



Stanwood Camano Little League Local Rules

Approved as Written by SCLL board on 2/7/19

1. All adults on a field during any Stanwood-Camano Little League (SCLL) event, including practices, must have had a background check approved by the SCLL board. Badges will be issued to identify approved volunteers.
2. If base coaches are needed, players can act as base coaches if helmets are worn. An authorized adult must be in the dugout always. **NO EXCEPTIONS.**
3. All players registered for minors or majors levels must attend a tryout. Any players not attending a tryout will not be eligible for the All-Star tournament team and will be placed on a team at the lowest level for which they are eligible by age.
4. The Draft Method for all divisions above Minors will be determined and communicated to the coaches VIA the SCLL board. SCLL will follow all LLI rules and guidelines concerning the draft where applicable.
5. No player may be called up from a Minor League to a Major-League team in the last two weeks of the regular season. (See Regulation III (d) 2) Rare exceptions will be considered solely based on safety for teammates and opposing team players. All player movement after the draft will be reviewed by the league President and Player Agent. There is no appeal process.
6. Division Alignment (Team numbers may be adjusted depending on enrollment):
 - o Tee Ball: 4-6 year old (must be 4 years of age by 12/31 of the previous year).
 - o Minor League "Rookie" Machine Pitch Baseball and Softball: 7-8 year-old or age 6 with one year of T-Ball experience.
 - o Farm Baseball and Minors Softball: 8-10 year- old.
 - o Minor League AAA Baseball and Softball: 9-11 year-old.
 - o Major League Baseball and Softball: 10-12 year-old.
 - o Intermediate League Baseball and Softball: 12-13 year-old.
 - o Junior League Baseball and Softball: 13-14 year-old.

- o Senior League Baseball: 15-16 year-old.

For the current season, all players league age 5 and 6 will play Tee Ball. (Exception: With concurrence of the parents, player and Player Agent, those 6-year old who played Tee Ball last season may be moved up to Rookies). All players league age 9-11 will be evaluated at tryouts and, based on the evaluation, placed in the Minor-League Farm Division or the Minor-League AAA Division. All players league age 10-12 will try out for Major Division teams. If a league-age 11 player is not selected for a Major Division team, the player will be placed in the AAA Minor Division. Intermediate and Junior Baseball and Softball: All players league age 13-14 will be placed on a team. Senior League Baseball: All players league age 15-16 will be placed on a team. Senior League Softball: All players league age 14-16 will be placed onto a team. Big League: All players league age 16-18 will be placed on a team. All players placed in a lower league level than registered will be refunded the price difference where applicable.

7. Home team managers or coaches will line the field before each game and install bases. Home team is responsible for dragging the field after the game and returning bases to storage. Chalk is not to be used for lining fields for practices; it is only for games. Keeping the chalk and “quick-dry” stocked in the field boxes is the responsibility of every manager and coach in the league. Chalk will be available for pick-up at the storage at Heritage Field.
8. All trash must be removed from dugouts after games. The managers are responsible for this.
9. All managers, coaches, and umpires must attend a clinic sponsored by the District Administrator or Little League Baseball, or SCLL, before the start of every-other-season. If this is a manager, coach, or umpires’ first season, these clinics are required. The Coaching Coordinator is responsible for giving information on clinics to the managers and coaches. The umpire-in-chief is in charge of providing information to the umpires.
10. At least one coach per team must be CPR certified.

Rules Of Play

SCLL will follow the guidelines set forth by LL International and District 1

except in the cases listed below. All Interleague games must follow D1 guidelines and ground rules.

Rules and regulations for Minor League – Rookies (machine pitch)/Tee Ball divisions are:

- There is a 60-minute time limit on Tee Ball games and a 90-minute time limit on Rookies (machine pitch) games. No ½ inning shall start with less than 15 minutes left.
- Both Tee Ball and Rookies (machine pitch) will follow basic baseball rules and etiquette except in the cases below:
- There are no umpires in Tee Ball and Rookies coaches will act as umpire. Tee Ball and Rookies divisions are both designed to be instructional more than competitive and the goal is player-development. Therefore, the rules are to be taught while they are being enforced.

Tee Ball:

- Each team bats thru once
- Runners take only one base at a time
- Players must change position at least twice per game
- Game ends after 5 innings or 60 minutes, whichever comes first
- No outs
- No score
- Offensive coach assists hitter
- Player swings until ball is in play
- A 4ft arc in front of home between the 1st baseline and the 3rd baseline must be drawn; the ball must leave this arc to be considered in play.
- Up 2 defensive coaches are allowed.

Rookies Division (Machine Pitch)

- Adults (offensive team manager or coach) will pitch using the machine.
- In Rookie Division no score is kept.
- Game ends after 6 innings or 90 minutes, whichever comes first
- In Rookie Division the inning ends after once thru the lineup or 3 outs whichever comes first.
- No Infield Fly Rule
- No Leading off
- If ball is overthrown runners may advance only one base, unless the runner is on 3rd
- 10 defensive players are allowed, the extra being in the OF
- All players must play at least 2 innings on defense and play at least 2 innings in the infield; it is expected that managers will try and play each player as much as possible.
- 2 coaches allowed on the field (other than pitcher) one must be behind the catcher and can be an offensive coach.
- 5 pitches max, 6 if 5th is foul/foul tip
- 3 swinging strikes=out, no called strikes

- If the ball is hit to outfield runners may advance until an outfielder has control.
- 6ft dead zone must be outlined around pitcher; no player may enter.
- If the ball hits the machine off the bat, the play is dead, and batter takes 1st.
- If the ball hits machine while thrown the ball is playable unless in the dead zone.

Farm:

- Game ends after 6 innings or 2 ½ hours.
- No new inning can start after 2 hours 15 minutes. Hard stop at 2 ½ hours.
- Per LLI rules, base stealing is allowed after pitched ball has crossed plate. No stealing allowed once pitcher has control of the ball and is on the pitching mound.

New Pitching rules:

- **ALL LL PITCH COUNT RULES STILL APPLY FOR EVERY PLAYER THAT PITCHES.**
- For the 1st 2 weeks of the season coaches will pitch entirety of the game.
- For week 3 & 4 of the season coaches will pitch innings 3, 4, 5, & 6
- For week 5 & 6 of the season coaches will pitch inning 5 & 6
- After week 6 of the season coaches will no longer pitch.
- All balls and strikes will be counted as normal
- Coaches will pitch to their own teams.
- The team on defense must still provide a Pitcher
- If the ball hits the coach, it's a dead ball and hitter is awarded 1st base and all other runners advance one base.

**The purpose of these rules is to encourage the development of pitchers, this has been expressed as one of the largest needs in our league the last few years, please bear with us as we develop this program together. **

Upper division (AAA Minors, Majors and above):

- SCLL will follow all rules outlined in the LLI rulebook for In-House games. Except in the following situations.:
 1. SCLL will use a ten-run rule. If after the Home team bats and it is past the 5th inning, if one team is up by 10 or more runs the game can be called. This will be at the discretion of both coaches.
- SCLL will follow all D1 and LLI rules for Interleague games