



RULES AND POLICIES - Approved Nov. 4, 2019

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 (Baseball):

- ◆ **T-ball:** non-competitive, basic instruction, co-ed
- ◆ **A:** non-competitive, coach-pitch, intermediate instruction
- ◆ **AA:** non-competitive, introduction to player pitch, intermediate instruction
- ◆ **AAA:** minor division, introduction to competitive baseball
- ◆ **Major:** major division, competitive baseball
- ◆ **Intermediate:** competitive baseball, leadoffs, 50' mound, 70' bases, regulation rules
- ◆ **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. SCLL Divisions (Softball):

- ◆ **PeeWee:** Non-competitive, basic instruction, coach pitch
- ◆ **Minors:** Introduction to competitive softball, intermediate instruction, player pitch
- ◆ **Majors:** competitive softball, advanced instruction
- ◆ **Juniors:** competitive softball, regulation size fields and rules

C. SCLL follows Little League National rules for age guidelines of all players with the following exceptions:

- ◆ **Age 4:** SCLL does not allow participation at this time.
- ◆ **Age 6:** T-Ball. A 6 year old may be advanced enough to play at the Minor level or Softball PeeWee. To advance to Baseball A or Softball PeeWee, a player must have played one year of T-Ball AND must have unanimous approval of the safety committee. 6 year old participation in Baseball A or Softball PeeWee is subject to available space on team rosters. 6 year olds are prohibited from playing in a player pitch division (Baseball AA and above).
- ◆ **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. 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 Major division manager/coach option is considered as such throughout the player's Major career even if player is traded.
- F. Managers and coaches will be appointed based on the following criteria:
 - ◆ Completion of required clinics/certifications and nationwide 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 Named Coaches must attend a SCLL approved coaching clinic prior to the first scheduled practice, if the league offers a clinic. 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.

III. 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.

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.

IV. DRAFT & TEAM BUILDING PROCESSES

- A. A player who does not attend a SCLL tryout will be placed (not drafted) onto a team according to the player’s age group, ability, and safety after evaluation by a league official. These players become eligible for "call-up" when they have played a regular season game.
- B. Expansion teams in the Major division will draft based on the method described in the Little League Operating Manual, Option 3.
- C. In the event that the Major division needs to reduce the number of teams, SCLL will follow the Team Reduction guidelines described in the Little League Operating Manual, Option B.
- D. 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.
- E. The Safety Committee evaluates 7, 8, and 9 year olds at tryouts. **AA/A** 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 **AAA** and thus will not be factored into the **AA/A** distribution).
- F. **MAJOR DIVISION DRAFT PROCESS:**
The draft order will occur in a serpentine fashion with the first round of the draft occurring in reverse order of finish from last year’s regular season record. The 2nd round of the draft will occur in the opposite direction. Each successive round will reverse in direction from the previous round. Example:

Last Year’s Regular Season Finish Team A - 1st Place Team B - 2nd Place Team C - 3rd Place Team D - 4th Place Team E - 5th Place	Round 1 Draft Order: Teams E, D, C, B, A Round 2 Draft Order: Teams A, B, C, D, E Round 3 Draft Order: Teams E, D, C, B, A
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Every team in the draft is required to draft a player in the last round of the draft. Team sizes are determined by the total number of registered players divided by the number of teams. Once the team sizes are determined, every team will go through the draft process until they have one less rostered player than the team size. When teams reach this point they will wait until all teams have reached the same number of rostered players, then the final draft round will begin.

Any player that registers after the beginning of the major division draft **INCLUDING PLAYERS THAT WERE ON A MAJOR DIVISION TEAM THE PREVIOUS SEASON** will not be able to be drafted nor will they be automatically returned to their team for the current season if they are a returning major player. If there is an expansion draft, any returning players to the major division that register after player evaluations will not be returned to their team. In the event of an expansion draft, the player agent will make sure that all returning players have been made aware of the expectation to attend one of the player evaluations.

Bonus Picks will be given to teams that have fewer rostered players than other teams with more rostered players. For the purposes of this process, “rostered players” will be any returning players from last year’s team that have registered for the current season plus any new coach optioned players that have registered and will become a new member of the team during the current season. As teams draft new players, those players will be added to that team’s number of rostered players.

Bonus picks will begin after the round designated by the following table. The first round of bonus picks will be based on the difference in the number of rostered players between the team with the most rostered players and the team with the fewest number of rostered players.

Difference in number of rostered players between the team with the most and team with the least number of rostered players.	Round in which bonus picks will begin
4 or more	After the 2nd round
3	After the 3rd round
2	After the 4th round
1	After the 5th round

The team with the fewest rostered players will continue to take new bonus picks after each regular draft round until their number of rostered players catch up to the team(s) with the next most rostered players. At this point if those teams still have fewer rostered players than other teams, they will continue to take new bonus picks after each regular draft round until they catch up to the team(s) with the next most rostered players. This process will continue until all teams have the same number of rostered players. A team may take only one bonus pick after a round.

When there are multiple teams with bonus picks after the same round, the team that is making their first bonus pick will pick first, the team that is making their 2nd bonus pick will pick 2nd, and so on. If 2 teams are making their first bonus at the same time, their order will follow the order of the first round of the draft.

- G. **Major** teams may “draft” up to two 10 year olds including coach’s options. This does not apply to “call-ups” after the draft. 10 year olds can be drafted in any round. A third 10 year old may be drafted once all the teams in the draft have two 10 year olds on their roster or have less than 2 10 year olds and are unable to draft more players because their roster is already full. A 9 year old may be eligible for Majors if Safety approved and follows the 10 year old rule.
- H. **Major** 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.
- I. **Major** and **AAA** teams may have no more than eight players from any age group.
- J. **AAA** 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).
- K. **AAA** 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 **Majors**.
- L. Age specific draft requirements for coach's option in **Majors** and **AAA**:
- ◆ 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.
- M. 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.
- N. For AAA and Majors the Son(s)/Daughter(s) of the managers and coaches options are for the sole purpose of making sure that a team’s manager and named coach are able to have their son/daughter on their team. If a manager/named coach decides not to select their son/daughter as their Son/Daughter option or does not have a son/daughter in the draft, then they cannot choose another player to take the place of this option. This option must be submitted to the player agent no less than 48 hours prior to the tryout. The league age of the player will dictate the round in which the option is drafted (See Rule M above). The Son/Daughter option will take priority over any other option. If a Majors manager or named coach steps down from their position, the new manager or named coach may only exercise a Son/Daughter option if they draft their son/daughter in the first round of the draft. The normal draft rounds for Son/Daughter options or managers or named coaches (rule M above) will only apply once there is either one or no players left on the team that were acquired using the Son/Daughter option.
- O. Manager/Coach options in **AAA** and **AA/A** are not eligible for call-up without league approval.
- P. **AA** players are required to attend a safety evaluation. **AA** has the option to hold a draft. If held, the **AA** draft will follow the **AAA** draft selection process. Managers/Coaches can use the safety evaluation to determine their drafting order. **AA** 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 **AA**.

- Q. **A** players are required to attend a safety evaluation. **A** does not hold a draft. **A** 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 **A** but they are not guaranteed.
- R. 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 **AAA** draft selection process.
- S. At no time is the draft order to be revealed to players or parents.

V. 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.

VI. DURATION OF TITLE

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

VII. 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 **AA/A** 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 Major 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. **Major** 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
 - ◆ Baseball AA/A: 9 to 11 players
 - ◆ Baseball AAA: 10 to 12 players
 - ◆ Baseball Major: 10 to 12 players
 - ◆ Baseball Junior/Senior: 12 to 15 players
 - ◆ Softball PeeWee: 9-11 players
 - ◆ Softball Minors: 10-12 players
 - ◆ Softball Majors: 10-12 players
 - ◆ Softball Juniors: 12-15 players

VIII. 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.

- ◆ 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.

IX. GAME RULES: MAJOR

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

- A. Major players will play a minimum of six 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. Major 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. There is not a run limit per inning in the Major division.
- E. The Major division will maintain regular season standings. Scorebook, pitching records and all other rules are required to be followed and maintained.
- F. 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 and pitch count. Visitors are requested to provide a scorekeeper for the manual scoreboard.
- G. 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 or System by the official book at each game. All protests must be made in accordance with the Little League Rule Book, specifically rule 4.19.
- H. 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 the leagues injury report form and sent to the 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.

- I. Major Standings, Majors Postseason 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 trophies (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 Major post season tournament.
- J. SCLL tournament seeds and next year's Major 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.

X. GAME RULES: AAA

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

- ◆ AAA 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.
- A. **AAA** 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.
 - B. 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
 - C. 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.
 - D. 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.
 - E. **AAA** will not maintain regular season standings. However, scorebook, pitching records and all other rules are required to be followed and maintained. 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.

- ◆ 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.

- F. **MANDATORY 9 YEAR OLD PITCHER INNINGS IN AAA:** All **AAA** 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.
- G. All protests must be made in accordance with the Little League Rule Book, rule 4.19.
- H. The manager is responsible for reporting all injuries to the League Commissioner and Safety Officer. Injuries to players 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.
- I. SCLL Board may decide to hold a **AAA** postseason tournament. SCLL LEAGUE Rules regarding pitching, minimum play & runs per inning will apply in the tournament. Team trophies will be decided by the season tournament.

XI. GAME RULES: AA/A

AA/A 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 (A division) and teams with primarily 8 year olds (AA 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. AA/A 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. Base runners and the batter / runner advance 1 base on an overthrow per play. Runners will NOT advance beyond 1 base even with multiple overthrows on a single play.
- G. No stealing or bunting.
- H. Half inning is over when the fielding team completes three outs, or offensive team scores five runs.
- I. 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).

- J. 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.
- K. AA/A 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.
- L. First rainout will not be made up. All others will be attempted to be rescheduled based on field and time availability.
- M. **A (7 year old league):** Minor A 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).
 - ◆ 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.
- N. **AA (8 year old league):** AA 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.
 - ◆ A batter hit by a player pitch may take first base or continue as a batter receiving their remaining pitches from a coach.
 - ◆ 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.
- O. A and AA 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.

XII. 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. SCLL does not allow league age 4 year olds to participate at this time.

- 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 midpoint 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, whichever 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 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.
- N. First rainout will not be made up. All others will be attempted to be rescheduled based on field and time availability.

- O. 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.

XIII. SCLL GAME PROCEDURES

- A. When games are played at the Gaiser fields, the 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. When games are played at the Gaiser fields, the visiting team is responsible for garbage & operating manual scoreboards (if present). Before each game retrieve a garbage can from the storage container. 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. 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. Manager/team parent should ask for parent help and/or assign this duty.
- C. The home team should provide two new baseballs for each game. Game balls are located in the storage containers in the field 2 or field 3 dugout. At Gaiser baseballs are located in the storage container. 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.
- D. Teams will not use non-roster players without consulting the Player Agent. 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.
- E. 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.
- F. 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.
- G. For all games being played at the Gaiser fields, 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.

XIV. LIMIT OF PRACTICES/GAMES PER WEEK

- A. **T-Ball and AA/A:** 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. **AAA and Majors:** 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.

XV. 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 LIGHTNING 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).

XVI. 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.

- B. **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.

XVII. 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. Ballots will list all eligible players. Player eligibility:
- ◆ Minors All-Star Team: 9 or 10 year old players in **AAA** or **Major**
 - ◆ 11 Year old All-Star Team: 10 or 11 year old players in **AAA** or **Major**
 - ◆ Majors All-Star Team: 11 or 12 year old players in **Major**
 - ◆ Junior All-Star Team: 13 or 14 year old players in **Juniors**
 - ◆ Senior All-Star Team: 15 year old players in **Seniors**
- D. 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.
- E. Players in Major 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).
- F. **AAA** players will not vote to elect players.
- G. 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. **AAA** managers and coaches vote for 9 & 10 year old team – Major mgr/coaches can help discuss 10-year olds who played in Major division. Major 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).

- H. 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.
- I. 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.
- J. 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.
- K. 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.

XVIII. 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 2016 Rules and Policies on January 24, 2016.