will be subject to review and could result in the manager being suspended.
- O. First rainout will not be made up. All others will be attempted to be re-scheduled based on field and time availability.
- P. T-Ball players may have the opportunity to participate in a season ending tournament or cooperative skills challenge. If held, the tournament format and details are up to the coaches and League Commissioner as well as the availability of time and fields.

XV.SCLL GAME PROCEDURES

- A. Home team is responsible for preparing the field for play, including lining the field and placing the bases on the field, however it is helpful if both teams help prepare the field of play. Home

team is responsible for raking/dragging and cleaning the field/dugouts after the game. Manager should ask for parent help.

- B. Visiting team is responsible for garbage & operating manual score boards. Before each game retrieve a garbage can from the storage container. If the garbage can does not have a trash liner, retrieve one from the concession stand. After the game, the players on the both teams should help pick up garbage around and behind the field. Following the game, if the garbage can is more than half full, please discard the trash bag in the dumpster located on the premises and replace the liner. If your game is the last game of the day, discard the trash into the dumpster and return the garbage can to the appropriate container. Trash can be discarded in any white dumpster behind Gaiser or behind the concession stand. Manager/team parent should ask for parent help and/or assign this duty.
- C. After field set-up, only managers, coaches, umpires and players are allowed on the field of play.
- D. The home team should provide two new baseballs for each game. Game balls are located in the storage container behind the concession stand. Extra baseballs can be used if an inning runs late and daylight lessens (safety). Following the game, the home team keeps the game balls. These should be saved and, if still in good condition, used as back-up balls in another game.
- E. National and Pac Coast teams will not start a game with less than nine players. Teams will not use non-roster players without consulting the Player Agent. Not having enough players is not an automatic forfeit, games will be re-scheduled. Managers should make every effort to verify that enough players will be available at game time and alert the opposing team ahead of time if not. A team with attendance problems should contact the Player Agent or League Commissioner to address the issue.
- F. There will be NO arguing with umpires. NO yelling at umpires. NO chirping at umpires. There can be level-headed discussions if necessary. Managers, coaches and team parents should help in controlling their players and parents.
- G. No glass bottles in dugouts.
- H. Only players in uniform on the official roster and three approved coaches are allowed in, and must remain in, the dugout or on the field of play throughout the duration of the game. Only exception: bathroom break or ejection. Only approved coaches and managers may be in the dugout or on the field. At least one adult must be in the dugout at all times.
- I. All parents, managers and coaches should park legally in marked parking zones along NE 32nd Avenue and in approved parking spaces in the Gaiser parking lot and lower lot. Parents and Coaches should not park in the "no parking areas" next to the lower fields along NE 32nd Ave or in the no parking areas in the lower lot. Cars parking in these areas will be towed at the owner's expense. Managers will discuss this rule with parents prior to the first scheduled game and at subsequent games as needed. Teams or parents who repeatedly offend this rule will be subject to sanctions as approved by the SCLL Board.
- J. Managers and coaches are assigned a league mailbox in the National storage container and the PC storage container. Please remember to check your mailbox after each game.

XVI.LIMIT OF PRACTICES/GAMES PER WEEK

- A. **T-Ball and Northwest:** Weekday (Monday-Friday) events limited to 2 events per week. Weekends (Saturday-Sunday) no restrictions. Events include: Regular scheduled games, make-up games, regular practice and optional practices.

- B. **Pac Coast and Nationals:** Weekday (Monday-Friday) events limited to 3 events per week. Weekends (Saturday-Sunday) no restrictions. Events include: Regular scheduled games, make-up games, regular practice and optional practices.

XVII.RAIN OUTS/WEATHER ISSUES

- A. SCLL determines whether games will be played based solely on field conditions at the time of the decision. Decisions are not based on predicted weather conditions or weather conditions in other parts of the local area. A board member will determine which, if any, SCLL fields are unplayable due to weather conditions and report any cancelled games on the SCLL website (www.SalmonCreekLL.com) and/or the SCLL League Message Line (574-2026) by 4:00 pm on weekdays and beginning at 8:00am on weekends. If games are not cancelled, teams are requested to show up to the field.
- B. From 4:00pm until game time, games can be called off by managers/coaches and umpire. If weather creates an unacceptable playing environment, even if the fields are playable, the managers from both teams can agree to cancel the game. Any game cancelled by managers, not due to field conditions, will not be rescheduled.
- C. Once a game has begun, only the umpire decides if a game should be called due to field conditions, or darkness. Umpire can discuss with both managers to arrive at a decision best for both teams.
- D. Managers should contact League Commissioner for make-up date within 1 day of cancelled game otherwise the game may not be rescheduled.
- E. When weather conditions involve thunder or lightning, the teams present are to use the “Hear it, Clear it, See it, Flee it” Rule: When thunder is heard, immediately remove all players from the field at which time a 15 minute “thunder” delay rule is placed into effect. If thunder ceases in the 15 minutes, play may resume. For every “clap” of thunder, the thunder delay is reset to 15 minutes. After one half hour delay due to thunder, the game is cancelled and rescheduled. **AT ANYTIME IF LIGHTENING IS SEEN, THE GAME IS IMMEDIATELY CANCELLED.** For any game that is cancelled due to weather, the game will resume from the exact time it was halted. Once play has begun, the umpire is responsible for the decision of whether to stop the game (as described in Little League Baseball Rules and Regulations).
- F. Make-up games must be played at the next available open day, normally the next open weeknight or Sunday after 1:00pm. If these days already have games scheduled, the next open weeknight or Sunday will be scheduled. Every effort will be made to avoid four games within 7 consecutive days or four games on four consecutive days (Fri-Sat-Sun-Mon).

XVIII.SALMON CREEK LITTLE LEAGUE MACHINERY & POWER EQUIPMENT

- A. **Machinery:** SCLL players may not operate any SCLL owned or borrowed machinery. Machinery owned by SCLL includes the John Deere tractor, John Deere Gator and John Deere riding lawn mower. **ONLY APPROVED SCLL VOLUNTEERS 16 YEARS OLD OR OLDER** are eligible to operate the machinery. AT NO TIME SHOULD THERE BE MORE THAN ONE PERSON ON THE MACHINERY. THE ONLY EXCEPTION IS A PASSENGER MAY RIDE IN THE PASSENGER SEAT ON THE GATOR. THE BUCKET OF THE TRACTOR AND THE BED OF THE GATOR ARE NOT SAFE FOR TRAVEL AND SHOULD NOT BE USED TO TRANSPORT PEOPLE. SERIOUS INJURY OR DEATH MAY OCCUR IF MACHINERY IS NOT USED PROPERLY. If a volunteer is unfamiliar with machinery, seek guidance from SCLL Board Member. Machinery should not be used if operator is unaware of the proper operational procedures, risks and dangers of the machinery.

- A. **Power Equipment:** Only approved SCLL volunteers 16 years old or older may operate SCLL owned or borrowed power equipment. POWER EQUIPMENT IS ALWAYS TO BE USED WITH PROPER EYE PROTECTION AND ANY OTHER NECESSARY PROTECTIVE WEAR.

XIX.ALL-STAR SELECTION PROCESS

- A. All-Star voting will be completed and announced by the date allowed by LLBB.
- B. Prior to announcement, All-Star voting results will be known only to Player Agent; other Board members involved in ballot counting; President; and elected All-Star managers and coaches. Vote counts and manager-coach selections will remain confidential, and should only be known to Player Agent and Board members who participated in the vote count. President may review vote count process, the actual vote count and ballots if needed.
- C. SCLL All-Star rosters will be a minimum of 10 players. Each All-Star Manager can elect to name additional players to their respective All-Star teams, not to exceed 14 players. No alternates will be named. If an announced All-Star player cannot participate, All-Star manager will select replacement from players with next highest vote totals on either coaches or players ballots.
- D. Ballots will list all eligible players. Player eligibility:
- ◆ Minors All-Star Team: 9 or 10 year old players in Pac Coast or National
 - ◆ 11 Year old All-Star Team: 10 or 11 year old players in National
 - ◆ Majors All-Star Team: 11 or 12 year old players in National
 - ◆ Junior All-Star Team: 13 or 14 year old players in Juniors
 - ◆ Senior All-Star Team: 15 year old players in Seniors
- E. By season's end players must have participated in 60% of the team's regular season games, as defined by Little League rules and regulations. Regular season games include the end of season tournament as these games are traditionally part of the SCLL season each year.
- F. Players in National League will vote for no more than the total roster size for their division. Top five players from player's vote count will be on All-Star team. In case of a tie for the final spot, Player Agent will break tie with vote totals from manager/coaches ballot. If a tie still exists, All-Star manager (once selected) will select the final player(s).
- G. Pac Coast players will not vote to elect players.
- H. Manager and ONE COACH per team will meet to vote. Manager and Coach are given seats. Third coach can attend only if the Manager or coach from that team can not attend and the manager requests 3rd coach to attend in their place, but 3rd coach must be an approved and appointed coach (cannot be a "helper" or other unapproved/un-appointed volunteer). Attendance by at least one coach or manager from each team is required. Unexcused absence will jeopardize ability to coach or manage in future seasons. Results of player ballots WILL NOT be announced. Managers and coaches will openly discuss the merits of players on their team as well as have the ability to ask questions of other coaches about players on their team. Playing ability and attitude should be discussed here. Managers and coaches will vote for 12 players from their division. Pac Coast managers and coaches vote for 9 & 10 year old team – National mgr/coaches can help discuss 10-year olds who played in National division. National Mgr/coaches vote for 11 year old team. Top five players from coach's vote not already on the roster make the All-Star team. In case of tie for final spot(s), Player Agent will break tie with vote totals from players' ballot. If a tie still exists, All-Star manager (once selected) will select final player(s).
- I. After the team is selected, the Manager and ONE COACH per team will vote for All-Star manager. Managers or Coaches will first select the All Star manager from a ballot that includes only those Managers and Coaches who have expressed interest in this position and who are

present at the meeting. All managers and coaches will vote for no more than one Manager. The person with the highest votes will be selected as Manager and announced. In the case of a tie between the top two vote-getters, the top two will be re-voted on by the coaches and managers of that division. If a tie continues, or if there are only two names are on the list when the tie occurs, President will vote. The selected All-Star Managers will then select up to two All Star Coaches from a ballot that includes only those managers or coaches willing to serve in this position. All approved and appointed Coaches and Managers are eligible for selection of All Star manager or coach. See the Little League rule book, Tournament rules – Manager and Coaches, for rules on which division regular season Manager/Coaches are eligible to participate as an All Star Manager or Coach.

- J. At this time, all other coaches are asked to leave the room and the All-Star Managers and coaches will select the final two, three or four players for the All-Star teams. Manager has final say.
- K. The number of all star coaches will be in accordance with little league guidelines. The SCLL board encourages managers to take at least 12 players each season.
- L. SCLL may, but is not required to, provide a daily per diem to players and coaches traveling out of town (more than 60 miles) to a Little League sanctioned All-Star competition (State, Regional or LLWS). The amount of financial support SCLL provides is dependent on how many SCLL All-Star teams are traveling and the current financial condition of SCLL. SCLL encourages All-Star teams to conduct local fundraisers as the primary source of funds for All-Star travel.

XX.DISCIPLINARY ACTION PROCEDURE AND POLICY

- A. **Disciplinary Action:** Disciplinary action may be levied against any person involved in the Salmon Creek Little League program, including but not limited to SCLL Officers, Commissioners, Umpires, Managers, Coaches, parents, players and those desiring to view or attend Little League Baseball or Softball games and/or functions. Activities that may be the subject of disciplinary action shall include any violation of any Little League Baseball Incorporated Rules and Regulations, any SCLL rule or policy, any individual league program rule or policy, Board of Director rule or policy, the Little League Operating Manual, or official Little League Baseball and Softball Rules and Regulations. Any activity or conduct unbecoming of an individual who is in any way involved in SCLL may also subject that person to disciplinary action.
- B. **Filing of Charges:** To initiate consideration by the Board of Directors for disciplinary action, a written complaint shall be filed with the SCLL Board setting forth grounds upon which the complaint for action is based. The complaint shall contain a brief statement of the violation or violations, the alleged violator's name and the date, time and location of the alleged violation. The complaint shall set forth the complainant's name, address, telephone number, team (if known) and shall be signed by the complainant. The complaint shall either be mailed/e-mailed to a SCLL Board Member or hand delivered to a SCLL Board Member within a reasonable time following the alleged violation. A reasonable time shall be presumed to not extend beyond 14 calendar days of the alleged violation. If however, during the course of its investigation, the Board determines that other reportable incidents have occurred and were not reported, for whatever reasons, those incidents can be used in determining behavioral patterns or in adding additional charges to the original complaint.
- C. **Preliminary Investigation:** Normally, within 7 calendar days of receipt of a complaint alleging the need for disciplinary action, a preliminary committee comprised of SCLL Board Members, (normally the President, League Commissioners, League Vice-President and, where appropriate, the League Player Agent and Chief Umpire) shall discuss the complaint and determine whether disciplinary action should be initiated. In the event that a SCLL Board Member is the complainant, they shall not be present at this initial determination phase. The above Committee

will determine by majority vote whether there is reasonable cause or validity to the complaint and that disciplinary action is merited. If disciplinary action is merited, the complaint is forwarded to the hearing procedure. If a majority of the Committee decides that action is not merited, it shall then advise the complainant with a brief statement of the Committee's decision declining to initiate disciplinary action.

- D. **Hearing Procedures:** After the SCLL Committee has determined there is reasonable cause for disciplinary action, the Committee shall give written notice to the alleged violator stating the substance of the charge in concise terms and requesting that the alleged violator appear at a hearing before the Hearing Committee to be held no sooner than three (3) days nor later than thirty (30) days from the date of the notice. The written notice shall state that failure of the alleged violator to attend the hearing will constitute default and act as an admission of the conduct alleged in the complaint. The notice shall also state that such default shall allow the SCLL Hearing Committee to discipline the alleged violator as it sees fit, including suspension or removal from SCLL.
- E. **Formation of Hearing Committee:** The SCLL President or his/her designee selects the composition of the Hearing Committee. The Committee shall consist of six (6) to twelve (12) SCLL Board members, which should include the Secretary and President. If the complaint is brought by or against the President of SCLL, then the Vice-President, or his/her designee, shall select the Committee Members. In no event should any member of the Committee have any previous, direct involvement with the alleged violation. The alleged violator shall be allowed to excuse up to two (2) Committee Members simply upon request, provided that the request is made no later than two (2) calendar days prior to the date of the hearing. In the event of exclusion under this provision, the President, Vice-President or his/her designee may select up to two (2) replacement members to constitute the final Hearing Committee.
- F. **Hearing Process:** The hearing shall, under normal circumstances, be open to all members, just as a regular board meeting of SCLL. The Hearing Committee shall appoint a presiding officer and this officer shall regulate the course of the proceedings in conformity with these rules. To initiate the hearing, the Presiding Officer shall introduce the Board and read the complaint. The accused shall have the right to appear personally and to have counsel. The Presiding Officer shall afford all parties the opportunity to make opening statements, present evidence and argument, and to conduct cross-examination. The Presiding Officer shall have the discretion to allow all or part of the hearing to be conducted by any electronic means necessary and to allow the use of video or vocal recording. Each party to the hearing shall be given an opportunity to participate effectively in the hearing and to view the hearing in its entirety.
- G. **Decision of the Hearing Committee:** At the conclusion of the fact-finding hearing, the Hearing Committee shall adjourn for deliberation. Unless a 2/3 majority of the Committee finds that adequate grounds exist for disciplinary action, the complaint shall be dismissed. If the 2/3 majority of the Committee finds that adequate grounds exist for disciplinary action, then the Committee shall issue a written decision setting forth the rule, regulation or policy violated and the sanction ordered as a result of the violation. Sanctions may include reprimand, censor, dismissal or suspension from any further SCLL activities. The decision may also contain conditions for continued involvement in SCLL activities, and may contain steps to be completed to remedy the initial violation. The decision of the 2/3 majority shall be final.
- H. **Emergency Disciplinary Action:** Under emergency circumstances, when immediate action must be taken to protect the welfare of any individual involved in a SCLL program, including spectators and those affected by a SCLL program, the SCLL President, or any person specifically designated by him/her, may suspend an individual from further participation in all SCLL activities. Such emergency suspension may be made orally or in writing at the President's or his/her designee's discretion. Following any emergency suspension, a complaint shall be

made as set forth in Section B above, and a hearing shall take place as set forth in Section D above.

**Salmon Creek Little League Board of Directors approved the above SCLL 2012 Rules and Policies on February 1, 2012.
Rule XI, section A change approved March 11, 2012.**