

Sammamish Little League

# Local League Rules

Baseball and Softball Divisions

Approved – Sammamish Little League  
Board of Directors  
November 2020



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Eli Houpis – SLL President

# Foreword

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## **Sammamish Little League Local League Rules for Baseball/Softball Rules for the 2021 season**

**Sammamish Little League (the League, Local League, SLL) baseball and softball are governed by regulations listed by priority as follows:**

- Official Little League Baseball, Inc. / Official Little League Softball, Inc.
- Little League Operational Handbook
- District 9 Administrator's Interpretation and Rules
- SLL Constitution and By Laws
- SLL Local Rules for Baseball/Softball

No rules or policy may be passed by SLL which is in direct conflict with rules and regulations contained in publications of a higher priority as listed above.

### **Special Note**

Any member player in the league found vandalizing, destroying, defacing, stealing SLL property, writing graffiti, etc. on SLL facilities or facilities used by SLL by either league officials, parents, neighbors, Sammamish Police, King County Police or anyone else, will be immediately suspended from the league pending a hearing for possible dismissal from the league by the SLL Board of Directors, in accordance with the SLL Constitution. Any person found destroying, defacing, stealing or attempting to break into SLL facilities or facilities used by SLL, etc. will be charged and or prosecuted to the full extent of the law, by the league.

SLL prides itself on providing the player with a clean wholesome environment, in which to play ball games and practice. A reminder to all league personnel, managers, coaches and parents to report any suspicious behavior or report any unidentifiable strangers hanging around the ball parks or practice fields to the Sammamish Police, King County Police Department or any SLL Board Member. SLL will not allow any rowdiness or suspected drug users/trafficking, consumption of alcoholic beverages, etc. to take place at any of its facilities. The league will take whatever steps are necessary to see that this type of activity does not happen.

# SAMMAMISH LITTLE LEAGUE LOCAL RULES

## Baseball

Local rules are variations from the standard Little League Rule Book that all managers are issued prior to the start of the season. These league rules are approved each year at the District 9 Level of Little League Baseball. Unless specifically noted as a local rule for a specific league, all rules found in the most current Little League, Inc. Official Regulations and Playing Rules (Baseball Version), including Tournament Rules and Guidelines, shall apply and be followed.

## REGULAR SEASON

### SAFETY

- Attendance at pre-season manager meetings is mandatory for all levels of play. Each team must have at least one manager/coach in attendance.
- Managers and coaches must have in their possession a completed medical release form for every player on their roster prior to the start of practices and games.
- During the game/practice, teams must have at least one representative present who has attended the League's mandatory safety meeting.
- Managers, Coaches, Umpires and League Officials should have some training in first-aid. First-aid kits should be made available and stocked at all times.
- Equipment should be inspected regularly, especially for cracked or damaged helmets.
- Batters must wear approved helmets during batting practice as well as during games.
- Representatives from teams scheduled for practice or game play shall inspect the entire playing field to ensure it is free of debris and hazards that could reasonably lead to player or volunteer injury. If either manager or the umpire-in-chief cannot conclude that the field is safe for play, the field shall not be used and the practice or game shall be cancelled.

### UNIFORMS & EQUIPMENT

- Players will wear League-issued uniforms to games. Uniforms may not be altered to add player names.
- Players on the field must be in full uniform to include cap, uniform jersey and uniform pants. T-ball, A/Instructional, AA/Rookie, and AAA are not required to have uniform pants.
- SLL equipment is not approved for use for any competitive game, tournament or for practices for teams not formed for play in a SLL scheduled game or practice.
- Bats and balls used in any scheduled practice or game must comply with size, weight and performance specifications set forth by **LITTLE LEAGUE BASEBALL®, INC.**
- All other equipment (including batting helmets and catcher's protective equipment) must comply with all specifications set forth by **LITTLE LEAGUE BASEBALL®, INC.**

## **PRE-GAME & WARM-UP**

- Unless umpires have been scheduled the game by the league, the home team shall provide the home plate umpire while the visiting team shall provide the field umpire (in divisions that require the use of two umpires for game play). Teams shall ensure that umpires are properly trained and qualified for their assigned roles.
- The home team will have responsibility to prep the baseball field. Parents from both teams are strongly encouraged to assist in the preparation of the field, particularly when the field is wet.
- The home team will assume the third base dugout.
- Infield practice is limited to the area outside of the base paths only. Players from both teams shall occupy their respective dugouts in the five minutes prior to game time.
- Hit-downs into fences and backstops are prohibited.
- Pre-game batting practice is limited to the outfield. Only whiffle or sand balls may be used for this purpose.

## **PLAYER CONDUCT**

- Players at all levels will treat game gear with respect. Any throwing of gear (bats, gloves, helmets, hats or catching gear) is grounds for dismissal from the game in which the infraction occurs.
- At no time should “horse play” be permitted on the field or in the dugout.
- Players at all levels will show respect for the coaches and umpires. If a player is being disrespectful, the coach reserves the right to dismiss the player from the game or practice in which the behavior occurs.
- Slash bunting is prohibited. It is defined by the League as a batter who acts to show bunt, then withdraws the bat after the pitcher is in contact with the rubber and proceeds to swing at the pitched ball. In the umpire’s sole discretion, if a player executes a slash bunt during play, that player will be warned, benched or ejected. The umpire has discretion to eject or suspend the manager for this action by a player.
- Except when a base runner is returning to a base, headfirst slides are not allowed.
- No other player except the at-bat player will hold a bat inside or outside of the field fences.
- Players used to warm up a pitcher must wear a catcher’s mask and a protective cup.

## **GAME CONDUCT**

- All players shall be in the batting order. Players arriving after the game has started shall be placed in the batting order after the last player named in the batting order.
- In the event a runner is injured who has reached base and has not yet been put out or reached home plate, the runner may be replaced with the player in the batting order that made the last out. The injured player may return to his place in the batting order and may return to the field at any time in the game.
- The special pinch runner rule as outlined in the Little League Rule Book as Rule 7.14 will not be used in any regular season game played (due to the use of continuous batting order during the regular season).
- Only players, managers, coaches, umpires and those persons approved by the Umpire in Chief are permitted on the field during games. This includes the dugout.
  - A maximum of 3 coaches (including the coach/manager) are permitted in the area of

play (includes the field area and dugouts) at any time.

- In general, only one coach may be on the field of play during game play at any time. However, additional coaches may be on field in the following situations:
  - The offensive team may use two adult managers or coaches as base coaches.
  - Coach pitching
- At levels where sliding is allowed, the base runner must slide or attempt to avoid the defensive player when a play is being made at a base. Otherwise, the runner will be called out.
- Scorebooks and pitching records (Juniors, Majors, Coast, AAA only) for all games shall be maintained and subject to inspection by the League and its representatives.
- No player shall remain on the bench for 2 consecutive defensive innings in a single game.
- Rainouts will be re-scheduled by the league only for SLL end-of-season tournament games. Regular season games will not be made up, except in cases where the impacted coaches make arrangements to re-schedule the game themselves (finding a mutually agreeable time, reserving a field, scheduling umpires, etc.)
- Only SLL end-of-season tournament games suspended due to rain/darkness will be resumed at a later date. In such cases, Little League Rules and Regulations regarding suspended games will apply. Regular season games suspended due to rain/darkness are final as of the time of suspension.
- Games may end in a tie. The only exceptions are SLL end-of-season tournament elimination games (non-elimination, pool-play tournament games may end in a tie).

## **PITCHING**

- Unless otherwise noted, pitching shall be conducted in accordance with the Little League Official Regulations and Playing Rules for Baseball. There is no limit to the number of pitchers a team may use in a game.

# **JUNIORS DIVISION RULES - BASEBALL**

In addition to the application of the **Little League, Inc. Official Regulations and Playing Rules** to govern play in the Juniors division, practice and game play shall be conducted in accordance with all policies set forth by Little League District 9 for Baseball. The following regulation shall also apply:

- During the regular season, no new inning (top half of inning) shall start after 2 hours from the scheduled start of play. Any inning started within this time limit will be played until completed.
- There is no time limit for SLL post-season tournament games.

## **MAJORS DIVISION LOCAL RULES - BASEBALL**

In addition to the application of the **Little League, Inc. Official Regulations and Playing Rules** to govern play in the Majors division, the following local rules shall apply:

- During the regular season, no new inning (top half of inning) shall start after 2 hours from the scheduled start of play. Any inning started within this time limit will be played until completed.
- There is no time limit for SLL post-season tournament games.
- SLL has adopted rule 4.10(e) or state per rule 4.10(e) Majors/Coast: a manager must concede the game if his/her team is behind by 15 runs after 3 innings (2 1/2 if the home team is ahead or 10 runs after 4 innings (3 ½ if the home team is ahead).
- All players shall play a minimum of 4 defensive innings in a full 6 inning game. Two of those innings must be played at an infield position (C, P, 1B, 2B, SS, or 3B) and at least one of them must occur during the first 4 innings of the game.
- A batter called out on strikes may attempt to advance to first base if the pitch is dropped or otherwise not fielded by the catcher (drop 3<sup>rd</sup> strike rule in effect).

Little League regulations (Green Book rules) for pitch count and rest days will be followed.

## **COAST DIVISION LOCAL RULES - BASEBALL**

In addition to the application of the **Little League, Inc. Official Regulations and Playing Rules** to govern play in the Coast division, the following local rules shall apply:

- During the regular season, no new inning (top half of inning) shall start after **2 hours on weekdays** and 1 hour 45 minutes on weekends from the scheduled start of play. Any inning started within this time limit will be played until completed. There is no hard stop time limit on weekdays or weekends.
- There is no time limit for SLL post-season tournament games.
- SLL has adopted rule 4.10(e) or state per rule 4.10(e) Majors/Coast: a manager must concede the game if his/her team is behind by 15 runs after 3 innings (2 1/2 if the home team is ahead or 10 runs after 4 innings (3 ½ if the home team is ahead).

- The inning or half-inning will end when the defensive team records three outs or the offensive team has scored **five** runs in the inning. There is no run-limit rule in the sixth inning. **If the game will not make it to the sixth inning due to darkness, weather or time constraints, both Managers and Umpires must agree and declare “last inning” prior to the start of the inning. If this agreement occurs the no run limit will apply to the “last inning”**

**For the regular season and pool play, if the game is called due to darkness before the last inning is completed, the score reverts back to what it was in the previous inning and the game is over. In single elimination, the game would need to be picked up the following day.**

- A batter called out on strikes may not attempt to advance to first base if the pitch is dropped or otherwise not fielded by the catcher. However, in such cases the ball is live and existing base runners may attempt to advance.
- All players shall play a minimum of 4 defensive innings in a full 6 inning game. Two of those

innings must be played at an infield position (C, P, 1B, 2B, SS, or 3B) and at least one of them must occur during the first 4 innings of the game. 2 infield innings must be completed by the end of the 5<sup>th</sup> inning.

- Little League regulations (Green Book rules) for pitch count and rest days will be followed.
- Players of League-age twelve (12) may not pitch at the Coast level.



# AAA DIVISION LOCAL RULES - BASEBALL

In addition to the application of the Little League, Inc. Official Regulations and Playing Rules to govern play in the Pioneer division, the following local rules shall apply:

- The pitching distance shall be 46 feet at all times.
- Pitching: Full player pitch with walks and strikeouts will be in effect.
- For the 1<sup>st</sup> half of league games: If a pitcher walks 3 batters in an inning, no more walks are allowed from that pitcher in that inning. Coach Pitch will be in effect after any ball four from that pitcher in the same inning. While the coach is pitching, a batter cannot be walked. The batter will either put the ball in play or strike out.
- During the regular season, no new inning (top half of inning) shall start after 2 hours on weekdays and 1 hour 45 minutes on weekends from the scheduled start of play. Any inning started within this time limit will be played until completed.
- The inning or half-inning will end when the defensive team records three outs or the offensive team has scored four runs in the inning. There is no run-limit rule in the sixth inning. If the game will not make it to the sixth inning due to darkness, weather or time constraints, both Managers and Umpires must agree and declare “last inning” prior to the start of the inning. If this agreement occurs the no run limit will apply to the “last inning”
- For the regular season and pool play, if the game is called due to darkness before the last inning is completed, the score reverts back to what it was in the previous inning and the game is over. In single elimination, the game would need to be picked up the following day.
- There is no time limit for SLL post-season tournament games.
- Managers and the League will not keep league standings.
- The defensive team shall place a 10<sup>th</sup> player in the field, positioned in the outfield. There will be a player positioned in LF, LC, RC and RF.
- SLL has adopted rule 4.10(e) or state per rule 4.10(e) Majors/Coast: a manager must concede the game if his/her team is behind by 15 runs after 3 innings (2 1/2 if the home team is ahead or 10 runs after 4 innings (3 ½ if the home team is ahead).
- All players shall play a minimum of 4 defensive innings in a full 6 inning game, unless that team has a roster of 14 players, in which case player shall play a minimum of 3 defensive innings. Two of those innings must be played at an infield position (C, P, 1B, 2B, SS, or 3B) and at least one of them must occur during the first 4 innings of the game, 2 infield innings must be completed by the end of the 5<sup>th</sup> inning.
- Little League regulations (Green Book rules) for pitch count and rest days will be followed.
- Bunting is not allowed.
- No infield fly rule will be called.
- Base runners may attempt to steal only after the pitch crosses home plate. Stealing home is not permitted.
- **Runners may advance on an overthrow or pickoff but are limited to one base only. A runner advancing from an overthrow or pickoff at 3rd base is not considered stealing**

**home, that runner is allowed to take home. Runner cannot advance home if the catcher throws down to 3rd base on a steal.**

- A batter called out on strikes may not attempt to advance to first base if the pitch is dropped or otherwise not fielded by the catcher. However, in such cases the ball is live and existing base runners may attempt to advance.

# **AA DIVISION LOCAL RULES - BASEBALL**

In addition to the application of the **Little League, Inc. Official Regulations and Playing Rules** to govern play in the Rookie division, the following local rules shall apply:

- A RIF-5 ball shall be used for all games and practices.
- USA bats only per green book rules.
- Base paths shall be 60 feet.
- The inning or half-inning will end when the defensive team records three outs or the offensive team has scored five runs in the inning. This will apply to all 6 innings.
- During the regular season, no new inning (top half of inning) shall start after 2 hours from the scheduled start of play. Any inning started within this time limit will be played until completed. Managers or the League will not keep final scores or league standings.
- Coaches are not permitted in the field of play unless to tend to an injured player.
- The defensive team shall place a 10th player in the field, positioned in the outfield. There will be a player positioned in LF, LC, RC, and RF.
- All players shall play a minimum of 4 defensive innings in a full 6 inning game. Two of those innings must be played at an infield position (C, P, 1B, 2B, SS, or 3B), and must be fulfilled by the end of the 5<sup>th</sup> inning.
- No player shall play 2 innings in a row at an infield position until all players in attendance for the game have met their minimum infield play requirement.
- Base runners may only advance on batted balls. There shall be no steals or advancing on passed balls or wild pitches.
- Base runners may only advance one base on an overthrow of any base.
- Coaches will do all pitching. Player pitch is not permitted at any time.
  - Pitching distance must be between 30 and 46 feet.
  - An overhand throwing motion must be utilized.
  - Coach may pitch from one knee or from standing position.
  - **Coach-pitcher may not coach while in the field.**
- If the coach-pitcher (in the umpire's judgment) intentionally touches a legally batted ball or interferes with any defensive play (including blocking the view of any defensive player), then interference will be called and the batter will be out. All other runners will return to the last base that was legally touched at the time of interference, in the judgment of the umpire.
- No walks.
- No called strikes or called strike outs. Swinging strike outs are in effect.
- Bunting is not allowed.
- No infield fly rule will be called.

# **A DIVISION LOCAL RULES - BASEBALL**

In addition to the application of the **Little League, Inc. Official Regulations and Playing Rules** to govern play in the Instructional division, the following local rules shall apply:

- An Incrediball will be used for all games and practices.
- Base paths shall be 50 feet.
- Games shall be 5 innings in length.
- The inning or half-inning will end when the defensive team records three outs or the offensive team has scored five runs in the inning. This will apply to all 5 innings.
- During the regular season, no new inning (top half of inning) shall start after 2 hours from the scheduled start of play. Any inning started within this time limit will be played until completed. Managers or the League will not keep final scores or league standings.
- The defensive team shall place a 10th player in the field, positioned in the outfield. The outfield positions required to be covered are LF, LC, RC and RF.
- All players shall play a minimum of 3 defensive innings in a full 5 inning game. Two of those three innings must be played at an infield position (C, P, 1B, 2B, SS, or 3B).
- No player shall play 2 innings in a row at an infield position until all players in attendance for the game have met their minimum infield play requirement.
- Base runners may only advance on batted balls. There shall be no steals or advancing on passed balls or wild pitches.
- Base runners may only advance one base on an overthrow of any base.
- There is no sliding when running the bases.
- Bunting is not allowed.
- No walks.
- Batter may not be called out on strikes. After 5 pitches (reasonably close to the strike zone), a batting tee will be utilized.
- One umpire will be used and is provided by the home team.
- Coaches will do all pitching. Player pitch is not permitted at any time.
  - Pitching distance must be between 30 and 46 feet.
  - An overhand throwing motion must be utilized.
  - Coach-pitcher may not coach while in the field.
- If the coach-pitcher (in the umpire's judgment) intentionally touches a legally batted ball or interferes with any defensive play (including blocking the view of any defensive player), then interference will be called and the batter will be out. All other runners will return to the last base that was legally touched at the time of interference, in the judgment of the umpire.
- No infield fly rule will be called.

## **TEE-BALL DIVISION (5 / 6) RULES - BASEBALL**

In addition to the application of the **Little League, Inc. Official Regulations and Playing Rules** to govern play in the Tee-ball Division, the following local rules shall apply:

- An Incrediball will be used for all games and practices.
- Base paths shall be 50 feet.
- Managers or the League will not keep final scores or league standings.
- Games shall be 3 innings in length.
- No new inning (top half of an inning) shall start after 1.5 hours of play.
- The defensive team may use two adult coaches in the field.
- All players on the roster play defense each inning. All players must play one inning in the infield. The infield positions are catcher, pitcher, first base, second base, short stop, third base. All remaining players are positioned in the outfield.
- Base runners may advance only on batted balls. There is no sliding when running the bases.
- One umpire will be used and is provided by the home team.
- No infield fly rule will be called.
- Use of the batting tee is the default for all players.
- During the 2<sup>nd</sup> half of the season, coach pitch is available if and only if the player, the parents of the player, and the coach all agree to do so. The player may thereafter switch back and forth between coach pitch and tee ball at any time, at their sole discretion.
- When coach pitch is utilized, distance of pitch must be a minimum 25 feet, and no more than 5 pitches (each reasonably close to the strike zone) will be thrown. If unsuccessful putting a ball in play after 5 pitches, the batting tee will then be used to complete the at-bat.

# **CHALLENGER DIVISION LOCAL RULES**

In addition to the application of the **Little League, Inc. Official Regulations and Playing Rules - Challenger** to govern play in the Challenger Division, the following local rules shall apply:

- Managers or the League will not keep final scores or league standings.
- No new inning (top half of an inning) shall start after 1.5 hours of play.
- Games shall be 2 innings in length or a maximum of two hours.
- The offensive team may use two adult managers or coaches as a base coach.
- The offensive team may use an adult volunteer to assist their players at the plate as necessary.
- The defensive team may use two or more adult coaches in the field.
- All players may be paired with a “Buddy Volunteer”. The Buddy may assist the player as necessary in fielding or hitting. They should be instructive, offer words of encouragement and generally support the athlete in whatever way they can.
- All players on the roster will bat each inning. The half inning is over once the last batter in the batting order has batted.
- A player will be given the opportunity to hit the ball from a coach pitch, a pitching machine or a Tee, whichever they are comfortable with.
- The settings to be used for all games are as follows:
  - Arm #3-4
  - Power #6-7
  - Release #2-3
- Any batted ball making contact with the pitching machine or operator will be considered in play.
- All players on the roster play defense each inning. All players must play one inning in the infield. The infield positions are catcher, pitcher, first base, second base, short stop, third base. All remaining players are positioned in the outfield.
- No infield fly rule will be called.
- Base paths shall be 50 feet.
- There is no sliding when running the bases.
- An Incrediball shall be used for all games and practices.
- An umpire will be used when available and shall be a volunteer from either team.
- Balls and strikes will not be called.

# SAMMAMISH LITTLE LEAGUE LOCAL RULES

## Softball

Local rules are variations from the standard Little League Rule Book that all managers are issued prior to the start of the season. These league rules are approved each year at the District 9 Level of Little League Baseball. Unless specifically noted as a local rule for a specific league, all rules found in the most current Little League, Inc. Official Regulations and Playing Rules (Softball Version), including Tournament Rules and Guidelines, shall apply and be followed.

## REGULAR SEASON

### SAFETY

- Managers and coaches must have in their possession a completed medical release form for every player on their roster prior to the start of practices and games.
- During the game/practice, teams must have at least one representative present who has attended the League's mandatory safety meeting.
- Managers, Coaches, Umpires and League Officials should have some training in first-aid. First-aid kits should be made available and stocked at all times.
- Equipment should be inspected regularly, especially for cracked or damaged helmets.
- Batters must wear approved helmets during batting practice as well as during games.
- Representatives from teams scheduled for practice or game play shall inspect the entire playing field to ensure it is free of debris and hazards that could reasonably lead to player or volunteer injury. If either manager or the umpire-in-chief cannot conclude that the field is safe for play, the field shall not be used and the practice or game shall be cancelled.

## UNIFORMS & EQUIPMENT

- Players will wear League-issued uniforms to games. Uniforms may not be altered to add player names.
- Players on the field must be in full uniform to include cap, uniform jersey and uniform pants. T-ball/A, AA and AAA are not required to have uniform pants.
- The catcher must wear a long chest protector, shin guards, and a catcher's helmet and mask.
- SLL equipment is not approved for use for any competitive game, tournament or for practices for teams not formed for play in a SLL scheduled game or practice.
- Bats and balls used in any scheduled practice or game must comply with size, weight and performance specifications set forth by LITTLE LEAGUE, INC. and noted in the **League Operating Regulations**.

## PRE-GAME & WARM-UP

- Unless umpires have been scheduled the game by the league, the home team shall provide the home plate umpire while the visiting team shall provide the field umpire (in divisions that require

the use of two umpires for game play).

- Teams shall ensure that umpires are properly trained and qualified for their assigned roles.
- The home team will have responsibility to prep the field. Parents from both teams are strongly encouraged to assist in the preparation of the field, particularly when the field is wet.
- The home team will assume the third base dugout.
- Infield practice is limited to 10 minutes per team. Visiting Team infield practice begins 25 minutes prior to start of game; Home Team infield practice begins 15 minutes prior to start of game. If normal infield practice time is not available, the teams shall equally split whatever time is available. Players from both teams shall occupy their respective dugouts in the five minutes prior to game time.
- Hit-downs into fences and backstops are prohibited.

## **PLAYER CONDUCT**

- Players at all levels will treat game gear with respect. Any throwing of gear (bats, gloves, helmets, hats or catching gear) is grounds for dismissal from the game in which the infraction occurs.
- At no time should “horse play” be permitted on the field or in the dugout.
- Slash bunting is prohibited. It is defined by the League as a batter who acts to show bunt, then withdraws the bat after the pitcher is in contact with the rubber and proceeds to swing at the pitched ball. In the umpire’s sole discretion, if a player executes a slash bunt during play, that player will be warned, benched or ejected. The umpire has discretion to eject or suspend the manager for this action by a player.
- Players at all levels will show respect for the coaches and umpires. If a player is being disrespectful, the coach reserves the right to dismiss the player from the game or practice in which the behavior occurs.
- Except when a base runner is returning to a base, headfirst slides are not allowed.
- No other player except the at-bat player will hold a bat inside or outside of the field fences.
- Players used to warm up a pitcher must wear a catcher’s mask.

## **GAME CONDUCT**

- All players shall be in the batting order. Players arriving after the game has started shall be placed in the batting order after the last player named in the batting order.
- If a runner is injured who has reached base and not yet been put out or reached home plate, the runner may be replaced with the player in the lineup that made the last out. The injured player may return to his place in the batting order and may return to the field at any time in the game.
- The special pinch runner rule as outlined in the Little League Rule Book will not be used in any regular season game played (due to the use of continuous batting order during the regular season).
- At levels where sliding is allowed, the base runner must slide or attempt to avoid the defensive player when a play is being made at a base. Otherwise, the runner will be called out.
- The offensive team may use two adult managers or coaches as base coaches, providing one coach remains in the dugout at all times.
- Scorebooks and pitching records (Juniors, Majors, Coast, AAA only) for all games shall be maintained and subject to inspection by the League and its representatives.
- No player shall remain on the bench for 2 consecutive defensive innings in a single game.
- Only players, managers, coaches, umpires and those persons approved by the Umpire in Chief are permitted on the field during games. This includes the dugout.



- A maximum of 3 coaches (including the coach/manager) are permitted in the area of play (includes the field area and dugouts) at any time, but one adult is always in the dugout.
- In general, only one coach may be on the field of play during game play at any time. However, additional coaches may be on field in the following situations:
  - The offensive team may use two adult managers or coaches as base coaches.
  - Coach pitching

**PITCHING**

- Unless otherwise noted, pitching shall be conducted in accordance with the Little League Official Regulations and Playing Rules for Softball. There is no limit to the number of pitchers a team may use in a game.

**JUNIORS DIVISION LOCAL RULES – SOFTBALL**

Juniors Division practice and game play shall be conducted in accordance with the Little League Official Regulations and Playing Rules for Softball and all policies set forth by Little League District 9 for softball, with the application of the following:

- No new inning shall begin more than 1 hour 45 minutes after the scheduled start of a game.

**MAJORS DIVISION LOCAL RULES – SOFTBALL**

Majors Division practice and game play shall be conducted in accordance with the Little League Official Regulations and Playing Rules for Softball and all policies set forth by Little League District 9 for softball, with the application of the following:

- No new inning shall begin more than 1 hour 45 minutes after the scheduled start of a game.

**COAST DIVISION LOCAL RULES – SOFTBALL**

Coast Division practice and game play shall be conducted in accordance with the Little League Official Regulations and Playing Rules for Softball and all policies set forth by Little League District 9 for softball, with the application of the following:

- No new inning shall begin more than 1 hour 45 minutes after the scheduled start of a game.
- Games are limited to 2 hours in length from the scheduled start time, with no further pitching permitted.
- The inning or half-inning will end when the defensive team records three outs or the offensive team has scored five runs in the inning. There is no run-limit rule in the sixth inning.

**AAA DIVISION LOCAL RULES – SOFTBALL**

AAA Division practice and game play shall be conducted in accordance with the Little League Official Regulations and Playing Rules for Softball and all policies set forth by Little League District 9 for softball, with the application of the following:

- Players shall primarily do the pitching. There will be no base on balls awarded. After the umpire has called 4 balls on the batter, the batter's manager/coach will pitch from the same distance/pitching rubber as the player pitcher he/she is replacing. The batter retains the same strike and the umpire will continue to call balls and strikes. The manager/coach will be limited to a total of 7 pitches. If the batter does not put the ball in play by the seventh pitch, the umpire will call the batter out. The batter will be allowed to continue her at bat past the 7- pitch limit to the extent the batter continues to make contact with the ball and the ball is not put in play (foul ball).
- Players hit by a player pitch may choose to continue batting or take their base.
- There will be no stealing during coach pitch.
- Players may pitch a maximum of 2 innings, which can be non-consecutive.
- The defensive team may place a 10th player in the field, positioned in the outfield. The 4 outfielders will be positioned on the grass before the pitch begins.
- Stealing second and third base is permitted after April 30<sup>th</sup>. Stealing home is not permitted.
- No new inning shall begin more than 1 hour 45 minutes after the scheduled start of a game. Maximum number of innings is limited to 5.
- The inning or half-inning will end when the defensive team records three outs or the offensive team has scored five runs in the inning. There is no run-limit rule in the fifth inning.
- Games are limited to 2 hours in length from the scheduled start time, with no further pitching permitted.

## **AA DIVISION LOCAL RULES – SOFTBALL**

AA Division practice and game play shall be conducted in accordance with the Little League Official Regulations and Playing Rules for Softball and all policies set forth by Little League District 9 for softball, with the application of the following:

- Games should be played utilizing the “squishy” safety softball. If both managers/coaches agree, a standard softball may be utilized.
- Coaches/managers will pitch exclusively from a distance not closer than 20’.
- There will be no called strikeouts but swinging strikeouts will be enforced. 4 strikes are allowed until April 30<sup>th</sup>.
- No walks will be issued.
- No stealing any base.
- The runner may advance one base on an overthrow.
- All games are limited to five innings in length.
- 10 defensive players are allowed on the field as long as the 4 outfielders remain on the grass during the start of the pitch.
- Games are limited to one and a half hours in length from the scheduled start time, with no further

pitching permitted.

- The inning or half-inning will end when the defensive team records three outs or the offensive team has scored five runs in the inning.

## **A/T-BALL DIVISION LOCAL RULES – SOFTBALL**

“A” Division practice and game play shall be conducted in accordance with the Little League Official Regulations and Playing Rules for Softball and all policies set forth by Little League District 9 for softball, with the application of the following:

- Games will be played utilizing the “squishy” safety softball.
- Managers/coaches may elect to pitch to a batter, rather than use the batting tee, provided the player possesses the necessary fundamentals for hitting. At any time, and throughout the season, a player may revert to the use of the tee.
- Managers/coaches are limited to 7 pitches maximum at which point the tee will be used.
- The player must put the ball into play, there will be no strikeouts or walks.
- There will be no outs recorded and every player will bat once and advance around the base path once the ball is put into play.
- All games are limited to three innings in length. If both coaches agree, this limit may be extended provided time is available.
- Games are limited to one and a half hours in length from the scheduled start time, with no further pitching permitted.

# **SAMMAMISH LITTLE LEAGUE LOCAL RULES**

## **BASEBALL – END-OF-SEASON TOURNAMENT**

### **COMMON RULES**

- The highest seeded team will be the designated home team. If no seedings are available, a coin toss will be used to determine the home team.
- Time limits:
  - For non-elimination games (round-robin/pool play), regular season rules apply. Games may end in a tie.
  - For elimination games, there is no time limit
- Rained out games will be rescheduled by the league. Priority of scheduling shall be Majors, Coast, and AAA.
- Games suspended due to rain/darkness will be resumed at a later date, in accordance with Little League Rules and Regulations.
- Scores, names of pitchers and number of innings pitched by each pitcher in a game shall be reported to the division VPs within 24 hours of game end.

### **MAJOR LEAGUE BASEBALL**

Except as noted above, games will be played according to the Sammamish Little League Regular Season Rules and Guidelines Major League play.

### **COAST LEAGUE BASEBALL**

Except as noted above, games will be played according to the Sammamish Little League Regular Season Rules and Guidelines for Coast League play.

### **AAA LEAGUE BASEBALL**

Except as noted above, games will be played according to the Sammamish Little League Regular Season Rules for AAA League play.

## **BASEBALL – SPORTSMANSHIP AND JAMBOREE GAMES**

**Instructional / Rookie Sportsmanship Games** will be played according to the local rules for baseball.

**Tee Ball Jamboree Games** will be played according to the local rules for baseball.

# SAMMAMISH LITTLE LEAGUE LOCAL RULES

## SOFTBALL – END-OF-SEASON TOURNAMENT

### COMMON RULES

- A coin flip will be used to determine Home and Visitor designations for single elimination games.
- **For Saturday Games Only:** No new inning shall start later than 2 hours and 10 minutes after the scheduled start of the game.
- **For Saturday Games Only:** No pitching shall occur after 2 hours and 30 minutes from the scheduled start of the game. If inning is not complete, the score reverts back to last fully completed inning.
- Rained out games will be attempted to be made up. Priority of scheduling shall be Majors, Coast, and AAA.
- No batting practice may be taken at any point prior to game at any point on the field except with whiffle balls.
- Scores, names of pitchers and number of innings pitched by each pitcher in a game shall be reported to VPs on the date of game.

### MAJORS DIVISION SOFTBALL

Games will be played according to the Sammamish Little League Regular Season Rules and Guidelines for Little League Softball, Inc

### COAST DIVISION SOFTBALL

Games will be played according to the Sammamish Little League Regular Season Rules and Guidelines for Little League Softball, Inc.

### AAA DIVISION SOFTBALL

Games will be played according to the Sammamish Little League Regular Season Rules for AAA League play.

## SOFTBALL – SPORTSMANSHIP AND JAMBOREE GAMES

A/T-Ball / AA Jamboree Games will be played according to the local rules for softball.

## BASEBALL – SUMMER SEASON

Regular season rules will be in effect for all divisions. The Rookie division will play under AAA rules. The Coast and Majors divisions will play under their respective regular season rules.