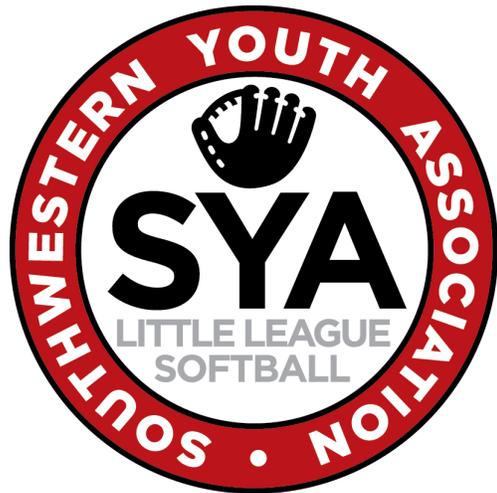


*Southwestern Youth Association
LITTLE LEAGUE BASEBALL & SOFTBALL*



*2019
STANDARD OPERATING PROCEDURES
Local Rules & Guidelines*

Effective January 1, 2019



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SYA LITTLE LEAGUE BASEBALL & SOFTBALL

I. History

The Southwestern Youth Association (SYA) Little League is a chartered franchise of Little League Baseball, Williamsport, Pennsylvania. Little League is the only organized sports program to be independently operated and sustained by the sponsorship of its own foundation. Little League was founded to assist youth in developing qualities of citizenship, discipline, teamwork and physical well-being, with proper guidance and exemplary leadership. It is designed to provide an outlet of healthful activity and training under good leadership in the atmosphere of wholesome community participation. It strives to inspire youth and to enrich their lives towards the day when they must take their places in society. It establishes for them the basics of teamwork and fair play.

Little League was founded in Williamsport, Pennsylvania in 1939. It is the largest organized youth sports program in the world. Little League operates under charter of Federal Incorporation granted under a bill signed into law by President Lyndon B. Johnson in July 1964.

The current SYA charter has been in effect since 1978. Prior to 1978, SYA played both Little League and independent baseball. Before the start of the 1978 season it was decided by the Board of Directors of SYA to rejoin the national organization. During 2018, the SYA softball adopted Little League regulations. It has been and always will be the objective of SYA to firmly implant in the youth of our community the ideals of good sportsmanship, honesty, loyalty, courage and respect for authority.

SYA currently holds a charter with Little League and plays baseball in two divisions at 12 and under: SYA Little League - East (hereafter known as SYA East) and SYA Little League – West (hereafter known as SYA West). SYA Little League Softball operates as a single division for ages 4-16, however players from 4-6 will be merged under the Tee Ball program for baseball. It is mandatory that every youth participating in the SYA Little League program live within the boundaries or be covered by a waiver approved by Little League. The geographical boundaries for each league can be found in Appendix D.

League Boundaries are reviewed annually to ensure compliance with Little League Regulations.

II. Programs

Little League has an age limitation, which are noted as follows for the Spring 2019 season:

- For Little League Baseball, a player's age is based on the player's age on August 31, 2019 for the 2019 spring season.
- For Little League Softball, a player's age is based on the player's age on December 31, 2018 for the 2019 spring season.

The 2019 Fall Baseball and Softball Seasons are considered the start of the new playing year for SYA Little League and will use the age determination dates noted above except it will be one year forward: August 31, 2020 for baseball and December 31, 2019 for softball.

Tee Ball Level

Within the Tee Ball Level, SYA Little League has established Tee Ball and Coach Pitch Levels for baseball players aged 4-6 (5-6 for the Fall Season), although a 7 year old can also play at this level. This level of play is dedicated to teaching the basics of baseball while emphasizing the fun aspects of playing team sports. All players play in the field and bat in every inning. The Board of Directors may elect to split Tee Ball into two levels depending on the number of registrations. This would enable first year players to learn as a group and returning players to further skills they've learned in previously.

Baseball - Minor League Level

The purpose of Minor League is to provide training and instruction for those players who by reason of age and other factors do not qualify for selection in the Major League. Within the Minor League Level, SYA Little League has established three levels. They include:

Machine Pitch (MP) which is for baseball players aged 7 and 8. There may be two levels, a minors and majors, depending on the number of registrations. 6 year olds may be eligible to play with a waiver granted by the SYA Little League President.

Double A (AA) which is Introduction to Player Pitch for baseball players aged 8-10 and 7 year old players with advanced skills that have received a waiver to register for this level from the SYA Little League President. Participants must tryout and are subject to a draft for placement. Only those 7 and 8 year olds deemed advanced enough to play in AA by these managers will be drafted into AA.

Triple A (AAA) which is Intermediate Player Pitch for baseball players, ages 8-11. Participants must tryout and are subject to a draft for placement. Only those 8 year olds deemed advanced enough by these managers to play in AAA will be drafted into AAA.

Softball - Minor League Level

The purpose of Minor League is to provide training and instruction for those players who by reason of age and other factors do not qualify for selection in the Major League. Within the Minor League Level, SYA Little League has established two levels. They include:

Mixed Pitch (AA) which is for softball players aged 7 and 8. 6 year olds may be eligible to play with a waiver granted by the SYA Little League President. This level is a mix of coach pitch and player pitch, determined at the beginning of each season.

Triple A (AAA) which is Intermediate Player Pitch for softball players, ages 8-11. Participants must tryout and are subject to a draft for placement. Only those 8 year olds deemed advanced enough by these managers to play in AAA will be drafted into AAA.

Baseball - Major League Level

Major League is for baseball players aged 10-12. On the basis of tryouts, managers will rate the players and then select teams using a draft system. 12 year olds will be drafted into Major League. 10 and 11 year old not drafted by the Major League Managers will be placed into the AAA draft pool for selection at that level. Baseball age 9 year old players may request to the division Player Agent that they be considered for Majors and attend the tryouts. The managers will determine selection of players into the Major League. If not selected, they would then be placed into the AAA draft pool.

Softball - Major League Level

Major League is for softball players aged 10-12. On the basis of tryouts, managers will rate the players and then select teams using a draft system. 12 year olds will be drafted into Major League. 10 and 11 year old not drafted by the Major League Managers will be placed into the AAA draft pool for selection at that level. Softball age 9 year old players may request to the division Player Agent that they be considered for Majors and attend the tryouts. The managers will determine selection of players into the Major League. If not selected, they would then be placed into the AAA draft pool.

Softball – Junior and Senior League Level

Junior League is for softball players aged 12-14. On the basis of tryouts, managers will rate the players and then select teams using a draft system. All 13 and 14 year old players will be drafted into Junior League. 12 year olds must make themselves available to the Junior draft to be eligible for drafting. The managers will determine selection of players into the Junior League. If a 12 year old is not selected, they would then be

placed into the Majors draft pool.

Senior League is for softball players aged 13-16. On the basis of tryouts, managers will rate the players and then select teams using a draft system. All 15 and 16 year old players eligible will be drafted into Senior League. The managers will determine selection of players into the Senior League.

SYA Little League may determine to consolidate these levels based on player registration and will be determined around tryout time.

Challenger League

SYA has joined with the Chantilly Youth Association (CYA) to offer the Sully Challenger Baseball, a division of Little League Baseball for mentally and physically challenged boys and girls ages 4 through 18. Additional details of the program will be provided upon request of the Board of Directors and can be found on the SYA Little League web site.

Fall Season

While the Fall season mirrors the organization of the Spring season, the Fall Season is considered primarily an instructional program on all levels as it is the beginning of a new Little League year. The Fall Baseball Season will be comprised of an Advanced Player Pitch level generally consisting of Spring Majors veterans, AAA All Stars, and 12 year old players, an Intermediate level generally consisting of Spring AAA and advanced AA players, and an Introductory level generally consisting of the remaining AA players and all Spring A level players wishing to advance. The Machine Pitch, Coach Pitch, and Tee Ball levels are essentially the same as in the spring. The Fall Softball Season will be comprised of the same levels as the spring – Seniors, Juniors, Majors, and Minors AAA/AA.

Any adjustments to League Organization will depend on total children registered for each playing level.

III. Governance

The management of the property and affairs of the SYA Little League shall be vested in the Board of Directors. The SYA Little League Board of Directors are elected by the general membership of SYA Little League each year under the guidance of the SYA Little League Constitution. These volunteers ensure the operations of the league are carried out according to Little League rules and regulations of the operating procedures outlined here within this document.

IV. Local Rules and Guidelines

Program details are included in this Standard Operating Procedure (SOP). Instructions on the conduct of the game for each level of play are provided herein. Additional local rules have been adopted to maximize player participation and the learning experience.

1. Overview

1.1. League Objective

The objective of SYA Little League shall be to implant firmly in the children of the community the ideals of team work, good sportsmanship, honesty, loyalty, courage and respect for authority, so that they may be well adjusted, stronger and happier children and will grow to be good, decent, healthy and trustworthy citizens. To achieve this objective the SYA Little League will provide a supervised program under the Little League Official Regulations and Playing Rules for both Baseball and Softball. SYA Little League volunteers shall bear in mind that the molding of future citizens is of prime importance. This shall be achieved through teaching the games of baseball and softball along with the associated skills to all players. The attainment of exceptional athletic skill and the winning of games is secondary.

1.2. Scope

1.2.1. To comply with the population requirements imposed by Little League Baseball, Inc., the supervised program shall consist of a single league chartered by Little League Baseball, Inc., with two Divisions for baseball players 12 and younger: SYA East and SYA West and a single division for softball. The league is managed by the SYA Little League Board of Directors, hereafter known as the Board of Directors. The league shall have a spring and fall season of play. Placement of players within the supervised program is based on residence location, league age, and playing ability.

1.2.2. Little League Program.

- a. The Baseball Spring season follows the Little League program and is open to players of league age 4 through 12 and shall consist of three separate playing levels: the Major League; the Minor League with three playing levels: Triple A (AAA), Double A (AA), and Machine Pitch (MP); and Tee Ball with two playing levels: Coach Pitch and Tee Ball.
- b. The Softball Spring season follows the Little League program and is open to players of league age 4 through 12 and shall consist of four separate playing levels: the Minor League with two playing levels: Triple A (AAA) and Mixed Pitch (AA); the Major League; the Junior League; and the Senior League. Softball players aged 4-6 shall register and play under the baseball program Tee Ball and Coach Pitch levels.
- c. All Little League play shall be league or level specific and may be inter-divisional, depending upon scheduling considerations; i.e. a Major League team of SYA East could play against a Major League team of SYA West, but not play against a Minor League team of either Division.

1.3. Objective of the Local Rules

The objectives of SYA Little League Local Rules are to meet requirements of Little League Official Regulations and Playing Rules for both Baseball and Softball and to state, amplify, and clarify administrative regulations and procedures and playing rules necessary to conduct the supervised Little League Baseball Program within the League boundaries.

1.4. Recommendations for Change

Any person associated with SYA Little League in any capacity may recommend changes to these local rules. Recommendations for change should be addressed to the Board of Directors and provided in writing. While changes are considered throughout the year, the Board of Directors attempts to finalize all changes for an upcoming calendar year prior to the start of the year.

2. REGULATION OF THE SUPERVISED PROGRAM

2.1. National Guidance

The Little League Official Regulations and Playing Rules for both Baseball and Softball and the Little League Operating Manual, all of which are issued and copyrighted by Little League Baseball, Inc., shall govern the supervised program activities of the SYA Little League.

2.2. Precedence of Regulations and Rules

2.2.1. The SYA Board of Directors can adopt local rules as permitted by Little League Official Regulations and Playing Rules for both Baseball and Softball. These Local Rules shall apply for the scheduled spring and fall seasons of play of the SYA Little League, as defined herein. The Little League Official Regulations and Playing Rules for both Baseball and Softball have precedence over the Local Rules for the Spring Season, if there is a conflict.

- 2.2.2. For end of season tournaments sponsored by the SYA Little League these Local Rules shall continue to apply but may be modified to meet the needs of a specific tournament. Any recommended modification of these Local Rules for end of season tournaments shall be presented to the Board of Directors for review and approval no later than the scheduled Board meeting immediately prior to the start of the local tournament. Approved modifications shall be presented in writing to all team managers prior to the start of the local tournament.
- 2.2.3. For official spring post season tournament play sponsored by Little League District or higher level, only the Little League Official Regulations and Playing Rules for Baseball and Softball shall be followed.

2.3. League Committees

- 2.3.1. The League Committee for each of the two Divisions of the SYA Little League Baseball shall consist of the Coaching Coordinator, Division Vice President, and the Division Player Agent for all baseball matters. The League Committee for SYA Little League Softball shall consist of the Coaching Coordinator, Softball Vice President, and Softball Player Agent for all softball matters. For matters involving the Coach Pitch and Tee Ball Programs the Tee Ball and Coach Pitch Director(s) will be the responsible party. All League officials will be members of the Board of Directors. See the SYA Little League website for current information about the Board of Directors.

2.4. Player Awards

The Board of Directors, for each spring season, may develop and submit an awards program for the Board's consideration and adoption. The awards program, if adopted, shall designate the type of awards and criteria for determining the winner(s) thereof.

2.5. Volunteer Awards

On a yearly basis SYA Sports recognizes those volunteers who have put forth the extra effort in their support of SYA. SYA Little League participates in this event with the Board of Directors selecting, discussing, and voting on nominees. Nominees come from the general Little League membership. Past recipients are listed in Appendix F. The Board of Directors shall identify criteria prior to discussion for the determination of award winners.

2.6. Volunteer Umpires

- 2.6.1. It is the goal of the Board of Directors to increase parent/youth participation as umpires. Youth and adult volunteers may become a scheduled umpire who would officiate games league-wide depending upon their skill level and time availability, or adults may become designated as team parent umpires who would normally officiate only games in which their child's team is a participant. The League provides equipment and training in rules, game administration, and safety for all volunteers.
- 2.6.2. The rostered staff (one manager and two assistant coaches) of every Senior, Junior, Major League, and AAA team is responsible to umpire at least two (2) games during the regular season. These games may be shared among the staff or fulfilled by one person from the staff. The rostered staff of every baseball AA team is responsible for providing an umpire for at least two (2) games during the regular season for other baseball AA games. Senior, Junior, Majors and AAA Managers or Coaches shall not be assigned to umpire games within their own level, unless both game managers agree. These must be scheduled through the Chief Umpire prior to the game.
- 2.6.3. Team managers at the Senior, Junior, Majors, AAA and AA level shall provide volunteer parents to umpire in accordance with the following procedures and rules. Each Manager shall identify at least one parent umpire prior to the beginning of the season and shall ensure that the team

parent umpire attends an SYA sponsored umpire training session before the season starts.

- a. In the event that no scheduled umpires are available for a game, the team's parent umpires shall officiate the game. The home team manager shall provide the Umpire-in-Chief who shall call home plate, unless otherwise agreed to by both managers; other parent umpires shall call the bases.
- b. If one scheduled umpire is present for a game, that scheduled umpire shall be the Umpire-in-Chief and shall call home plate. At a minimum, the home team manager is responsible for providing one of the team's parent umpires to umpire the field; however, each team should provide a parent umpire to provide better umpire coverage of the game.
- c. Once an umpire takes a position on the playing field, that umpire shall continue to occupy that position until the game is terminated, unless forced to retire by injury, illness, or other personal circumstance. Any umpire may consult with the umpire supervisor, safety officer, or other knowledgeable individual for rules interpretations during a game, if necessary.

2.6.4. Subject to availability, scheduled SYA umpires are assigned for all games at the player pitch levels, baseball and softball. Scheduled umpires are not assigned for any games from the softball AA and baseball MP level and below. Umpires shall be older than the age group they are assigned to.

2.6.5. A youth umpire may not umpire a game in which their parent (or sibling) is a rostered Manager or Assistant Coach (or player), unless both game managers agree prior to the game.

2.6.6. A youth umpire must be at least 12 years old for baseball and softball games. A youth umpire must be older than all players participating in the game.

2.7. Selection of a Scorekeeper and Pitch Counter

The selection of a scorekeeper and pitch counter is the responsibility of the team manager. The managers of each team shall agree on one person to be the official pitch counter. If the managers do not agree, the pitch counter for the home team shall be the official pitch counter. The home team scorekeeper shall be the "official" scorekeeper for each game and his/her decision shall be final and binding. The official scorekeeper may keep the game time, and, if requested by the Umpire-in-Chief, provide game time information. The official scorekeeper shall ensure that each umpire signs the official scorebook if the game is postponed, protested, or suspended. All scorekeepers should list the umpires' names for all games in their scorebook.

2.8. Field and Grounds Maintenance

Under normal playing conditions, the home team shall prepare the field for play and the visiting team shall rake/drag the field after the game is over and pick up any trash on the playing field to prepare it for the next game. Each team shall be responsible for cleaning out its dugout and adjacent area outside the fence and properly disposing of trash on its side of the field. If field conditions warrant, because of weather or other issues, both teams shall work to prepare the field for play.

2.9. Batting Cages

On weeknights, the two teams scheduled to play a game have priority use of the batting cages. **If two games are scheduled, the cage(s) will be shared in 4 equitable time slots for each team, approximately 15 minutes each. The same procedure applies for weekend use. Teams, coaches, shall be considerate of teams waiting to use the cage(s) and the time remaining before scheduled start of games.**

2.10. *Batting Practice*

Pitched batting practice on playing fields is permitted in pre-game activities, but must conclude 45 minutes prior to the scheduled start of the game. When teams hold scheduled practices on playing fields, catchers shall be used for all pitched batting practice. No batting practice shall be conducted against any backstop or fence on any field at any time. No short toss or soft toss shall be allowed against any fence at any field at any time using regular baseballs/softballs; however, whiffle balls, or a similar type plastic ball may be used.

2.11. *Snack Shacks*

At a minimum, each team is required to staff the snack shack at least once each season. A snack shack coordinator will work with teams for optimal scheduling. Each family that opted to volunteer during the registration process is expected to volunteer to work these team shifts in support of SYA Little League. In addition to one adult always being present – two adults if a grill is in use - the minimum age to volunteer in the snack shack is 12 years old. Directions and training will be provided to volunteers as needed. If we are unable to staff a snack shack as noted, it will not be open.

3. SAFETY

3.1. *Safety Officer's Responsibility*

The Safety Officer coordinates all safety activities including supervision of ASAP (A Safety Awareness Program), ensures safety in player training, ensures safe playing conditions, coordinates reporting and prevention of injuries, solicits suggestions for making conditions safer, and reports suggestions to Little League International through the ASAP system and these Local Rules.

3.2. *Background Checks*

All volunteers that come into contact with players during the Little League season at practices, games, team events, or other league sponsored activities are expected to register with SYA Little League as a volunteer and provide a copy of a government photo ID and pass a background check prior to participating. SYA Little League will run these annual criminal background and sex offender registry checks on all volunteers prior to the start of the Little League season. New volunteers for the fall season will have to register prior to the start of the fall season so background checks can be run at that time. A background check is only valid for the calendar year.

Volunteers that have activity on their background check will automatically receive a letter directly from J.D. Palatine, Little League's vendor, noting a background check was run on them. SYA Little League will also follow up with a volunteer the first time the activity is reported on the record to ensure this will not preclude the volunteer from participating in the program. More information on the Little League Child Protection Program can be found online at <https://www.littleleague.org/player-safety/child-protection-program/>.

3.3. *Manager's Responsibility*

All team managers and assistant coaches shall complete safety training as scheduled by the Safety Officer within the past two calendar years. Certification of attending this training by the Safety Officer is a requirement before the manager or assistant coach is allowed on the playing field in a coaching role during scheduled games/practices.

Managers shall report all injuries or accidents to the Safety Officer and their respective Division Player Agent. This shall include all injuries incurred from outside of SYA Little League that could cause a player to miss a game. Such reports shall be made within forty-eight hours of the injury or of obtaining knowledge of such injury or accident.

Any player or coach or adult umpire suspected of having a concussion is deemed "done for the day" and

shall be removed from the game or practice immediately. This decision should be made by the manager but may also be made by the adult umpire or a board member or a licensed medical professional in attendance.

In accordance with Little League rules, if a player is unable to participate for seven or more consecutive days due to injury or illness, or a player is suspected of having a concussion, a physician or other accredited medical provider must give written permission for the player to return to practice/game. Should a player be removed from a game due to an injury or illness, Little League Official Regulations and Playing Rules 4.04, for both baseball and softball, comes into play in regards to the batting order. The coach and parent(s) shall agree on player's condition prior to returning to participation. Little League Official Regulations and Playing Rules 1.11, for both baseball and softball, lists that no player (or umpire) may wear a cast during the game. A coach with a cast is restricted to the dugout. The restriction with regards to a cast also applies to practices.

3.4. *Unsafe Conditions*

3.4.1. All members of SYA Little League have an inherent responsibility to assist in eliminating unsafe conditions within the supervised program. It is the specific responsibility of the game Umpire-in-Chief to verify that all playing equipment and the playing field itself are suitable and safe for play before starting a game. Managers, coaches, and parents may assist the Umpire-in-Chief in performing specific inspections of team equipment, properly marking the field, and inspecting the game site including spectator seating areas to assist in eliminating unsafe conditions.

3.4.2. It is the responsibility of the Umpire-in-Chief to determine when a game in progress should be suspended due to unsafe playing conditions, such as slippery footing, insufficient light, lightning or thunder, or other hazardous conditions. When a game has been suspended because of lightning or thunder, the game shall not be resumed until at least 30 minutes have passed without more lightning strikes being sighted or thunder heard. With thunder or lightning, all players, volunteers, and spectators must vacate the field area for indoor facilities or into automobiles for safety and remain there until at least 30 minutes have passed as noted above. Teams will be given ample time to warm-up prior to resuming play.

3.5. *Team Responsibilities*

3.5.1. All teams shall emphasize safety in practice and scheduled play. Parents are encouraged to assist in this emphasis.

3.5.2. In the event of weather and/or field condition problems, both teams are responsible for adhering to safety decisions and for trying to make the field playable, if possible. However, if the game cannot be started within time limits established, the game shall not be played but shall be referred to the Scheduling Coordinator.

4. PLAYER REGISTRATION

4.1. *Registration*

All players shall be registered with SYA Little League. Each parent shall provide an original birth record or suitable proof of age documentation (for a list of acceptable age documentation, refer to the Little League Regulations and Playing Rules) upon request to verify the league age of any child upon request of a league official. Additionally, residency documentation must be made available. The details of this requirement can be found in the Little League Official Regulations and Playing Rules, for both Baseball and Softball, section on Residence Eligibility Requirements.

4.2. *Opportunity to Play*

It is the intent of SYA Little League that any child who desires and qualifies by age shall be given the

opportunity to participate in the supervised program and shall be placed, as accurately as possible, in the level of play which most nearly matches his/her age and/or ability. However, should any outstanding fees be owed to SYA Little League, this player will not be assigned to any team until such fees have been resolved whether through payment or agreement with the League President. Additionally, the required concussion training for parent/player must be completed before any player can be assigned to a team. Information on this training can be found on the registration form.

4.3. *Waiting List*

SYA Little League is determined to have every child that registers play on a team. If someone registers after teams are formed that child will be placed on a team on a space available basis. A waiting list, if necessary, will be maintained by the appropriate division Player Agent.

5. PLAYER DISTRIBUTION

5.1. *General Guidance for Distribution by Age*

League age of a player is:

- For Little League Baseball, a player's age is based on the player's age on August 31, 2019 for the 2019 spring season.
- For Little League Softball, a player's age is based on the player's age on December 31, 2018 for the 2019 spring season.

The 2019 Fall Baseball and Softball Seasons are considered the start of the new playing year for SYA Little League and will use the age determination dates noted above except moved forward on year: August 31, 2020 for baseball and December 31, 2019 for softball.

5.1.1. Baseball Recommendations:

a. Lower level recommendations:

5.1.1.a.1. Tee Ball Levels:

5.1.1.a.1.1. 1st Year: Ages 4-5

5.1.1.a.1.2. 2+ Year: Ages 5-6

5.1.1.a.2. Coach Pitch Level: Ages 5-7

5.1.1.a.3. Machine Pitch Level: Ages 7-9, age 6 with approval from the President

- b. Players of league age 7 that have played one season of Machine Pitch may tryout to play in AA with approval from the President. If they are not selected in the AA draft, they will be placed automatically in the Machine Pitch Level.**
- c. Players of league age 8 may tryout to play in AA or AAA. If they do not wish to try out for AAA or AA, or if they are not selected in the AAA or AA draft, they will be placed automatically in the AA Level.**
- d. Players of league age 9 that want to be considered for the AAA or Majors Level must attend a tryout. If they are not drafted into either level, or if they do not attend a tryout, they will be placed in the AA Level.**

- e. Players of league age 10 that want to be considered for the AAA or Majors Levels must attend a tryout. If they are not drafted into either level, or if they do not attend a tryout, they will be placed in the AA Level.
- f. Players of league age 11 are eligible for both the AAA and Majors Level. They must try out. If a player of League age 11 is not drafted into the Majors Level, the player will be automatically drafted onto a AAA Level team. If an 11 year old misses the scheduled tryout session and the makeup session, the division Player Agent must bring the issue to the Board of Directors to determine player placement.
- g. Players of league age 12 are to be drafted only into the Majors Level. They must try out. Following tryouts, player parents may decide to request a waiver only for safety reasons to play AAA. This waiver will have to be approved through the respective league managers, Board of Directors, and the Little League District 10 Administrator prior to the league draft.
- h. Players of league age 5 through 18 who are challenged mentally or physically are eligible for the Challenger Program. Challenger players shall be accompanied by a parent or legal guardian during play in the supervised program. Additional details of the program will be provided upon request of the Board of Directors or is available via our web site.

5.1.2.Softball Recommendations

- a. Ages 4-6 should play under baseball Tee Ball or Coach Pitch as noted above
- b. Players of league age 7 and 8 should register for Mixed Pitch – AA. If a player aged 6 wishes to tryout, must seek a waiver from the League President prior to tryouts.
- c. Players of league age 8 may tryout to play in AA or AAA. If they do not wish to try out for AAA, or if they are not selected in the AAA draft, they will be placed automatically in the AA Level.
- d. Players of league age 9 that want to be considered for the AAA or Majors Level must attend a tryout. If they are not drafted into either level, or if they do not attend a tryout, they will be placed in the AAA Level.
- e. Players of league age 10 that want to be considered for the AAA or Majors Levels must attend a tryout. If they are not drafted into either level, or if they do not attend a tryout, they will be placed in the AAA Level.
- f. Players of league age 11 are eligible for both the AAA and Majors Level. They must try out. If a player of League age 11 is not drafted into the Majors Level, the player will be automatically drafted onto a AAA Level team. If an 11 year old misses the scheduled tryout session and the makeup session, the division Player Agent must bring the issue to the Board of Directors to determine player placement.
- g. Players of league age 12 are eligible for both the Majors and Junior Level. They must try out for the Junior Level if they wish to be considered for that level, otherwise player must try out and be drafted onto a Majors team. If player tries out for Junior level and is not drafted, this player will be drafted onto a Majors team. Following tryouts, player parents may decide to request a waiver only for safety reasons to play AAA. This waiver will have to be approved through the respective league managers, Board of Directors, and the Little League District 10 Administrator prior to the league draft. NOTE: 12 year olds may participate on both a Majors and Juniors team.
- h. Players of league age 13 and 14 are eligible for both the Juniors and Seniors Level. They must try out for the level they wish to be considered for. If a player tries out for Seniors and is not selected, they will be drafted onto a Juniors team. NOTE: 13 and 14 year olds may participate on both a Juniors and Seniors team.
- i. Players of league age 15 and 16 are to be drafted into the Senior Level. They must attend a

try out.

5.1.3. Under selected circumstances, i.e. to assist in the development of a player or in response to a request from the parents of a player, the Player Agent may assign a player to a less advanced level of play than normally assigned by age.

Special requests to play on an advanced level as determined by the normal age guidelines must be addressed by the Board of Directors. The respective player agent will present the issue to the board for consideration.

5.2. *Distribution by Draft or Assignment*

5.2.1. In accordance with the general guidance for distribution of players by age, all players shall be considered free agents. At the beginning of the season, these free agents shall either be assigned to a league team by the draft or by age dependent level of play.

5.2.2. Distribution of players for the Baseball AA, AAA and Majors Levels and all Softball levels shall be conducted by the managers under the direction of the appropriate division Player Agent, in accordance with the Little League Operating Manual and the rules as stated below.

5.2.3. For Baseball: After the completion of the Majors and AAA drafts, remaining players of league age 9 and 10 shall be drafted onto teams in the AA Level. After completing team rosters of the AA Level, remaining players shall be assigned to teams that make up all remaining age dependent playing levels. Assignment of players for levels of play below AA shall be made on the basis of neighborhood or geographical locations, with consideration of specific family requests to the extent possible. Siblings shall normally be drafted/assigned to the same team unless parents request otherwise.

5.2.4. For Softball: After completion of each level of the draft, starting at the Senior level, remaining eligible players based on player age will be drafted down a level through to the Mixed Pitch (AA) level.

5.2.5. Trades can only be conducted following the draft. If the trade occurs in the draft room, only the approval of all the managers is required. Any disagreements will be settled by the Player Agent. If the trade disagreements cannot be resolved, then the situation shall be brought before the Board of Directors for final arbitration. A trade that follows the draft, up to 14 days after the first scheduled game, will also require the approval of the involved players' parents and the Board of Directors.

5.2.6. All draft positions and trades in the draft room shall not be revealed by anyone in attendance at the draft.

5.3. *Senior League Draft - Softball*

Senior League player selections shall be made according to the Little League Player Selection System – Plan B in the Little League Operating Manual and these local rules. Details can be found in Appendix C of this SOP.

5.3.1. Only the Managers, Player Agent, VP, President, and independent observer(s) may be present at the draft.

5.3.2. No coaches are pre-selected by the managers.

5.3.3. All 15 and 16 year old and returning Senior League players must be selected in the Senior League Draft.

5.3.4. All Manager and Sibling Options must be submitted to the Player Agent at least 48 hours in advance of the draft.

5.3.5. Before any 13 year old may be drafted into Seniors, she must have requested to the Player Agent to be evaluated by the Managers at tryouts and certified as ready for Senior League play by the division Player Agent and VP. The Player Agent and VP shall take into account past experience of the player and the player's performance at the tryout for certification. This process shall be completed following the tryout and prior to the draft with the results recorded by the Player Agent.

5.4. Junior League Draft - Softball

Junior League player selections shall be made according to the Little League Player Selection System – Plan B in the Little League Operating Manual and these local rules. Details can be found in Appendix C of this SOP.

5.4.1. Only the Managers, Player Agent, VP, President, and independent observer(s) may be present at the draft.

5.4.2. No coaches are pre-selected by the managers.

5.4.3. All 13 and 14 year old and returning Junior players not selected in the Senior League draft must be selected in the Junior League Draft.

5.4.4. All Manager and Sibling Options must be submitted to the Player Agent at least 48 hours in advance of the draft.

5.4.5. Before any 12 year old may be drafted into Juniors, she must have requested to the Player Agent to be evaluated by the Managers at tryouts and certified as ready for Junior League play by the division Player Agent and VP. The Player Agent and VP shall take into account past experience of the player and the player's performance at the tryout for certification. This process shall be completed following the tryout and prior to the draft with the results recorded by the Player Agent.

5.4.6. All 12 year old players not selected in the Junior League draft are automatically available to be drafted in the Major League Softball draft.

5.5. Major League Draft – Baseball and Softball

Major League player selections shall be made according to the Little League Player Selection System – Plan B in the Little League Operating Manual and these local rules. Details can be found in Appendix C of this SOP.

5.5.1. Only the Managers, Player Agent, VP, President, and independent observer(s) may be present at the draft.

5.5.2. No coaches are pre-selected by the managers.

5.5.3. All 12 year olds and returning Majors players must be selected in the Major League Draft. There is a Little League waiver process for 12 year olds to opt out following tryouts as noted in Section 5.1.1 g). This must be executed by SYA Little League and approved by District 10 prior to the draft.

5.5.4. All Manager and Sibling Options must be submitted to the Player Agent at least 48 hours in advance of the draft.

5.5.5. Before any 9 year old may be drafted into Majors, he or she must have requested to the Player Agent to be evaluated by the Managers at tryouts and certified as ready for Major League play by the division Player Agent and VP. The Player Agent and VP shall take into account past experience of the player and the player's performance at the tryout for certification. This process shall be completed following the tryout and prior to the draft with the results recorded by the

Player Agent.

5.6. Return of Players to the Minor League Distribution Pool

5.6.1. Players not drafted by a Major League team by the end of the Major League player draft shall be automatically placed in the AAA league player distribution pool. In addition, any 12 year old that has been granted a waiver to opt out of Majors by District 10 will be included in the AAA distribution pool. At the time and place designated by the Player Agent and, under his/her direction, the AAA team managers shall draft players to their respective teams.

5.6.2. Players in the Minor League distribution pool not drafted by a AAA team shall be automatically available for placement on a AA team.

5.7. AAA Draft – Baseball and Softball

AAA player selections shall be made according to the Little League Player Selection System – Plan B in the Little League Operating Manual and these local rules. Details can be found in Appendix C of this SOP.

5.7.1. Only the Managers, Player Agent, VP, President, and independent observer(s) shall be present at the draft.

5.7.2. No coaches are pre-selected by the managers.

5.7.3. Any 12 year old who has requested a waiver and been approved and all remaining 11 year old players not selected in the Majors draft shall be drafted into AAA. 9 and 10 year olds may be selected in the AAA draft. 8 year olds may elect to make themselves available for the AAA draft. Before any 8 year old can be drafted into AAA, he or she must be evaluated by the AAA Managers at tryouts and certified as ready for AAA play by the Player Agent and VP. The Player Agent and VP shall take into account past experience of the player and the player's performance at the tryout for certification. Results of the evaluations shall be recorded by the Player Agent.

5.7.4. All Manager and Sibling Options must be submitted to the Player Agent at least 48 hours in advance of the draft.

5.7.5. No more than 8 players in any age group can be on a team's roster.

5.7.6. Managers will draw numbers to determine who will select first and the remainder of the order.

5.8. AA Draft – Baseball and Softball

AA player selections shall be made according to the Little League Player Selection System – Plan B in the Little League Operating Manual and these local rules. Plan B details can be found in Appendix C of this SOP.

5.8.1. Only the Managers, Player Agent, VP, President, and independent observer(s) shall be present at the draft.

5.8.2. No coaches are pre-selected by the managers.

5.8.3. All available 9 and 10 year old players not selected in the Majors or AAA draft must be drafted in AA. 7 and 8 year olds electing to tryout may be drafted in the AA draft.

5.8.4. All Manager and Sibling Options must be submitted to the Player Agent at least 48 hours in advance of the draft.

5.8.5. No more than 8 players in any age group can be on a team's roster.

5.8.6. Managers will draw numbers to determine who will select first and the remainder of the order.

5.9. Post Draft

Within one week of draft completion or prior to the start of practices, whichever comes first, all managers must submit to the Coaching Coordinator the names of up to 2 assistant coaches for approval by the Board of Directors. Each volunteer coach must submit: a completed Little League Volunteer form, along with a copy of a government issued photo identification as well as complete the on-line SYA Sports volunteer registration as a volunteer coach.

5.10. Special Provisions

5.10.1. It is the intent of SYA Little League that players participate at the level which is appropriate for their skills and abilities; however, any Minor League player who refuses to be drafted to a higher level is subject to sanctions based on the following excerpt from the Little League Official Regulations and Playing Rules, Regulation VIII (b):

"The entire League program is the responsibility and is an integral part of the chartered Little League. It is not, and may not be operated as a separate entity. It must be restricted to the boundaries of the local league and its players are subject to selection by draft or auction by any team of the local league. Refusal of a player to comply shall result in forfeiture of eligibility for the current season."

5.10.2. It is recognized that in exceptional cases, the parents of a child who is handicapped by individual limitations, may appeal to a committee of the League President, Player Agent and drafting manager (if applicable, as a non-voting member) for an appeal of the player's distribution.

6. TEAM STRENGTH, ROSTERS AND REPLACEMENT PLAYERS

6.1. Number of Players

Unless changed by the Board of Directors, the number of players on each spring team shall be as follows:

Senior League – Minimum of 12 players and a maximum of 14.

Junior League – Minimum of 12 players and a maximum of 14.

Major League – Minimum of 12 players and a maximum of 12.

AAA through A – Minimum 9 per team, maximum of 12. Preferred 12 players per team

Coach Pitch – Minimum of 5 per team, maximum of 12. Preferred 6-8 players per team

T-Ball – Minimum of 5 per team, maximum of 12. Preferred 6-8 players per team

6.2. Team Rosters

Prior to the first game of the season, all Player Agents shall have created the team rosters in the SYA Sports database, which then provides the basis of creating the rosters that must be uploaded to the Little League Data Center. The Player Agent shall update each team roster as changes occur throughout the season.

6.3. Player Replacement Pools

All players that were drafted and are currently playing in Senior, Junior, Major AAA, and AA makeup the respective Player Replacement Pool for that level of play. The Player Agent shall build/maintain these lists of players and share them with only with the President.

6.4. *Filling Short-term Player Vacancies*

- 6.4.1. Short-term player replacements, defined as vacancies lasting three week or less, are optional and will follow Little League Official Regulations and Playing Rules Regulation V (c). Short-term replacement players shall be used to ensure that a team has enough players for a regulation game. A new pool player will be used for each game.
- 6.4.2. Managers shall notify their Player Agent of a possible short-term vacancy (out for three weeks or less) within 24 hours of becoming aware of the situation.
- 6.4.3. A short-term replacement will only be used during the Regular Season, except for the final two weeks of the season.
- 6.4.4. The Player Agent will contact players within the respective replacement pool to determine replacement availability. Once availability is confirmed, the player is assigned to that team for one game. If the player is not available, the Player Agent contacts the next player on the list and continues this until a player is available. The Player Agent shall resume player contact for the next vacancy at the point in the pool where they previous communication ended.
- 6.4.5. The manager has no say in this process other than informing the player of the details of their upcoming game.
- a. A player may not miss his team's game to play as a pool player.
 - b. A player may miss his team's practice to play in a game as a pool player. Family decision only, as managers have no say.
 - c. Player will use his regular team's shirt and hat as a pool player.
 - d. A player may not play in more than 2 games in one day
- 6.4.6. Replacement Pool players cannot pitch in the game and must play nine (9) consecutive defensive outs - this differs from a regular rostered player. The continuous batting order shall take care of the batting requirement. See the Little League Official Regulations and Playing Rules Regulation V (c) for all the details.

6.5. *Filling Long-term Player Vacancies*

- 6.5.1. Long-term player replacements are defined as vacancies lasting four weeks or more and will be used to ensure that a team maintains a roster of at least 12 players. Long-term replacements are mandatory for Senior, Junior and Majors level of play and are optional for AAA and AA level of play (optional actions will be agreed to by the President, VP, and Player Agent of respective division).
- 6.5.2. Managers shall notify their Player Agent of a long-term vacancy within 24 hours of becoming aware of the situation and shall not contact any player for potential replacement. In accordance with Little League Official Regulations and Playing Rules, failure by a manager to report an injury or a long-term vacancy within the prescribed time period will result in disciplinary action as designated by the Board of Directors.
- 6.5.3. In the event a Seniors, Juniors or Majors manager does not notify the Player Agent within 24 hours, the Player Agent shall start procedures to fill the vacancy and shall notify the manager of the action taken.
- 6.5.4. The Player Agent will contact players in the replacement pool one level below the vacancy to determine availability. Once availability is confirmed, the player is assigned to that team for the length of the long-term vacancy. If the player is not available, the Player Agent contacts the next player on the list and continues this until a player is available. The Player Agent shall resume

player contact for the next vacancy at the point in the pool where they previous communication ended

6.5.5.No team shall provide second player to fill a long-term vacancy before each team at that level of play has provided one long-term replacement player.

7. MANAGERS EVALUATION AND SELECTION

7.1. *Manager Evaluation*

7.1.1.The SYA Little League Board of Directors shall implement a Manager/Coach evaluation process. The process shall consist of a Manager/Coach Evaluation form. This form shall be approved by the Board and posted on the SYA Little League website. Parents/guardians shall be encouraged to complete the form for team Managers and/or Coaches at the conclusion of each season.

7.1.2.Manager must be an adult, at least 18 years of age.

7.1.3.Parents/guardians must identify themselves on the evaluation forms, but their identity, upon request, will be redacted from the form whenever the evaluation is shared with a manager, coach, interview panel or Board member. Only the President, Vice Presidents, and Information Officer shall have access to the forms with parent/guardian identities included. Every effort will be made to keep parent/guardian names confidential where requested.

7.1.4.The completed evaluation forms shall be made available, upon request, to the Managers and Coaches that are evaluated on the forms. Managers and Coaches are encouraged to review the evaluations after every season.

7.1.5.Interview Panels, in recommending managerial candidates and the Board of Directors, in approving managerial candidates, shall consider Manager/Coach evaluation forms.

7.1.6.In considering the Manager/Coach evaluation forms, care should be given in assigning weight to the comments received. Thus, for example, bad comments should be weighed against good comments. If the good comment(s) substantially outweigh the bad, an interview panel might choose, after appropriate questioning, to assign lesser weight to the bad comment(s).

7.1.7.The Board of Directors may also consider implementing an in-season evaluation program of managers and coaches. A Manager Committee made up from volunteers from the SYA membership would attend games and practices to ensure all volunteers are abided by the spirit of these rules and regulations.

7.1.8.Completed evaluation forms in whole or in part, shall not be released beyond the authorized releases cited in this section.

7.2. *Candidates List*

7.2.1.Selection of managers is a critical to the integrity of SYA Little League. The emphasis must always remain to select the best candidates that will reinforce the goals, objectives and philosophy of Little League Baseball. The process of selecting managers is and should be competitive. SYA is committed to instituting a formal procedure that contains both objective criteria and subjective evaluations. The following procedures govern Seniors, Juniors, Majors, AAA, and AA candidates.

7.2.2.The Coaching Coordinator is responsible for compiling a list of candidates that have registered with SYA Little League and who wish to be considered for a managerial position. The Coaching Coordinator should compile the list by playing level.

- 7.2.3. The President of SYA Little League will send a letter to all candidates outlining the selection process and provide details on how to prepare for their interview.
- 7.2.4. Each managerial candidate at the Seniors, Juniors, Majors, AAA, and AA level will be selected through an interview process. The Coaching Coordinator, Division Player Agent, and League VP, in conjunction with the Board, may waive the interview process if the number of candidates is equal to or less than the number of open positions and all candidates have previously managed within SYA and attended previously offered Positive Coaching Alliance (PCA) or similar training. The Coaching Coordinator, Division Player Agent, and League VP will select the interview panel unless the League VP or Coaching Coordinator wishes to be considered for a managerial position. If that is the case, the Board will select the interview panel or designate a league representative to fill that role. The panel will be comprised of no less than 3 people and shall consist of an odd number of members and selected from among the members of the Managers Committee. The panel may have at least 2 members with prior coaching experience at any level and at least one board member who is not affiliated with the respective League. The Board will provide a representative to observe the proceedings. The observer is a non-voting member of the panel. The same panel members must interview all manager candidates for a single level. Multiple panels may be used as long as one panel interviews all candidates for a single level.
- 7.2.5. The Coaching Coordinator will facilitate the schedule of candidates for interviews. The Board of Directors will develop a list of questions that all candidates must have an opportunity to answer. At times additional questions should be asked if the Board of Directors has raised any issues or if the panel has identified issues from the Manager/Coach evaluations.

7.3. Ranking and Evaluating Candidates

- 7.3.1. For Seniors, Juniors, Majors, AAA, and AA managers, candidates will be evaluated on the following criteria:
- a. On the interview panel's decision that the candidate is qualified to manage at a particular playing level, considering the following elements:
 1. Good Sportsmanship and the ability to teach players the same;
 2. Desire and ability to develop skills in all players;
 3. Knowledge of baseball rules and strategy;
 4. Ability to organize practice sessions to maximize instruction;
 5. Availability for all/nearly all games and practices;
 6. Attendance at prior mandatory training (e.g. PCA, Safety)
 7. Whether the candidate is also a manager, or candidate for manager of another managerial job at a different level. If other qualified candidates exist to manage at the level being considered, the candidate may be asked to remove his/her name from consideration at those other levels in order to remain a candidate for the level being considered;
 8. Interpersonal skills that foster a positive relationship with team parents, umpires and opposing players and managers;
 9. Prior experience managing and coaching baseball on all levels;
 10. Playing experience at High School, College or Professional level; and
 11. The desire to improve one's coaching skills by attending Baseball clinics, camps

and seminars.

12. For Little League All Star manager selections only, the selection committee will seek parent input.

- b. On consideration of any incidents involving the candidate for which the candidate received an official reprimand or other punishment, and on a consideration of comments received in the Manager/Coach evaluation process.
- c. Additionally, each candidate should be evaluated on their prior fulfillment of coaching obligations noted in the SOP (i.e. Umpire) and other league functions (i.e. Snack Bar Staffing).
- d. No manager has tenure. All managers are re-evaluated before every season.

7.3.2. The interview panel will rank all candidates and present the list to the Board of Directors for review and approval. The panel may assign whatever weight they deem appropriate to each of the factors listed above in ranking the candidates. At times the candidates are very close in qualifications and some form of "tie-breaker" must be utilized to rank candidates. The Board of Directors will offer advice to the interview panels on how to handle this circumstance prior to the start of the process. All candidates must be ranked in order, with 1 being the highest.

7.3.3. The interviewing panel presents its slate of managers to the Board of Directors for review. At least one panel member shall attend the Board meeting where the candidates are considered to represent the panel's recommendation. All panel members are encouraged to attend the Board meeting where candidates are considered to participate in the discussion. The Board will ask any pertinent questions and vote to approve or reject the list or portions of the list. In voting to accept or reject managerial candidates, the Board will consider the criteria listed in Local Rule 7.3.1 above. Where sufficient qualified candidates exist to manage at each level, the Board may require a candidate for multiple managerial positions at the Seniors, Juniors, Majors, AAA, or AA levels to remove his/her name as a candidate for another position or positions as a condition of being appointed manager at the level under consideration. An approved, ranked slate of managers shall result.

7.3.4. Both the interviewing panel and the Board of Directors will keep all discussions on candidates confidential. Failure to do so will result in sanctions as determined by the Board of Directors.

7.4.Candidate Notification

7.4.1. The Coaching Coordinator will notify all candidates after the Board of Directors has voted to approve the manager slate. It is important that candidates that were selected are notified first to confirm that they still want the job.

7.4.2. For baseball, once the number of teams is determined, only the Majors Managers will be guaranteed a position up to the number of teams determined. It is expected that all AAA and AA candidates will attend tryouts to participate in the evaluation of players as it is unknown up until the draft who will be the managers at AAA and AA. Following the Majors draft, the number of AAA teams will determine how many Managers from the AAA manager slate will be offered positions. Similarly, following the AAA draft, the AA manager slate will be offered positions.

7.4.3. For softball, once the number of teams is determined, only the Seniors Managers will be guaranteed a position up to the number of teams determined. It is expected that all candidates will attend tryouts to participate in the evaluation of players as it is unknown up until the draft who will be the managers for the remaining levels. Following the Seniors draft, the number of Junior teams will determine how many Managers from the Juniors slate will be offered positions. Similarly, this goes for Majors, AAA, and the AA drafts.

7.5. Machine Pitch and Below Manager Selection

7.5.1. All necessary steps must be taken by the Coaching Coordinator, Division Vice President, Division Player Agent, Director CP/TB (for CP and TB), and the respective commissioner to interview and evaluate candidates for manager positions. **The criteria stated in Local Rule 7.3.1 shall be used in evaluating these candidates.** If there are more candidates than available jobs an interview process and evaluation must take place. All candidates for any manager position must be formally presented to the Board of Directors for review and approval.

8. PRACTICE LIMITATIONS AND PLAYER PARTICIPATION

8.1. Practice Limitations

Each team in SYA Little League is limited to a maximum of four (4) days per week in which it may conduct practice or play a scrimmage game, of which only three (3) of these days may be school days. For the purposes of this rule only, the following definitions shall apply:

8.1.1. A Team is a manager and/or coach(es), and five (5) or more players total listed on the Team roster gathering on any one day. (No gaming the system by practicing with multiple groups over the course of a day as that will still count as a practice)

8.1.2. A school day is any day of the week (Monday through Thursday only) when the Fairfax County Public Schools are in session. **EXCEPTION:** spring break contains no school days.

8.1.3. A game or practice is any meeting of a Team for the purposes of playing a game or improving players' baseball/softball skills. Only one practice or scrimmage game may be scheduled during a day.

8.1.4. Practices may not occur on the day of a scheduled game. If a game is rained out, a Team may practice based on limits noted in this section.

8.1.5. The penalties for violation of Local Rule 8.1 are as follows:

1st Offense: The manager shall receive a written warning.

2nd Offense: The manager shall be suspended for the next two scheduled games.

3rd Offense: The manager shall be suspended for the remainder of the season.

8.1.6. Practices/scrimmage games shall be held only on fields covered by SYA Little League's liability insurance policy. No play shall be conducted on league fields until the League Field Chief and the Safety Officer certifies the fields ready for use. Indoor, private facilities (i.e. nZone, Complete Game, Rip City) available to any team, can be used for practices, however they must be covered by insurance for baseball or softball specific activities. Violations may result in penalties outlined in Local Rule 8.1.5.

8.1.7. All practices and scrimmages must be with teams at the same level (i.e. no AAA vs. AA).

8.1.8. Practices shall last no longer than 2 hours and 30 minutes. For scrimmages no new inning after 2 hours and 30 minutes.

8.1.9. Local Rule 8.1 does not apply to any Tournament Team at any level.

8.2. Senior and Junior League Player Participation

8.2.1. All players reporting prior to the start of the game shall, in addition to all rules presently governing participation, play at least four (4) complete innings defensively for a seven (7) inning complete game. Defensive half innings not played do **not** count towards meeting this

requirement – this includes the bottom of the 7th inning that is not played when the home team is leading and the visiting team does not take the field. **Note:** For all regular season and playoff games that extend into extra innings, each player must play at least one complete inning defensively for every two extra innings the game is extended.

8.2.2. All players present for the game will be carried in the batting order and will bat in order, even if they sat out defensively during the inning. SYA has adopted the continuous batting order at all levels pursuant to Little League Softball Official Regulations and Playing Rules 4.04. Any player arriving after the start of a game will be placed at the bottom of the batting order.

8.3. Major League Player Participation

8.3.1. All players reporting prior to the start of the game shall, in addition to all rules presently governing participation, play at least three (3) complete innings defensively for a six (6) inning complete game. Defensive half innings not played do **not** count towards meeting this requirement – this includes the bottom of the 6th inning that is not played when the home team is leading and the visiting team does not take the field. **Note:** For all regular season and playoff games that extend into extra innings, each player must play at least one complete inning defensively for every two extra innings the game is extended.

8.3.2. All players present for the game will be carried in the batting order and will bat in order, even if they sat out defensively during the inning. SYA has adopted the continuous batting order at all levels of baseball and softball pursuant to Little League Official Regulations and Playing Rules 4.04. Any player arriving after the start of a game will be placed at the bottom of the batting order.

8.4. AAA, AA, MP, Player Participation

8.4.1. **AAA Player Participation.** Every player reporting prior to the start of the game will play a minimum of one complete inning defensively within the infield (1st, 2nd, SS, 3rd, Pitcher, Catcher) and a minimum of one complete inning defensively from the outfield. Bringing an outfielder into the infield resulting in more than four infielders does not meet either playing requirement for a complete inning for either the infield or outfield. When the five (5) run rule is in effect, that half inning will count as requirement complete inning towards the requirement. **Note:** For all regular season and playoff games that extend into extra innings, each player must play at least one complete inning defensively for every two extra innings the game is extended.

8.4.2. **AA Player Participation.** Every player reporting prior to the start of the game will play a minimum of two complete innings defensively within the infield (1st, 2nd, SS, 3rd, Pitcher, Catcher) and a minimum of one complete inning defensively from the outfield. Bringing an outfielder into the infield resulting in more than four infielders does not meet either playing requirement for a complete inning for either the infield or outfield. When the four (4) run rule is in effect, that half inning will count as a complete inning towards the requirement. **Note:** For all regular season and playoff games that extend into extra innings, each player must play at least one complete inning defensively for every two extra innings the game is extended.

8.4.3. **Machine Pitch (MP) Player Participation.** Every player reporting prior to the start of the game will play a minimum of 4 complete innings defensively, two of which must be from a defensive position within the infield (1st, 2nd, SS, 3rd, Pitcher, Catcher). Bringing an outfielder into the infield resulting in more than four infielders does not meet either playing requirement for two complete innings for either the infield or outfield. In addition, each player must play at least one complete inning from the outfield.

8.4.4. All players present for the game will be carried in the batting order and will bat in order, even if they sat out defensively during the inning. SYA has adopted the continuous batting order at all levels for both baseball and softball pursuant to Little League Official Regulations and Playing Rules 4.04. Any player arriving after the start of a game will be placed at the bottom of the

batting order.

- 8.4.5. All players present that arrive after the start of the game may be placed on defense to fill a formerly unoccupied position. The Manager shall make the effort to reach the participation requirements noted above in that the player should play at least half the innings on defense that they are present.
- 8.4.6. The manager shall make sure every player sits one complete inning on the bench before any player sits a second inning on the bench.
- 8.4.7. In the event a player present at the start of the game does not get the required number of infield or outfield innings in a game, the player shall start the next game in an infield or outfield position until all playing requirements for both games have been fulfilled. If teams cannot fulfill this infield or outfield playing requirement, team managers shall inform the Division Vice President or Commissioner for decision on how to schedule playing time to provide the most equitable opportunity to all players. Decisions made by the Division Vice President or Commissioner are not subject to appeal. The rotation requirement applies to all players on the team.
- 8.4.8. Managers shall notify the Division Player Agent of safety concerns which, in their view, disqualifies a player from playing either an infield or an outfield position. The League Committee shall review the stated concerns and uphold the concern or direct additional skill development training to attempt to overcome the concern and enable the player to play infield and outfield positions.

8.5. *Tee Ball/Coach Pitch Player Participation*

- 8.5.1. In the Tee Ball/Coach Pitch Levels, all players shall play the entire game on offense and defense. Additionally, managers shall rotate their players between infield and outfield positions giving every player the opportunity to play an infield and an outfield position in each game. Managers are encouraged to rotate all players through all positions through the season. **NOTE:** Managers shall notify their respective Player Agent of safety concerns which, in their view, disqualifies a player from playing either an infield or an outfield position. The Player Agent shall review the stated concerns and uphold the concern or direct additional skill development training to attempt to overcome the concern and enable the player to play infield and outfield positions. Additional level details are provided in Section 10 of this SOP.

8.6. *Extra Innings and Practice Games*

Extra innings and practice games are not counted towards player participation. Every player shall play at least every other inning defensively in extra-inning games. **EXCEPTIONS:** Baseball: Little League Baseball Official Regulations and Playing Rules require all pitches thrown to be counted for purposes of implementing the Little League pitch count rules as set forth in Little League Baseball Official Regulations and Playing Rules. Softball: Little League Softball Official Regulations and Playing Rules require all innings thrown to be counted for purposes of implementing the Little League softball pitching rules as set forth in Little League Softball Official Regulations and Playing Rules.

8.7. *Enforcement of Player Participation Rules*

- 8.7.1. Alleged violations of player participation rules shall be reported to the Division Player Agent.
- 8.7.2. Division Player Agents, aided by the official scorers, have the authority and responsibility to enforce player participation rules. If a Division Player Agent has reason to believe that a manager has intentionally violated these rules, the Division Player Agent shall refer the matter to the Board of Directors who shall act in accordance with Little League Regulation IV (i).
- 8.7.3. Managers shall self-report on violations to the player participation rules via the game report at Player Pitch levels.

9. PRE-GAME AND GAME ADMINISTRATION

9.1.Dugout Assignment and Occupants

The home team shall occupy the 1st base dugout. In the Little League levels of play, **no more than three (3) non-players (1 manager and 2 coaches) are permitted to occupy the dugout or bench during a game.** Scorekeepers are not permitted to occupy the dugout or bench if three other adults are already stationed in the dugout. **There must be at least one adult manager/coach in the dugout at all times.**

At all levels, only players in uniform from the participating teams may perform batboy and/or batgirl duties.

9.2.Pre-Game Plate Conference

9.2.1.Managers with team captains shall report to the Umpire-in-Chief at home plate 5 minutes prior to scheduled game start time. Teams shall exchange lineups prior to the start of the game.

9.2.2.Substitute pitchers at all levels shall be reported by the manager of the team making the substitution to the Umpire-in-Chief who shall announce and record the substitution and ensure that the opposing team's scorekeeper has the change.

9.2.3.Responsibility to provide game balls. Prior to the start of the game the **home** team shall provide to the Umpire-in-Chief two (2) new game balls for use during the game. Should additional balls be required during the game the home team shall be responsible for providing suitable balls for game play either new game balls or previously used game balls in good condition. The Umpire-in-Chief shall determine the suitability of such balls.

9.3.Pledge of Allegiance / Little League Pledge

Following the pre-game plate conference and prior to the defensive team taking the field, both teams shall line up on the respective base paths for the Pledge of Allegiance (National Anthem may be substituted) and the Little League Pledge.

9.4.Umpire Judgment is Final

The judgment decision of an umpire is final. Players, coaches, managers, and spectators are prohibited from objecting to judgment decisions. **NOTE: Managers** may appeal any umpire's decision as being in conflict with the rules, but judgment decisions cannot be appealed.

9.5.Punitive Physical or Verbal Contact

SYA Little League absolutely prohibits punitive or abusive physical contact by anyone against any player, manager, member, or umpire of the League. The League also prohibits any player, manager, member, or umpire from using abusive verbal language toward any other player, manager, member, or umpire. Violations of this rule will be reported to the Board of Directors through the League Committee and referred to civil authorities, if necessary, for action.

9.6.Forfeitures

9.6.1.For both baseball and softball, the Little League Official Regulations and Playing Rules 4.16, 4.17, and 4.18 apply for Seniors, Juniors, Majors and AAA games. There are no forfeits for AA and below since no standings are kept.

9.6.2.Games shall not be forfeited but referred to the Board of Directors for a decision. Games that are

unable to start because of too few players, a practice game may be played between the teams.

9.6.3.If a manager believes there were extraordinary circumstances that will prevent him or her from fielding a team, he/she should notify the Vice President of the Division and the playing level Commissioner in writing – 48 hours prior to a regularly scheduled game or 24 hours prior to a scheduled makeup games unless the makeup game is scheduled for the day after the game was postponed, then the deadline is noon of game day. At the Seniors, Juniors, and Majors levels, the manager should consider the use of the Player Pool in such situations as rescheduling games is not an ideal situation. The League Committee will make a recommendation to the President if the game should be rescheduled or not.

9.6.4.For the purpose of this Local Rule, a team has fifteen (15) minutes beyond the scheduled starting time to field the required number of players.

9.6.5.Managers should make every effort to avoid potential forfeit situations.

9.7.Participation Restriction Due to Discipline Problems

With the approval of the appropriate Division Player Agent, a Manager may request approval to require a registered player to sit out a game for disciplinary problems or for repeated failure to attend team practices and/or games. Division Player Agent approval must be sought and given at least 48 hours in advance of the game. The Player Agent's decision shall be based on information provided by the Manager to the League Commissioner in the Manager's game reports (Local Rule 12.2). A player so disciplined shall be listed as such on the lineup card given to the Umpire-in-Chief at the plate conference and shall be ineligible for that game.

9.8. Ensuring Sportsmanship

9.8.1.Managers are responsible for the personal conduct of all players, parents and spectators of their team. Managers, coaches and players **shall** ensure participants, parents and other spectators to demonstrate good sportsmanship and respect the decision of umpires and SYA League Officials. Negative/derogatory comments toward any player, manager, coach, fan, umpire or other person are prohibited at all times. This includes chanting or any other organized "noise" while a pitcher is on the mound with the ball.

- a. In the event of any disruptive or inappropriate behavior by anyone at the game field which affects the game, the Umpire-in-Chief may temporarily suspend the game and request the manager of the team (s) involved to correct the situation; the game shall remain so suspended until the situation is corrected. If the situation cannot be resolved, the Umpire-in-Chief shall suspend the game. Little League Baseball Official Regulations and Playing Rules 9.01 (f) applies.
- b. Upon suspension of the game, the Umpire-in-Chief shall notify the Division Vice President of the specifics of the situation; the Division Vice President shall notify the Board of Directors in a timely manner, but not more than 48 hours after the incident.
- c. The Board of Directors shall take action to address the problems noted in this Local Rule 9.8.1 as appropriate. This action may include forfeiture of the suspended game by the offending team and restriction of players, managers, coaches, members, spectators, or guests from the playing field complexes of SYA Little League. All actions must be in writing and recorded in the minutes of the next SYA Board of Directors meeting.

9.8.2.Ejection of Participants. Little League Official Regulations and Playing Rules 9.05 are in effect.

9.9. Game Speed Up Rules

9.9.1.At all levels, scheduled games shall be played without unnecessary delay to improve the pace of

play.

- a. No team gatherings are permitted for the team taking defensive positions on the field. Once inning is complete, only the team leaving the field may have a team gathering. **Teams shall be ready to go within 2 minutes to resume play – last out of previous inning to first live pitch of current inning.** Umpires may reduce the number of warm up pitches if the defensive team is not ready to start play within those 2 minutes.
- b. All managers are expected to prepare a defensive lineup for the entire game prior to the game in order to help speed up play and have it posted in the dugout. A manager still has the prerogative to deviate from this lineup as necessary, but within playing guidelines as noted within each playing level.
- c. Unnecessary delay by a pitcher is defined as not delivering the next pitch to the batter or making a throw to a teammate in an attempt to retire a runner within 20 seconds of receiving the ball from the catcher.
- d. Unnecessary delay by a catcher is defined as not returning the ball to the pitcher or making a throw to a teammate in an attempt to retire a runner within 5 seconds of catching the pitch from the pitcher or securing the ball if not caught.
- e. Unnecessary delay by a batter is defined as any action by the batter to step out of the batter's box after every or nearly every pitch to take practice swings, or get a sign, or adjust their equipment that further delays a pitcher's attempt to deliver a pitch. Batters shall keep at least one foot in the batter's box once the at-bat begins. Wild pitches, batted balls (fair or foul), timeouts are some exceptions. Details can be found in Little League Baseball Official Regulations and Playing Rules 6.02. Umpires will use discretion in enforcing, but shall be consistent.
- f. Whether or not a player's conduct is an unnecessary delay is a judgment call of the Umpire-in-Chief. Umpires shall be proactive in directing players to play without delay so as to avoid a penalty. Nothing in this rule shall prohibit a manager or coach from giving signs to any player; however, the players are expected to be coached to avoid unnecessary delay so more game scheduled time is actual live ball playing time and that the forfeiture penalty of Little League Official Regulations and Playing Rules 4.15 (6) for a team intentionally delaying the game is rarely considered and enforced only in response to overt, deliberate actions.
- g. **PENALTY:** Unnecessary delay is normally caused or influenced by adult managers or coaches. In addition to the specified penalty for baseball of called ball or strike as noted in Little League Baseball Official Regulations and Playing Rules 6.02 or 8.04 or the specified penalty for softball of a called ball or strike as noted in Little League Softball Official Regulations and Playing Rules 6.02 or 8.01, an additional penalty for unnecessary delay shall therefore be enforced against the team manager or specific individual in charge of the team at the moment of penalty as follows:

1st violation in a game: Individual warning to the manager of the team.

2nd violation in a game: Restriction of the manager to the bench in the dugout for the remainder of the game.

3rd violation in a game: Ejection of the manager. Additional violations in a game: Forfeiture of the game in accordance with Little League Official Regulations and Playing Rules 4.15 (5) and (6).

9.9.2. Coaches are strongly encouraged to have their catcher for the next inning put the catcher's gear on (or keep it on) when they enter the dugout to bat unless they are due to bat soon. Catchers should put their gear back on immediately after returning to the dugout after batting.

9.10. Complaint Procedures

- 9.10.1. Complaints concerning League volunteers will be considered if the following procedures are adhered to:
- a. The complaint must be in writing and provide sufficient detail (i.e. time and place of incident, nature of complaint, etc.) so that SYA Little League can address the issue. The complaint must be submitted to the Division Vice President, Player Agent or League Commissioner (note: if any of the three League officials are the subject of the complaint, that individual is prohibited from involvement in the fact finding portion of this process). Upon receipt, acknowledgement must be sent to the individual within 5 calendar days. It shall be sufficient for the complaint to be communicated via e-mail.
 - b. The League Commissioner, in consultation with the Coaching Coordinator, Division Player Agent, and Division Vice President will follow up on the formal complaint and draft a memo outlining the results of that fact finding. The Commissioner shall then contact the volunteer in question and discuss the complaint (note: if the complaint is on an Assistant Coach or parent of a player, the team's manager must be contacted as the process begins).
 - c. After discussing the complaint with the volunteer in question, the Commissioner will file a memo for the Coaching Coordinator, Division Vice President, and Player Agent. The League Officials will then address the issue and report their action, in writing, to the Board. The Board of Directors encourages the respective League officials to handle league issues. If the complaint is considered to be serious enough for Board action, or the league officials do not agree on the solution, the commissioner must present the complaint and the accompanying memos to the Board. The complaint report must include; nature of complaint, the results of league fact-finding, summary of discussion with the volunteer in question and either the disposition of the case by the league officials or the recommendations of the league to the Board.
 - d. In all cases, the division VP (or SYA Little League President if the VP was the subject of the complaint) must respond in writing to the individual that filed the complaint and provide status/disposition of their complaint. Final disposition of all complaints will be reported to the Board in summary form and retained in the League files for a period of at least two years or four seasons, whichever is longer.
- 9.10.2. The Board of Directors will communicate the complaint process and the potential sanctions to every player and volunteer at time of registration. The procedures will be published on the SYA Little League website.

10. LOCAL PLAYING RULES

To support the instructional goal of the SYA Little League Baseball and Softball Programs, modifications to selected Little League Official Regulations and Playing Rules are adopted for the supervised program.

10.1. All Programs

- a. All players on every team must wear the SYA issued uniforms during all games. There are to be no changes to the uniform items supplied by SYA (i.e. no names put on the back of shirts).
- b. All batters and base runners must wear a batting helmet.
- c. Good sportsmanship is contagious and all managers and coaches must display this at all times.
- d. It is the responsibility of the team Manager to assure that no child is left without a responsible adult after games or practices.

- e. The on-deck position is not permitted at Majors and below. There will be no pre-batting warm-up outside the field or in the dugout, except by the batter leading off the inning.
- f. All players not at bat or not playing in the field must stay in and around their bench area during the game.
- g. All managers are strongly encouraged to prepare a defensive lineup for the entire game prior to the game in order to help speed up play and have it posted in the dugout. A manager still has the prerogative to deviate from this lineup as necessary, but within playing guidelines as noted within each playing level below.
- h. All managers are encouraged to satisfy mandatory infield and outfield play requirements by the 4th inning (5th inning for Juniors and Seniors) and should schedule players to play in at least three (3) of the first four (4) innings.
- i. The Board of Directors will make the final decision on any forfeiture.
- j. SYA has adopted the continuous batting order at all levels pursuant to Little League Official Regulations and Playing Rules 4.04. Any player arriving after the start of a game will be placed at the bottom of the batting order.
- k. Only non-wood bats listed on the Little League Approved Non-Wood Bat List for the current season will be eligible to be used for the current season. All wood bats are eligible.
- l. In the event that SYA Little League is playing regular season games against other Little League programs, specific rules for those games will supersede any game rules outlined here in this SOP. These will be posted prior to the start of the season and provided to the managers involved in those games.

10.2. Pitchers

10.2.1 Baseball: SYA Little League follows Regulation VI of the Little League Baseball Official Regulations and Playing Rules. This is summarized as such:

Pitchers league age 14 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1 - 20 pitches in a day, no (0) calendar day of rest is required.

See Regulation VI of the Little League Baseball Official Regulations and Playing Rules for further details.

NOTE: Any player, who has played the position of catcher in any part of four (4) or more innings in a game, is not eligible to pitch on that calendar day.

NOTE: Under no circumstances shall a player pitch in three (3) consecutive days.

For purposes of tracking innings pitched in AAA and AA, if a pitcher throws even a single pitch in an inning that shall count as one inning pitched. For example, with a 3 inning per game limit in AAA, if a pitcher enters the game in the second inning and faces one batter to end the inning this pitcher may pitch just two more innings (3rd and 4th innings) for a total of three innings.

In addition, a pitching week in SYA runs from Monday to Sunday.

10.2.2 Softball: SYA Little League follows Regulation VI of the Little League Softball Official Regulations and Playing Rules. This is summarized as such:

There are no pitching restrictions for Juniors and Seniors.

Majors pitchers are limited to 12 innings in a day. Minors pitchers are limited to 9 innings in a day. If a pitcher throws 7 or more innings in a day, they must have one calendar day of rest before pitching again. Delivery of a single pitch in an inning constitutes a full inning pitched.

No more than 5 pitchers may be used in a game at Seniors, Juniors, or Majors level.

10.3. *Pitch Count Implementation*

All Baseball Managers and Coaches of Majors, AAA and AA teams are required to abide by the Little League Pitch Count Regulations set forth in Regulation VI of the Little League Baseball Official Regulations and Playing Rules.

a. Counting Pitches During Games:

- i. Prior to each game, the home plate umpire and the two managers shall agree on one person to be the official pitch counter for both teams. Ideally this person will be someone other than the official scorer, but can be the official scorer for the game if another person is not available.
- ii. Before any pitcher takes the mound, the manager of the team shall inform the official pitch counter and the Umpire-in-Chief of the age of the pitcher taking the mound – this age shall be the pitcher's age as determined in Regulation IV of the Little League Baseball Official Regulations and Playing Rules.
- iii. Pitches thrown during warm-up periods are not to be included in the official pitch count. Instances where "illegal pitch" is ruled by the home plate umpire shall be included in the official pitch count as mandated by Little League. All other pitches to batters during a game, including foul balls, and balls put in play must be recorded in the pitch count. Pitches for Intentional Walks must be thrown and are recorded in the official pitch count.
- iv. Any disputes over whether a pitch should be included in the official pitch count are to be resolved by the Umpire-in-Chief. The official pitch counter may consult with the official scorekeeper and the managers of each team to make sure the pitch count is accurate, but in the event of any disputes, the pitch count kept by the official pitch counter is the official pitch count.
- v. The official pitch counter shall inform the team manager and/or the Umpire-in-chief, upon request, of the pitcher's official pitch count at that point in the game. Managers shall be responsible for knowing the pitch counts for their pitchers and for complying with the rule when the maximum pitch count for the pitcher is reached.
- vi. At the end of each game, the managers for both teams and the official pitch counter shall meet and each manager shall record the official number of pitches each pitcher on each team threw in the game.

b. Reporting Pitch Counts: As part of the game report each manager is required to submit a game report to the League Commissioner with the name, age, and number of pitches thrown by each pitcher in the game.

c. Manager's Responsibility to Enforce Rule: Each manager is responsible for knowing the pitching

eligibility of each of his/her pitchers before every game. The use of an ineligible pitcher by a manager during a game shall be grounds for a protest pursuant to the procedures set forth in Section 14 of these rules. Every effort should be made to avoid this situation prior to the use of an ineligible pitcher.

- d. **Pre-Game Meeting:** To help ensure compliance with the pitch count regulation, managers shall meet at least 15 minutes prior to the start of each game to review the eligibility of each teams' pitchers. Managers shall bring copies of the all relevant game reports (reports of all games occurring in last three calendar days) involving both teams to this meeting and agree on any pitchers that are not eligible to pitch in that game.

10.4. Specific Playing Level Local Rules

10.4.1. Senior League Level

- a. The SYA Little League Seniors program will be conducted in accordance with the Little League Softball Official Regulations and Playing Rules, except as modified herein.
- b. For Seniors only in the spring season, Little League Softball Official Regulations and Playing Rules 4.10 (e) is in effect. This is the "10 run" rule.
- c. Little League Softball Official Regulations and Playing Rules 6.05 (b) is in effect. This is the "dropped third strike" rule.

10.4.2. Junior League Level

- a. The SYA Little League Juniors program will be conducted in accordance with the Little League Softball Official Regulations and Playing Rules, except as modified herein.
- b. For Juniors only in the spring season, Little League Softball Official Regulations and Playing Rules 4.10 (e) is in effect. This is the "10 run" rule.
- c. Little League Softball Official Regulations and Playing Rules 6.05 (b) is in effect. This is the "dropped third strike" rule.

10.4.3. Major League Level

- a. The SYA Little League Majors program will be conducted in accordance with the appropriate Little League Official Regulations and Playing Rules, except as modified herein.
- b. For Majors only in the spring season, Little League Official Regulations and Playing Rules 4.10 (e) is in effect. This is the "10 run" rule.
- c. Little League Official Regulations and Playing Rules 6.05 (b) is in effect. This is the "dropped third strike" rule.
- d. For Baseball, in the spring season, through the last Friday in April, pitchers are allowed up to 4 innings maximum per game and 65 maximum pitch limit per game, whichever occurs first. All other Little League pitching rules remain in effect. Pitcher may finish their batter if they have reached this limit.

10.4.4. AAA Level

- a. Each team may field a maximum of nine players defensively.
- b. Runners may steal any base on an overthrow from any player to any player.
- c. There will be no head first sliding while moving forward. This does not apply when returning to a base, such as from a run-down or pick-off situation.

- d. The infield fly rule will be enforced.
- e. In baseball, if a pitcher hits three batters in a game they must be removed from the mound, but may remain in the game at another defensive position.
- f. In baseball, for the first half of the season a pitcher may pitch 3 innings maximum per game and 6 total innings per week. For the second half of the season a pitcher may pitch a maximum of 4 innings per game and a maximum of 6 innings per week. For the spring season, through the last Friday in April an additional limit of 65 pitches per game is in effect. Pitcher may finish their batter if they have reached this limit. Little League pitching rules, as outlined in the Little League Baseball Official Regulations and Playing Rules, are still in effect including number of pitches thrown and days rest as well as no baseball 12 year old is eligible to pitch in the Minor Leagues.
- g. In baseball, a batter may not fake a bunt and then slash or take a full swing at a pitch. This will be considered a delayed dead ball call with the defensive team manager having the option to take the result of the play or the batter is called out.

10.4.5. **AA Level**

- a. No player will play the catcher position for more than three innings per game.
- b. Games will be played with a maximum of ten (10) players on defense; 10th player is a fourth outfielder.
- c. All base coaches must be adults and there must be an adult coach in the dugout at all times.
- d. In baseball, during the first half of the season, a pitcher may pitch up to one inning per game and 3 total innings per week. In the second half of the season and playoffs, a pitcher may pitch 2 innings maximum per game and 3 total innings per week. Little League pitching rules, as outlined in the Official Regulations and Playing Rules, including number of pitches thrown and days rest, are still in effect. No child over the baseball age of ten (10) is eligible to pitch in AA. If a team has 3 games in a week (Monday – Sunday) during the second half of the season, or during the playoffs, a pitcher may pitch 4 total innings in that week.
- e. Both teams will provide umpires, if no league umpires are assigned. The home team umpire should call the entire game positioned behind the catcher (if equipment is present) at home plate. The visitor's umpire will be the base umpire. The plate umpire has final decision on all judgment calls.
- f. When a player is pitching, there will be no walks in AA. Whenever a batter receives 4 balls before 3 strikes have been registered, a coach from the batting team will finish pitching to the batter. The strikes already registered on the batter will remain on the batter and the coach will pitch to the batter until either the ball is put in play or the batter strikes out or coach pitches 6 pitches which are not put in play. If the 6th pitch by the coach is not put in play or fouled off, the at bat will end and be considered an out. While the coach is pitching, the pitcher will stand on either side of the mound next to the coach-pitcher, within 5 feet of the pitching rubber, and will be responsible for fielding any batted balls. The coach must pitch using a regular pitching motion (wind up or stretch), must pitch from the pitching rubber, and must do his/her best to replicate the pitching speed of an average AA pitcher. Any batted ball that hits the coach-pitcher is dead and the batter is awarded first base. All runners forced to advance will do so. Once the batter's at bat is complete, the child-pitcher will return to the mound to pitch to the next batter.
- g. In softball, when the coach is pitching from the start of an at-bat:
 - i. There are no walks.
 - ii. Batters get up to 6 pitches only. If they foul off this pitch, they get one more.

- iii. Player must play the position of pitcher, within 10 feet of the pitching rubber.
 - iv. The coach must pitch using a regular pitching motion (wind up or stretch), must pitch from the pitching rubber, and must do his/her best to replicate the pitching speed of an average AA pitcher.
 - v. Any batted ball that hits the coach-pitcher is dead and the batter is awarded first base.
- h. A player will only take first base when hit by a pitch thrown by a child-pitcher, not the coach-pitcher. Pitchers must be removed from the mound if they hit three (3) batters during the entire game, but may remain in the game at another defensive position.
 - i. **Passed Balls:** In baseball runners can attempt to advance one base on a passed ball. A passed ball is defined as a ball pitched by a child-pitcher that gets behind the catcher. Runners are in jeopardy of being put out while advancing. Runners on first base or second base may only advance one base regardless of a catcher overthrow or not. There is no advancing on balls caught by the catcher or blocked by the catcher and that do not get behind the catcher. There is no advancing on pitches thrown by a coach-pitcher. There will be no advancing to home plate on passed balls or throws to other bases in an attempt to throw out a base stealer. There will be no advancing on the catcher's return throw or overthrow, to the pitcher. Runners can only score if the batter puts the ball in play, or if the batter is hit by a child-pitcher with the bases loaded.
 - j. In baseball, no more than one batter may attempt to bunt ("square around") per inning per team. This batter may attempt multiple times during this at-bat. Half swings are permitted. A batter may not fake a bunt and then slash or take a full swing at a pitch. Violation will be considered a delayed dead ball call if the ball is put into play with the defensive team manager having the option to take the result of the play or the batter is called out. If the ball is not put into play, the pitch is an automatic strike.
 - k. There will be no head first sliding while advancing to a new base. This does not apply when returning to a base, such as from a run-down or pick-off situation.
 - l. Under live ball situations, coaches must remain in foul territory unless they are serving as coach-pitcher.
 - m. The infield fly rule will not be in effect.
 - n. **Overthrows:** Advancing on overthrows is allowed. Advancing shall be limited to one base for a ball that remains in play. The defensive team may make an attempt on the advancing runner as it is at their own risk (it is not a free base).

NOTE: If there is an overthrow at 1st base and a runner is advancing to second on the overthrow, if the fielder (likely first baseman, second baseman, or right fielder) throws to second and overthrows the base, this is a new overthrow and the runner may advance to third. This logic also applies to similar situations. An overthrow on a force attempt to third or a tag attempt to third where the fielder fails to catch the ball and it also goes wild the runner on third may advance home as this is not a steal, but rather taking a base on a passed ball. Once again, the attempt home is at the runner's risk. If there is an attempt toward another base such as an overthrow to first and the runner going to first heads to second and there is another runner on base (such as third base) that runner is permitted to advance home on this new attempt at second. On fields with no fence lines, an imaginary out of play line shall be identified as extending out from the bench protective fence in front of the players outward toward the outfield fence or wood line. For thrown balls that go out of play, regular baseball rules apply, which is 2 bases from the time of the throw (not when the ball goes out of play, but when the ball is thrown). As a general rule, this means a runner gets the base they are going to (such as first) and one more (means they get second). A runner going to third gets third and then home if the ball goes out of play.

10.4.6. Machine Pitch Level

- a. Games will be played with a maximum of ten (10) players on defense; 10th player is a fourth outfielder.
- b. An inning is defined by either three outs or the scoring of four runs, whichever occurs first. Only a maximum of four runs will count, even though more may occur on the concluding play of the half inning. Please allow play in progress to be completed.
- c. Base runners may not leave the base until the pitched ball has crossed the plate.
- d. No stealing is allowed.
- e. No bunting or half swings are allowed. They will be counted as strikes.
- f. No player will play the catcher position for more than three innings per game.
- g. All players assigned to the outfield shall be positioned in the grass at least 10' beyond the infield dirt when the pitch is delivered.
- h. The infield fly rule will not be in effect for any game.
- i. There will be no head first sliding while moving forward. This does not apply when returning to a base, such as from a run-down or pick-off situation.
- j. There will be no walks or awards of first base for the batter if hit by a pitched ball.
- k. All base coaches must be adults and there must be an adult coach in the dugout at all times.
- l. Up to two defensive coaches may occupy positions in the outfield and there must be an adult coach in the dugout at all times.
- m. The pitching machine will be used for all games unless one is not available or not in working condition. Should a pitching machine not be available or in working condition, an adult designated by the batting team will pitch to the batters until another pitching machine is made available. Pitchers will pitch from the same spot that the pitching machine occupied.
- n. Both teams will provide umpires. The offensive umpire (Coach) will be positioned behind the pitching machine and will be responsible for feeding the baseball into the pitching machine. The defensive umpire (Coach) will be positioned in the outfield. The home team's umpire has the final decision on all judgment calls.
- o. The spring-loaded pitching machines should have the pin placed to ensure the pitch comes in as close to a flat plane as possible to provide an opportunity for all players to hit. During the game, changes in pin placement should only occur between innings as to not hold up the game. Each team may have their own setting, but it should be used for the entire team for the entire game – there should not be a setting change for specific players. The chart below is from the manufacturer. Settings must be at seven (7) or higher.

Speed (MPH)	Pin Setting
44	11
42	10
40	9
38	8
36	7
34	6
32	5

30	4
28	3
24	2
22	1

- p. Prior to each pitch, the offensive umpire will raise the hand above the machine and make sure all defensive players and batter are ready to play.
- q. Each batter will receive a maximum of six (6) hittable pitched balls, with unlimited foul balls on the sixth and subsequent pitches. A batter may strike out on the sixth or subsequent pitch. Any pitch that is swung at is considered hittable as defined by this rule. If the 6th pitch is not put in play or fouled off, the at bat will end and is considered an out.
- r. If a batted ball hits the pitching machine or related accessories, the offensive umpire will declare dead ball and the batter will be awarded first base. All runners forced to advance will do so. No base runners will move other than those forced to advance. Similarly, if a thrown ball strikes the pitching machine or related accessories, the offensive umpire will declare dead ball and award the next base to which runners were advancing at the time.
- s. The position of pitcher must be played either to the left or right of the pitching machine. This player must remain behind the pitching machine until the ball has been delivered to the plate. Once the ball has been delivered to the plate, the player may advance to a position in front of the machine. The player in this position MUST wear a helmet with a faceguard; each team will be provided this type of helmet.
- t. All players returning the ball to the pitcher must throw to the player occupying that position unless otherwise instructed by the umpire.
- u. For the first half of the season, no batter or baserunner may advance more than 2 bases on any batted ball. For the second half of the season, there is no limit on the number of bases batters or baserunners may advance on a batted ball; however, play is ended when the ball reaches the infield. Once the ball reaches the infield, the umpire will declare dead ball and either advance or return runners to the bases they would have occupied at the time dead ball was declared.
- v. Runners may not advance on any overthrows to any base.
- w. Batting Order: Managers are encouraged to rotate their batting order to ensure players get a similar amount of at bats during the season. For example, begin the next game lineup with the player on deck when the previous game ended.

10.4.7. Tee Ball/Coach Pitch General Rules

- a. Safety is always the first priority.
- b. There are no on-deck batters.
- c. There is no sliding or stealing.
- d. All base coaches must be adults and there must be an adult coach in the dugout at all times.
- e. All batters and base runners must wear batting helmets.
- f. First and third base will be 60 feet from home plate.
- g. Only players and coaches are allowed on the field during the game.
- h. There is no catcher position at these levels. A coach must “catch” to ensure safety and speed

of play.

- i. Only one player may play the position of pitcher and they must wear a helmet with a faceguard.
- j. Coaches should emphasize the fun aspects of playing baseball and no player should play the same defensive position in consecutive innings.
- k. The home team is responsible for setting up the field, provide a new game ball and put the bases and equipment in the storage box at the conclusion of the game.
- l. In the event of thunder or lightning, practice and games should be suspended immediately. All efforts will be made to reschedule games.
- m. Teach Fundamentals. Lay the groundwork for the future.
- n. Coaches should not interfere with the game unless safety is an issue.
- o. Coaches should always announce "Last Batter".
- p. If not specifically addressed in this SOP, the Little League Baseball Official Regulations and Playing Rules will be followed.

10.4.8. **Coach Pitch Level**

- a. Players are encouraged to make outs while fielding, except no outs are to be recorded at home plate. Base runners shall come off the base after being put out.
- b. Each player will come to bat and play defensively every inning.
- c. The last batter will continue running until they reach home plate.
- d. An arc 10 feet from home will indicate the distance a batted ball must travel to be considered a fair ball.
- e. An arc of 40 feet from home will indicate the beginning point where defensive players can be positioned. No more than 1 player is permitted on the arc.
- f. A coach from the team at bat will pitch overhand from a kneeling or sitting (on a bucket) position 25 ft from home plate.
- g. Batters will get 8 pitches, hittable or not. If a batter does not hit a ball in play by the 8th pitch, the batter must use a tee to hit the ball in play. If the batter fouls off the 8th or succeeding pitches, they shall get an additional pitch from the coach.
- h. Players will not be awarded first base for a walk or when hit by a pitch.
- i. The team at bat is allowed to have a coach at first and third base.
- j. Base runners cannot advance on an overthrow to any base.
- k. Batters may advance for extra bases only on hits to the outfield. Once the ball is returned to the infield, base runners must stop at the base they are on or are approaching.
- l. No more than two coaches should be in the outfield to assist defensive players.
- m. There should be a player assigned to play 1st, 2nd, SS and 3rd base. No player should be positioned in the base path, either just in front of or behind the base path.
- n. All players assigned to the outfield shall be positioned in the grass at least 10' beyond the infield dirt when the pitch is delivered.

- o. Play ends when the umpire announces dead ball or a defensive player:
 - i. demonstrates control of the ball in the infield, or
 - ii. throws to 1st, 2nd or 3rd base, or
 - iii. returns the ball from the outfield to the infield

10.4.9. Tee Ball Level

- a. Players are encouraged to make outs while fielding, except no outs are to be recorded at home plate. After the third game of the season base runners shall come off the bases after being put out.
- b. Each player will come to bat and play defensively every inning.
- c. The last batter will continue running until they reach home plate. Defensive players shall remain in the field until last batter/baserunner has reached home plate.
- d. An arc 10 feet from home will indicate the distance a batted ball must travel to be considered a fair ball.
- e. An arc of 40 feet from home will indicate the beginning point where defensive players can be positioned. No more than 2 players are permitted on the arc.
- f. The umpire will check to ensure the batter, defensive players, and defensive coaches are ready. The umpire will place the ball on the tee and announce "Play Ball".
- g. A team that has fewer players than the other team will be permitted to take extra at bats to equalize the offense.
- h. The tee should be removed from home plate every time a hit in fair territory occurs and there is a runner advancing home from third base.
- i. After three games, players can advance one extra base on a ball hit to the outfield.
- j. Base runners cannot advance on an overthrow to any base.
- k. No more than three coaches should be on the field to assist defensive players.
- l. There should be a player assigned to play 1st, 2nd, SS and 3rd base. No player should be positioned in the base path, either just in front of or behind the base path.
- m. All players assigned to the outfield shall be positioned in the grass at least 10' beyond the infield dirt when the pitch is delivered.
- n. Play ends when the umpire announces dead ball or a defensive player:
 - i. demonstrates control of the ball in the infield
 - ii. throws to 1st, 2nd or 3rd base
 - iii. returns the ball from the outfield to the infield

11. TIME LIMITS, DELAYS AND POSTPONEMENTS

11.1. *Pre-game Time Limits*

All games shall begin as close as possible to their scheduled time. In all situations, pre-game practice activities on the game field shall be completed by 5 minutes before the scheduled game start time so that

the umpires can conduct the plate conference with the managers and team captains. The following limits shall be applicable to pre-game activity if the scheduled starting time of the game will not be affected.

- 11.1.1. **Normal situation:** The visiting team may have the entire field for 15 minutes for infield/outfield practice beginning 35 minutes prior to the scheduled game time. The home team may have the entire field for 15 minutes for infield/outfield practice beginning 20 minutes prior to the scheduled game time.
- 11.1.2. **Reduced warm-up time:** If 15 to 35 minutes are available for pre-game activities on the game field, the participating teams shall split the available time equally, with the visiting team taking the entire field first.
- 11.1.3. **No warm-up time on the infield is available:** In the event fewer than 15 minutes are available for pre-game activities based on the scheduled game start time, pre-game warm-ups for both teams on the game field are limited to the outfield area and no infield practice shall be taken.
- 11.1.4. Pitched batting practice is allowed on game fields. It must be completed 45 minutes prior to the scheduled start of the game. Pre-game activities commence 35 minutes before the scheduled game time. If batting practice is conducted on a game field it must be done on a not to interfere basis with game field preparation (lining, raking infield etc...). See Local Rule 2.9 for batting cage etiquette.
- 11.1.5. Pre-game (including scrimmages) warm up (hitting, throwing, etc) for players may not begin more than 75 minutes prior to scheduled start time of a game. For violations of this rule, see Section 8.1.5 for penalties.

11.2. *Delayed Games*

- 11.2.1. On fields scheduled for multiple games on a specific day, any game delayed beyond 60 minutes of the scheduled starting time due to inclement weather or field conditions shall be postponed and rescheduled on another date. The remainder of the games scheduled for that date shall be played according to schedule. The last game scheduled on any day may be started up to one (1) hour later than the scheduled starting time with the concurrence of both managers, provided sufficient time is available to play a regulation game.
- 11.2.2. On fields where only a single game is scheduled on a specific day, any game delayed beyond one (1) hour of the scheduled starting time due to inclement weather or field conditions shall be postponed and rescheduled on another date.

11.3. *Postponed Games*

- 11.3.1. In the event of game postponement, the home team manager shall notify the Scheduling Coordinator and League Commissioner for rescheduling. This notification shall be done the same day the postponement occurred to permit timely rescheduling for the next available playing opportunity.
- 11.3.2. Rescheduling shall try to avoid any team having to play games on three consecutive days. This may not be feasible towards the end of the season.
- 11.3.3. The Board of Directors upon advice of available Division Vice Presidents, field chiefs, or the Chief Umpire, may postpone a portion of, or an entire day's playing schedule, if required, to maintain field condition and permit timely notification of players, managers, and umpires.

11.4. *Suspended Games*

Little League Official Regulations and Playing Rules govern the status of all games called before they have become a regulation game. In summary:

- 11.4.1. If a game is called by the Umpire-in-Chief before the game has met the requirements to be a regulation game, the game shall be considered suspended and shall be resumed at the exact point at which the game was suspended. **EXAMPLE:** Top of the 2nd: Team A at bat; one out, runner on second base; 1 Ball, 2 Strike count on batter. Game is called due to inclement weather. When the suspended game is rescheduled, play commences at the exact point of suspension: top of 2nd; Team A shall be at bat with one out, runner on second base and batter with a 1 ball and 2 strike count. All substitution and pitching rules shall remain in effect and a new game time limit shall be enforced.
- 11.4.2. Except for the Major League spring season only, the game time limit at all levels for suspended games shall be no new inning shall start later than the time limits set forth in Local Rule 11.6; and if an inning is started, it will be played to completion unless the home team does not need all of its half offensive inning to achieve a winning score or sunset occurs.

11.5. *Schedule Deviations*

Managers shall not deviate from the official published schedule of games. All rescheduling of games shall be done by the Scheduling Coordinator. Any game played at a time, or on a field, not scheduled with prior approval by the Scheduling Coordinator shall not be considered an official game and shall be replayed.

11.6. *Game Time and Run Limits*

The following limits shall be applicable:

11.6.1. Game Time and Run Limits

- a. Spring Seniors and Juniors:
 1. There is no time limit; however, sunset or curfew may end a game early.
- b. Fall Seniors and Juniors:
 1. No new inning shall begin after 2 hours.
- c. Spring Majors:
 1. There is no time limit; however, sunset or curfew may end a game early.
- d. Fall Advanced/Majors:
 1. No inning shall start more than two hours after the starting time of the game.
 2. For up to the first five innings that begin within 1 hour and 40 minutes of the game start time, a half inning will be defined by either three outs or the scoring of five runs, whichever occurs first. Only a maximum of five (5) runs will count, even though more may occur on the concluding play of the half inning. Please allow play in progress to be completed.
 3. In the last inning, each half inning will be defined by three outs. The last inning is the 6th inning or the inning that begins after 1 hour and 40 minutes from the game start time. If time remains and the score is tied after this last inning, a single extra inning will be played with each half inning defined by three outs
- e. Spring AAA:
 1. No inning shall start more than two hours after the starting time of the game.
 2. For up to the first five innings that begin within 1 hour and 40 minutes of the game start time, a half inning will be defined by either three outs or the scoring of five runs, whichever occurs first. Only a maximum of five (5) runs will count, even though more may occur on the concluding play of the half inning. Please allow play in progress to be completed.
 3. In the last inning, each half inning will be defined by three outs. The last inning is the 6th inning or the inning that begins after 1 hour and 40 minutes from the game start time. If time remains and the score is tied after this last inning, a single extra inning will be played with each half inning defined by three outs.
- f. Fall Intermediate/AAA:
 1. No inning shall start more than two hours after the starting time of the game.
 2. For up to the first five innings that begin within 1 hour and 40 minutes of the game start time, a half inning will be defined by either three outs or the scoring of five runs, whichever occurs first. Only a maximum of four (4) runs will count, even though more may occur on

- the concluding play of the half inning. Please allow play in progress to be completed.
3. In the last inning, each half inning will be defined by three outs or 8 runs scored. The last inning is the 6th inning or the inning that begins after 1 hour and 40 minutes from the game start time. If time remains and the score is tied after this last inning, a single extra inning will be played with each half inning defined by three outs
- g. Spring AA:
 1. No inning shall start more than two hours after the starting time of the game.
 2. For up to the first five innings that begin within 1 hour and 40 minutes of the game start time, a half inning will be defined by either three outs or the scoring of four runs or 6 batters, whichever occurs first. Only a maximum of four (4) runs will count, even though more may occur on the concluding play of the half inning. Please allow play in progress to be completed. **Note:** The 6 batter limit does not apply for any playoff or special games.
 3. In the last inning, each half inning will be defined by three outs. The last inning is the 6th inning or the inning that begins after 1 hour and 40 minutes from the game start time.
 - h. Fall Introduction/AA:
 1. No inning shall start more than two hours after the starting time of the game.
 2. For up to the first five innings that begin within 1 hour and 40 minutes of the game start time, a half inning will be defined by either three outs or the scoring of four runs or 6 batters, whichever occurs first. Only a maximum of three (3) runs will count, even though more may occur on the concluding play of the half inning. Please allow play in progress to be completed. **Note:** The 6 batter limit does not apply for any playoff or special games.
 3. In the last inning, each half inning will be defined by three outs or 6 runs scored. The last inning is the 6th inning or the inning that begins after 1 hour and 40 minutes from the game start time
 - i. Machine Pitch:
 1. For the first half of the season for Machine Pitch, no new inning shall start more than one hour and 30 minutes after the game starting time. For the second half of the season for Machine Pitch, no new inning shall start more than one hour and 45 minutes after the game starting time. There are no extra innings at this level.
 2. These limits apply to both the Spring and Fall seasons.
 - j. Coach Pitch:
 1. No inning shall start more than 75 minutes after the starting time of the game.
 2. These limits apply to both the Spring and Fall seasons.
 - k. T-Ball:
 1. No inning shall start more than 60 minutes after the starting time of the game.
 2. These limits apply to both the Spring and Fall seasons.
- 11.6.2. At all levels of play, no new inning shall start upon reaching the time limits, if any, set forth for each playing level. Even if the game time limits have not been reached, all play shall **CEASE** at the official sunset time according to the tables posted on the SYA Little League website and distributed to Managers, regardless of the status of the game. Sunset times do not apply to lighted fields, although 15 minutes prior to "lights out" all play shall cease.
 - 11.6.3. The Umpire-in-Chief is responsible for designating the official timekeeper for the game at the plate conference. The normal timekeeper is the field umpire; however, if not so designated at the plate conference, the official scorekeeper, provided by the home team, shall be the official game timekeeper and shall inform the Umpire-in-Chief upon reaching the sunset time according to the tables posted on the SYA Little League website and distributed to Managers.
 - 11.6.4. For timing purposes, time begins at the conclusion of the plate meeting and pledges. A new inning begins at the moment the prior inning ends.
 - 11.6.5. The league may impose different timing guidelines but will announce these prior to the games that are impacted.
 - 11.6.6. Umpire's Authority to Terminate the Game

The Umpire-in-Chief has the responsibility to suspend or terminate a game when darkness or conditions create a hazard to the players. The Umpire-in-Chief may not extend game beyond the game time limits established in these Local Rules and referred to above. The Umpire-in-Chief has the authority to declare a game forfeited under the appropriate Little League Official Regulations and Playing Rules where there is obvious stalling by a team to gain an advantage because of this rule.

11.7. Regulation Game

- 11.7.1. For Seniors, Juniors, Majors, and AAA levels, the Little League Official Regulations and Playing Rules apply unless the game is terminated due to sunset or game time limit is reached. If the Local Rule game time limits are reached before the requirements of Little League are met, the game is a regulation game. **EXCEPTION:** at the Seniors, Juniors, and Majors levels, if the terminated game results in a tie, the game shall be considered a suspended game and shall be played to its conclusion at a later date.
- 11.7.2. At all levels, except where application of this rule results in a tied game in Seniors, Juniors, and Majors, games which have been called by the Umpire-in-Chief before the regulation number of innings have been completed, the score of such games shall be determined at the end of the last complete inning. **EXCEPTION:** when in the home team half of an uncompleted inning, the home team has scored one or more runs to tie the score or take the lead, the final score of the called regulation game is the total number of runs scored by each team at the point in the uncompleted inning when the Umpire-in-Chief called the game.

11.8. Tie Games

- 11.8.1. For Seniors, Juniors, Majors, and AAA Level games, tie games shall go into extra innings if not prevented by the sunset rule or the game time limits. For AAA, if these limits apply, and the game is a regulation game according to Little League rules, play shall cease and the game shall end in a tie. For Seniors, Juniors, and Majors only, tie games shall be considered suspended games and shall be played to their conclusion at a later date. At all levels below AAA standings are not kept and tie games shall terminate under defined time limits.
- 11.8.2. For Seniors, Juniors, Majors, and AAA Level games, if a tie game is not a regulation game when it is called, it becomes a suspended game and will be rescheduled with play resuming with the exact game situation when the game was called.
- 11.8.3. During the Fall Season, all tie games that are regulation shall not be considered suspended. Games at all levels may end in a tie.

11.9. Rainout Policy

In the event of weather or potential poor field conditions, field chiefs or other volunteers will check fields by 4PM on weekdays in question, 7AM on weekends:

- If the fields are determined unplayable, the Information Officer will be contacted to post updates to the SYA Little League website on field status. Managers should be contacted as soon as possible in these situations.
- "Heroic" efforts to make fields playable should not be attempted unless approved by the SYA Little League President and Vice President(s).

If field conditions prevent scheduled games from being played, team managers shall contact their respective league Commissioners, who shall in turn contact the Schedule Coordinator with games to be made up.

There is a potential that games may be scheduled for later in the day either at the original or alternate location. Should this situation occur the Schedule Coordinator will work with the involved league Commissioners and managers as early as possible to schedule.

When the games have been rescheduled, the Schedule Coordinator shall:

- Contact league Commissioners with updates
- Provide Information Officer with update to be posted on the SYA Little League website

If games are not called prior to 4:30PM on weekdays, 7:30AM on weekends, teams are expected to show at their respective fields for the game. League officials and team managers have the responsibility for field playability up to scheduled game time. Once scheduled game time has been reached, only the umpire-in-chief for the game may postpone a game due to weather or field conditions.

Rained out games in the Fall will not be rescheduled.

Exception: County Park field status is determined by Fairfax County and is posted to <http://www.fairfaxcounty.gov/parks>. Look for Athletic Field Closures. Should the field in question be closed, team managers should contact the opposing team manager and their respective league Commissioners. **ECL #5 and #7 and both LLV (Patriot Park North) fields are County Park Fields.**

12. SCHEDULING GAMES, REPORTING SCORES AND SPRING PLAYOFFS

12.1. *Scheduling*

All games shall be played on regulation fields approved for game play. These fields are the fields assigned by the league for games and practices.

- 12.1.1. Game schedules will be developed by Scheduling Coordinator and approved by the Board of Directors.
- 12.1.2. No league team shall be scheduled to play more than three (3) regular season games during a program week, Monday-Sunday, four (4) games for softball. SYA playoff games may exceed this or the President may decide to exceed this limit to ensure minimum number of regular season games can be played.

All make-up or incomplete player pitch games shall be rescheduled by the Scheduling Coordinator. The Scheduling Coordinator shall inform the umpire scheduler of all rescheduled games. **No games shall be rescheduled by the participating managers.** Regular season games will be rescheduled on the next available date unless one of the following factors is present, except the President may decide to override these factors to ensure minimum number of regular season games can be played:

1. That date will force a team to play games on 3 consecutive days;
2. That date will require a team to play 4 games (5 for softball) in one week; or
3. No field is available for that date.

If one of these factors is present, then the game is rescheduled for the first available date when none of those factors are present. Schedule conflicts that were considered in making initial game schedules shall not be considered in rescheduling games. In some cases, this may result in Assistant Coaches managing the team for the game. While that situation is not ideal, it is preferable to putting off make-up games until later in the season when there may be other games to reschedule.

Once the game is scheduled, the game will be played on that date. If the Manager believes he cannot field a team on that date, he must follow the procedures outlined in Local Rule 9.6.3.

Rained out games for Machine Pitch, Coach Pitch, and TB will be rescheduled between the coaches, preferably on one of the teams practice nights to minimize impacts.

12.2. Reporting Scores

Won/Loss records are only kept on the Senior, Junior, and Major Leagues and AAA levels. These Division Vice Presidents and the Commissioners shall be responsible for maintaining league standings. Every effort shall be made to publish updated standings on the SYA Little League website in a timely manner.

Each manager shall submit via the website the results of his/her games within 24 hours of the conclusion of the game or at least two hours before the next scheduled game (except when the next scheduled game is to be played the same day), whichever comes first. This game report can be found on SYA Little League website - shall include the schedule number of the game played, the teams that played (identified by name and team number), the final score, and each pitcher used, his/her age, innings pitched and number of pitches thrown (pitch count for baseball only) by each pitcher, a confirmation that player participation requirements were met and if not a list of player(s) that did not meet the requirement, and optional inputs to rate, field conditions, opposing coach conduct, umpire performance, and any other information that is requested. The Commissioners shall be responsible for resolving any discrepancies in the reports filed by managers for the same game. Failure to submit complete game reports on time shall be reported to the League VP and may result in disciplinary action by the Board of Directors in the form of official warnings, suspensions, or dismissal.

12.3. Spring Season Championship

12.3.1. An overall SYA league championship playoff will be played at the Senior, Junior, Majors, AAA, and AA levels. Format will be determined at least one month prior to the start of the playoffs.

12.3.2. Tiebreakers and playoff seeding for Senior, Junior, Majors, and AAA:

1. Division winners are the top seeds, seeded by best overall record as determined by winning percentage. Note: Ties are noted as $\frac{1}{2}$ win in determining this percentage.
2. Remaining teams are then seeded by their overall record.
3. Ties in overall record are broken by the following criteria:
 - a. Head to head record
 - b. Division record if tied teams from the same division
 - c. Least runs allowed overall
 - d. Coin flip

12.3.3. Playoff seeding for AA is determined by pulling names from a hat as regular season standings are not kept at AA.

12.3.4. All regular season rules apply except as provided to the coaches prior to the start of the playoffs. Games cannot end in a tie and will be played to conclusion. In tie games, should time limits come into play and sunset has not been reached, teams continue to play one inning at a time until a winner is determined. If sunset time has been reached the game is continued on the following day and played to regulation.

12.3.5. Playoff brackets and seedings will be dependent on the number of teams that played during the season. Brackets should be developed once the number of teams are determined, prior to the start of the season or as soon as feasible.

12.3.6. If pool play and more than 2 teams tie for a position, the Little League rule book, section for International Tournament Pool Play will be used to determine teams that advance.

12.3.7. It is expected that all finals will be played on Championship Saturday, weather permitting; to include all Championship games.

12.3.8. For all other levels below AA there will be no post season playoff.

13. POST SEASON PLAY

13.1. All Star Tournament Teams

At the end of each regular season, SYA Little League participates in the Little League Baseball, Inc. sponsored All Star Tournaments. The Teams are comprised of appropriate age level players from each of our Divisions. The levels of play may include:

13-16 Seniors All Stars made up of Seniors players only (LL Sponsored)

12-14 Juniors All Stars made up of Junior players only (LL Sponsored)

10-12 Majors All Stars made up of Majors players only (LL Sponsored)

9-11 All Stars made up of age eligible Majors and AAA players (LL Sponsored)

8-10 All Stars made up of age eligible Majors and AAA players (LL Sponsored)

The LL Sponsored tournament teams begin with competition against District 10 Little League opponents until elimination. The Seniors, Juniors, and Majors teams are eligible for state, regional, and World Series levels. The 9-11 and 8-10 All Star Teams typically play through state competition only, however in recent years the state champions have been invited to participate in a regional Special Games tournament of state champions. Additional details on the post season teams are provided below.

In addition, SYA Little League may select other post season teams for SYA supported games or tournaments.

13.2. Tournament Team Managers and Coaches

The All Star Team managers shall be approved by a ballot of the Board of Directors. Each division (East, West, and Softball) will recommend the managers for the respective teams and present it to the Board of Directors for approval. Eligible candidates will be the managers and coaches who were designated managers and coaches on official Little League rosters and at least 18 years of age. Within a Division, if more than one candidate desires to manage a team, an interview process, conducted by an interview committee, must be undertaken. The Manager Selection Process set forth in Section 7 shall be applicable to the selection of the all-star managers. Each manager recommended by the League Interview Committee will be presented to the Board of Directors by the Division Vice President (or other Interview Committee member if the Vice President is a candidate). The Board will then vote to accept the candidate recommended by the committee, select an alternative candidate, or ask for further candidate interviews and recommendations. After Manager approval, the designated All Star or Tournament Team Manager shall recommend to the Board of Directors the names of two (2) coaches for the tournament team. If the Board of Directors does not approve of the Team Manager's recommended coach(es), it may approve an alternate coach or coaches. It is important to note that all managers and coaches must understand the time commitment necessary to prepare a team for competition. The Information Officer shall notify membership of manager selections within 48 hours of selection.

13.3. Tournament Team Selection Process

13.3.1. To be eligible for membership on an All-Star team, a player must be of the correct playing age, provide acceptable proof of age verification, reside within the established boundaries of their league, be available for practices and games of the tournament season and must have participated in 60% of their team's regular season games.

13.3.2. As early as possible during each regular season, every player at AAA and above will be provided with an All-Star Player Commitment Form online to complete if they wish to be eligible for All-Stars or not. This form must be completed on or about May 15 (date established each season based on a number of factors including if we are supporting Special Games

teams) as it will provide the candidates that will be listed on the All-Star ballot for the 10-12, Juniors, and Seniors team and a list of players available for the 8-10 and 9-11 teams.

- 13.3.3. The All-Star Player Commitment Form will only ask for a commitment to the All-Star program, not individual teams. Players may be selected to any of the age appropriate team but under no circumstances can a player be selected to two teams.
- 13.3.4. For the Seniors, Juniors, and 10-12 levels, once the commitment forms are completed and a ballot with all the committed players is developed, the Player Agent distributes All Star Ballots to every appropriate Seniors, Juniors, and Majors team prior to the start of a scheduled game or practice. The players on each team vote for eight (8) players on the ballot. The player agent collects the ballots and tabulates the votes. The results are considered confidential and are not to be revealed. The top five (5) vote getters on the player's ballot make the team automatically. The Player Agent will then convene a meeting with the League's appropriate level Managers and rostered Coaches to select the balance of the team. These managers and coaches will discuss potential selections which will be followed by a secret vote by those in attendance. They shall each rank their top eight (8) players – top ranked player gets 8 points, second 7 points, third 6 points, and so on to the eighth ranked player with 1 point. These points are totaled for all ballots. Results of this vote will only be revealed to the All-Star Manager, Player Agent, and League President (or designee). The top five vote recipients make the team, adding to the 5 voted on by the players. The Manager, Player Agent and League President (or designee) would then select the remaining players to complete the roster.
- 13.3.5. For all other All Star and Tournament Teams, a meeting of all managers and rostered coaches (AAA and Majors) is convened to select the all-star teams. Teams will be selected in order of 10-12, then 8-10, then 9-11. All teams will have a minimum of 10 players and a maximum of 14 players. Managers and coaches should come prepared to promote qualified players on their team that have completed the League's commitment form on Post Season competition.
- 13.3.6. No Little League All Star team shall be announced prior to June 1 unless permitted by Little League Baseball.

13.4. Practice Attendance by Tournament Team Members

Tournament team members at all levels that miss more than twenty-five percent (25%) of practices before the first scheduled game may be removed from the team at the discretion of the manager after obtaining approval of the Player Agent.

13.5. Ballot Standings

The Board of Directors, League Presidents, Player Agents, Managers and Coaches, and Tournament Team Managers are **PROHIBITED** from revealing the relative standings in the balloting of any league player.

13.6. Finances

All Star teams are responsible for uniform acquisition, to include shirts, hat, pants, etc. unless otherwise directed by the Board of Directors. All uniforms must have "SYA" as a prominent feature of their uniform and for the baseball teams, they must include their division – East or West.

SYA Little League will provide each team up to \$55 per player and up to \$40 per coach (up to 3 coaches), or an amount determined prior to June 1. Any additional expenses must be covered by the team/players. If any team advances beyond the District tournament, SYA Little League will also provide \$25 per night per family for the duration of the tournament to help offset expenses, if the tournament requires overnight stays. Additionally, Little League Baseball may also reimburse a team at the rate of \$1 per mile for a single

round trip. This reimbursement does not include Special Games tournaments. The team shall determine how this money would be allocated across the team.

It is anticipated that All Star expenses will exceed the \$55 stipend per player noted above.

Each All Star player will be required to submit \$50 as part of the condition of accepting a position on the All Star roster. SYA will directly pay the vendors upon receipt of invoice and a detailed sheet showing the amount associated with each player, whether owed or refunded.

Within 2 weeks of the team completing play, the All Star Manager and SYA Little League Treasurer will work to finalize each player's financial obligations for player expenses, either reimbursement to or money owed by player.

All Star teams are permitted to raise funds for their specific team, however sponsorships and fundraising shall be in accordance with current SYA Little League guidelines and those outlined in Little League Regulation XIII, more specifically:

- Little League Regulation XIII(b) states: "Solicitation for fundraising by Little League (Majors) Division, Minor League, Tee Ball, Intermediate (50/70), Junior League, or Senior League players in or out of uniform is prohibited, except for one fundraising project annually under adult supervision.
- All fundraising activities should have approval of the Board.
- Fundraising activities will comply with all relevant laws.
- Communications regarding the fundraising activity shall clearly identify the league, be accurate and non-deceptive.
- Fundraising activity should not occur if it will expose the league to financial risk.
- Fundraising activity should not occur if it may be detrimental to the good name or community standing of the league.

All monies collected from sponsors or a fundraiser will be deposited with the SYA Little League Treasurer. Funds will only be disbursed to cover expenses that have an original receipt. Any questions on this process shall be directed to the President or Treasurer.

14. PROTESTS

Protests shall be made and adjudicated in accordance with Little League Official Regulations and Playing Rule 4.19. and this Local Rule. However, every effort should be made to resolve any issues that may cause a reason to protest at the time of incident and in accordance with Little League Official Regulations and Playing Rules.

14.1. Protest Procedures

- 14.1.1. Protests will only be considered at the Seniors, Juniors, Majors, and AAA levels. The Umpire-in-Chief shall sign the official scorebook, noting the game situation at the time of protest.
- 14.1.2. The protesting manager **shall submit the protest in writing to the league President**. The protest must cite the specific rule violation they are alleging. The written protest must be submitted and received in writing no later than the 24 hours after the completion of the game. The Umpire-in-Chief shall also submit a report within 24 hours.
- 14.1.3. Protests not timely submitted to the umpire on the field nor timely filed with the league President as specified herein **shall be disallowed**.

14.2. Adjudication of Protests

- 14.2.1. The league President shall form a protest committee to include the President, Division Player Agent(s), Chief Umpire, and one or more board members who are not managers, coaches or umpires to hear and resolve any protest.
- 14.2.2. The committee shall research the appropriate Little League Official Regulations and Playing Rules and Local regulations and rules involved with each protest.
- 14.2.3. The committee shall contact and request, as a minimum, statements (may be oral) from the following individuals:
 - a. both managers;
 - b. the umpire who made the protested ruling; and
 - c. the game Umpire-in-Chief.
- 14.2.4. The committee shall make every effort to resolve the protest and notify both managers concerned of the decision on the protest within seven (7) days of the protested game.

15. SYA FALL RULES

- 15.1. Little League Rules as modified by the SOP spring season rules for the corresponding spring levels of play will apply except as revised below:
 - 15.1.1. Player distribution for the fall season will follow similar rules as set forth in Section 5 above, except that there may or may not be tryouts for the Seniors, Juniors, Majors, AAA, and AA levels. Teams shall be drafted by the fall managers with assistance from the league VP and Player Agent.
 - 15.1.2. Batting Line-up: All players on a team will be in the batting line-up. Free defensive substitution will be allowed. Both starters and substitutes may reenter a game as often as desired; however, a pitcher, once removed, may not pitch again.
 - 15.1.3. Games can end in a tie, but may continue if time limits have not been reached. Unless lights are available, weeknight games will be called at official sunset. Once an inning begins it will be completed unless the home team is ahead in the bottom of the inning, unless sunset has been reached.
 - 15.1.4. Game time and run limits are defined in Section 11.6 Game Time and Run Limits
 - 15.1.5. Games will begin no later than 6:00PM during the week on non-lighted fields, no later than 7 pm on lighted fields.
 - 15.1.6. The minimum playing requirements for each playing level shall be the same as for the corresponding playing level in the spring season, except Advanced Baseball shall follow the Spring AAA Baseball playing requirement rules with the exception of the "dropped third strike" rule which is in effect.
 - 15.1.7. Pitching: All pitching rules applicable to the spring season, including inning limits, pitch counts and mandatory rest, shall apply in the fall program. In addition, Baseball pitchers at the Advanced and Intermediate level may not pitch more than 3 innings per game.
 - 15.1.8. Slaughter Rule: A team losing by 10 or more runs, after their half of the fourth inning, may concede the game.
 - 15.1.9. Every effort should be made to avoid forfeiting a game because of too few players. When unavoidable, a team may play with eight players. A ninth player should be taken from the opposing team if that team has ten or more players.
 - 15.1.10. If the circumstances arise where a team cannot field 9 players for a game, a replacement

player may be used. This player must be a registered SYA Fall Little League Player, no exceptions and must be playing with a team from the same league. The player will bat last in the lineup and cannot pitch. Player Agents shall be involved in these situations and notified as soon as possible when this situation might occur.

- 15.1.11. The Home team is responsible for field preparation, providing 2 game balls and occupying the first base dugout.
- 15.1.12. Teams must provide umpires for their games, if none are provided by the league.
- 15.1.13. There will be no official league standings awards or playoffs.
- 15.1.14. For speed of play, courtesy runners are encouraged for new catchers and new pitchers scheduled to play those positions in the next inning and must be utilized with two outs on the offensive team. Courtesy runner shall be the player who made the most recent out.
- 15.1.15. For the Fall Intermediate Player Pitch level, if a batter walks, they must remain at first base until at least the next pitch – no trying to take second base on the walk unless there is an overthrow at another base. If batter attempts this and is thrown out, the out will stand and the batter/runner removed from the bases.
- 15.1.16. For the Fall Introduction to Player Pitch level, there are no steals of any base. Players may only advance when the batter is hit by a pitch or puts the ball in play,
- 15.1.17. The Board of Directors may decide to hold an end of season house tournament. If they do, details will be made available prior to October 1 of that season to the league to gauge interest and set expectations.
- 15.1.18. Umpires are instructed to not enforce the following incidents during the fall season; however, they should point out infraction as a learning event to the player/coach. Should the infraction continue to occur, after 3 times with the same player then the umpire may enforce the appropriate penalty.
 - a. Illegal pitches
 - b. Staying in batter's box
 - c. Running lane violations
- 15.1.19. There are no intentional walks in the fall

Appendix A: SYA Umpire Policy – Aggressive Behavior

Policy Statement:

The SYA Little League program has committed to a non-aggressive behavior policy.

This policy involves the disciplinary procedures regarding aggressive or inappropriate behavior towards an umpire. Aggressive and inappropriate behavior includes but is not limited to; use of abusive language, berating an umpire, and encouraging poor sportsmanship towards an umpire.

This policy outlines procedures to register complaints, how complaints are handled, and the sanctions associated with policy violations.

Registering a Complaint:

A complaint of aggressive or inappropriate behavior toward an umpire may be registered by any means. This includes but is not limited to verbal discussion with an official of SYA Little League, a hand-written note to an official of SYA Little League or via email. Any complaint received by an SYA Little League official against a coach, manager, parent or other volunteer about behavior towards an umpire shall be forwarded to the Chief Umpire.

Processing a Complaint:

The Chief Umpire will share the complaint that is registered with the SYA Little League President for initial review within 24 hours. In the case that the complaint is against the President, then the Vice President shall handle the initial review. The Chief Umpire will be responsible for acknowledging the receipt of a complaint and will track the handling of the complaint throughout the process. After reviewing the complaint, the officials will vote on the appropriate means of handling the complaint process within 72 hours. There are two possible methods of handling complaints:

- No further investigation with notification to the VP of the division
- Investigation is required with notification to the Coaching Coordinator.

Complaints designated for no further investigation will be documented and maintained on file. These complaints will be shared with the VP of the respective division for review with the individual(s) noted in the complaint. No sanctions will be imposed. Note that any individual that receives three complaints within a season will be forwarded to the Coaching Coordinator for further investigation and potential sanction.

Complaints designated for further investigation will be required in writing (therefore if the complaint is verbal, the Chief Umpire will go back to the source and request in writing). If the complaint remains unwritten, no further investigation will be held. The complaint will be forwarded to the Coaching Coordinator for investigation and a copy to the President. If the Coaching Coordinator is the subject of the complaint, the complaint shall be forwarded to the President only.

The goal of all investigations is to determine if the complainant's actions violated the sanctity of the SYA Little League code of conduct. In all cases, investigations will follow the SYA Little League disciplinary procedures. The Coaching Coordinator will utilize his/her Committee for processing all investigations. Some examples of policy violations are: use of abusive language, berating an umpire, encouraging poor sportsmanship towards an umpire, and manager/coach ejections by an umpire.

Upon completion of the investigation, the Coaching Coordinator, the President, and the Chief Umpire will render a final decision on the complaint. Sanctions shall be imposed in accordance to the guidelines below. The complaint will be documented and maintained on file.

Sanctions:

- 1st offense: minimum 1 one game suspension if offense towards an adult umpire; minimum of 2 game suspension if offense towards a minor umpire (under the age of 18)
- 2nd offense: minimum discipline will double the 1st offense
- 3rd offense: will be expulsion from volunteer position for the remainder of the season. If the 3rd offense is rendered within 3 games of the end of the regular season, the volunteer may be removed from consideration for post season activities or the following season.

If events during the course of the game dictate, an umpire may ask a manager/coach to quiet his side of the stands because of continued comments. If an umpire has to ask a second time, the umpire has the right to clear the field of players and coaches until the situation is remedied. Only then will play continue. If the situation does not get resolved, the league (Chief Umpire and President) will be contacted for next steps.

Appendix B: Umpires: Recruiting, Incentives, Retention and Recognition

The following provides the guidelines for umpires in the SYA Little League. Details on implementation will vary from year to year, but these guidelines provide the framework to increase our Umpire numbers as well as retain and recognize their contributions to SYA.

All Umpires

- All umpires must be registered with SYA as a volunteer, regardless of age. All umpires must provide a government approved ID photo. All umpires must pass a background check executed by SYA Little League.
- SYA Little League will:
 - Provide classroom and field training for all umpires prior to the start of the spring season.
 - Provide field training for all umpires prior to the start of the fall season (classroom is number warrant).
 - Provide each umpire a hat and shirt; replacements as necessary (Player Pitch only).
 - Provide each umpire the Little League Rule Book (Player Pitch only).
- Following games, where Snack Bar is in use, provide each umpire hot dog/hamburger and drink. Water/Gatorade will be provided, if available, during games.
- Umpire attendance and recognition at opening ceremonies and at closing ceremonies.

Youth Umpires (17 and younger)

First season will be spent working either AA or AAA games during which they will be evaluated for promotion to Majors by the Chief Umpire with input from other adult umpires and managers. These umpires are initially classified as “Class I”.

Youth umpires that have worked at least 8 games total at either level will be evaluated by the Chief Umpire with the opportunity to become a “Class II” umpire. The Chief Umpire shall also determine skill set as to whether or not the umpire is eligible to work Majors games. NOTE: An umpire may be rated as Class II for the field and Class I for the plate, depending on Chief Umpire assessments.

Number of Games	AA/AAA Field	AA/AAA Home Plate	Majors Field	Majors Home Plate	Juniors/Seniors Field	Juniors/Seniors Home Plate
Class I:	18/21*	26	TBD	TBD	N/A	N/A
Class II:	23	28	26	31	28	34

*After 8 total games, this rate goes to 21/game

Youth umpires will be paid on a twice seasonal basis – first week of May and after season completes in mid-June. For the fall, pay will be done just once when season has completed. The Chief Umpire will submit to the Treasurer a report on games worked as well as recommended pay based on the table above approximately half way through the season and at the completion of the season.

Minimum age for an umpire is 12. However, only 13 and above may umpire games at AAA and Majors and only 15 and above may umpire games at Junior/Senior levels. If both umpires are under the age of 18, an adult game administrator, independent from the two teams playing, must be present to oversee the game - should be a board member or someone approved by the Chief Umpire. Further restrictions as noted in this SOP may apply.

Youth umpires that are paid are NOT covered under Little League insurance and will operate as independent contractors and are required to have their own insurance. Further details are to be

provided to each umpire prior to the start of each spring and fall seasons.

Adult Umpires (18 and older)

Adult umpires by Little League guidelines are all volunteer umpires, however those aged 18-22 and still attending school will be paid according to the table above for youth umpires, unless they want to be eligible to umpire Little League All Star games then they will not be paid. Those adult umpires aged 18 and over who are not enrolled in school, SYA will provide these opportunities for the adults who volunteer their time as scheduled umpires:

- After 1 year of service that includes at least 10 games, SYA will make available to the umpire a personal set of umpire equipment to include mask, chest protector, and shin guards or specific a specific uniform item (i.e. shoes, pants). SYA will also make available to umpires with longer service records new replacements as deemed necessary because of wear and tear.
- Award the registration fee to one umpire per year for the opportunity to attend either one of the LL Umpire clinics or schools in Williamsport, PA (Usually in April), as deemed by the Board of Directors.
- Eligible for the "True Blue Award" - If an umpire has done a particularly good job, the Board of Directors can award a gift card to the umpire. Nominations along with circumstances should come from the coach(es)/parent(s) through the Chief Umpire to the Board. Award would be made by a Board member prior to a game for recognition.
- Offer one player registration refund per 8 games per season umpired to a parent who volunteers their time as a scheduled, volunteer umpire.
- All volunteer adult umpires are covered by Little League insurance that SYA Little League carries.
 - The exception is those adults who are still in school (i.e. high school or college) that SYA Little League will pay. These adults are not covered under our Little League insurance and will operate as independent contractors and are required to have their own insurance. Further details are to be provided to each umpire in this category prior to the start of each spring and fall seasons.

Umpires (Baseball MP & Lower and Softball AA)

While these guidelines focus on the umpires at the player pitch levels of SYA Little League, the parent umpire at the lower levels is an integral part of those games and for future seasons. SYA will make every effort to educate and provide the parent umpires the rules that Little League and SYA play by to ensure continued enjoyment of all players and volunteers. Training opportunities will include classroom and field training. **NOTE:** Team managers should identify at least one volunteer parent to umpire, as needed. These volunteers must be registered with SYA Little League as a volunteer umpire.

5 Year Service Award

Every adult umpire that has umpired 5 years or more will receive a personalized jacket. This will be an umpire jacket that can be worn for plate or field.

Appendix C: Draft Process and Procedures

Herein described is an overview of the Little League Player Selection System that shall be utilized by SYA Little League, specifically for the Spring Season.

Plan B shall be utilized. VPs may elect to use the Alternate Method for Plan B, but must be determined prior to the start of tryouts and notification provided to the President.

All player-pitch teams shall be re-drafted annually.

Managers shall not waive a draft selection.

The player selection rotation shall be determined by managers' draw of numbers. The selection of players shall proceed in a continuous serpentine: For example, in a four-team league, the manager selecting first would make the 1st, 8th, 9th, 16th, 17th, and so on selections until all team selections are completed.

Because there are no players returning to a particular team, coaches (assistants) shall not be named until player selection completed.

Baseball: The league shall ensure that all returning Majors players, as well as all 12 year olds that have not been waived to play in AAA, are selected during the Majors player selection. All 11 year olds remaining undrafted following the Majors draft shall be selected during the AAA draft. All 9 and 10 year olds remaining undrafted following the AAA draft shall be selected during the AA draft.

Softball: The league shall ensure that all returning players are drafted at least at the level they played the previous season. All 15 and 16 year olds shall be drafted into Seniors. All 13 and 14 year olds not drafted into Seniors will be drafted into Juniors. All 12 year olds not drafted into Juniors will be drafted into Majors. All 11, 10, and 9 year olds not drafted into Majors will be drafted into AAA. All remaining players not drafted will be drafted into AA.

Seniors, Juniors, and Majors Only: It is recommended that managers not select more than eight (8) players in any given age group. No more than two (2) 9 year olds may be drafted onto any Majors team.

Special provisions shall be made for the selection of the sons, daughters, and/or siblings of managers. These options are an agreement between a manager and the Player Agent:

1. Brothers/Sisters in the Draft

When there are two or more siblings in the draft, and the first one is drafted by a manager, that manager automatically has an option to draft the other sibling(s) on the next turn. If the manager does not exercise the option, the other sibling is then available to be drafted by any team.

2. Sons/Daughters of Managers

If a manager has sons and/or daughters eligible under Little League Regulation II for the draft, and wishes to draft them, he/she must submit the option in writing to the Player Agent. If so stated, the parent/manager is required to exercise the option at or before the close of the specific draft round, depending on the League Age of the sons/daughters as noted in the table below. This option takes priority over any other option. NOTE: These provisions also apply for managers having eligible brothers or sisters in the draft.

If an option is submitted in writing for the son/daughter of a manager, such candidate must be drafted in or before the following round:

Draft Round	Age
6	7-8
5	9-10

4	11
3	12+

Appendix D: League Boundaries

SYA Little League Baseball - East Division Boundary

From Rt. 28 and the Prince William County line

1. Follow Rt. 28 north to Rt. 66
2. Follow Rt. 66 east to West Ox Road
3. Follow West Ox Road south to Fairfax County Parkway
4. Follow Fairfax County Parkway south to Piney Branch Stream
5. Follow Piney Branch Stream south to Colchester Rd.
6. Follow Colchester Rd. southeast to Colchester Rd. off of Chapel Rd.
7. Follow Chapel Rd. east to Yates Ford Rd.
8. Follow Yates Ford Rd. south to Wolf Run Creek
9. Follow Wolf Run Creek south to the Prince William County line
10. Follow the Prince William County line west to Rt. 28
11. END

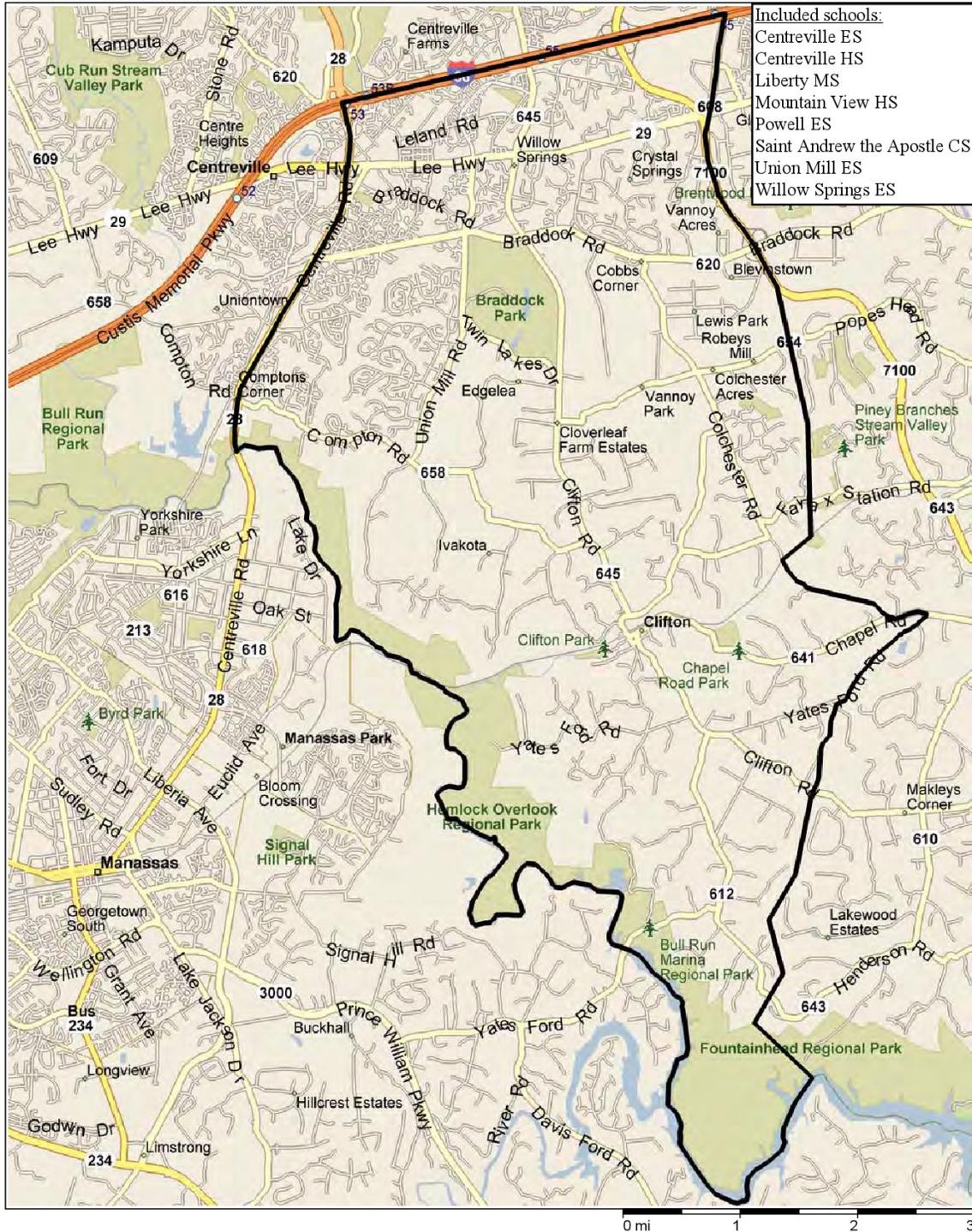
Includes the following schools:

1. Centreville ES
2. Centreville HS
3. Liberty MS
4. Mountain View HS
5. Powell ES
6. Saint Andrew the Apostle CS
7. Union Mill ES
8. Willow Springs

Map below is an approximation of the above approved boundary for SYA East.

SYA Little League Baseball East Division

League ID 03461001



SYA Little League Baseball - West Division Boundary

From the intersection of Braddock Rd. and the Loudoun County line

1. Go due east to one-half mile north of Willard Rd. on Rt. 28
2. Follow Rt. 28 south to the Prince William County line
3. Follow Prince William County line northwest to the Loudoun County line
4. Follow the Loudoun County line northeast to the intersection with Braddock Rd.
5. END

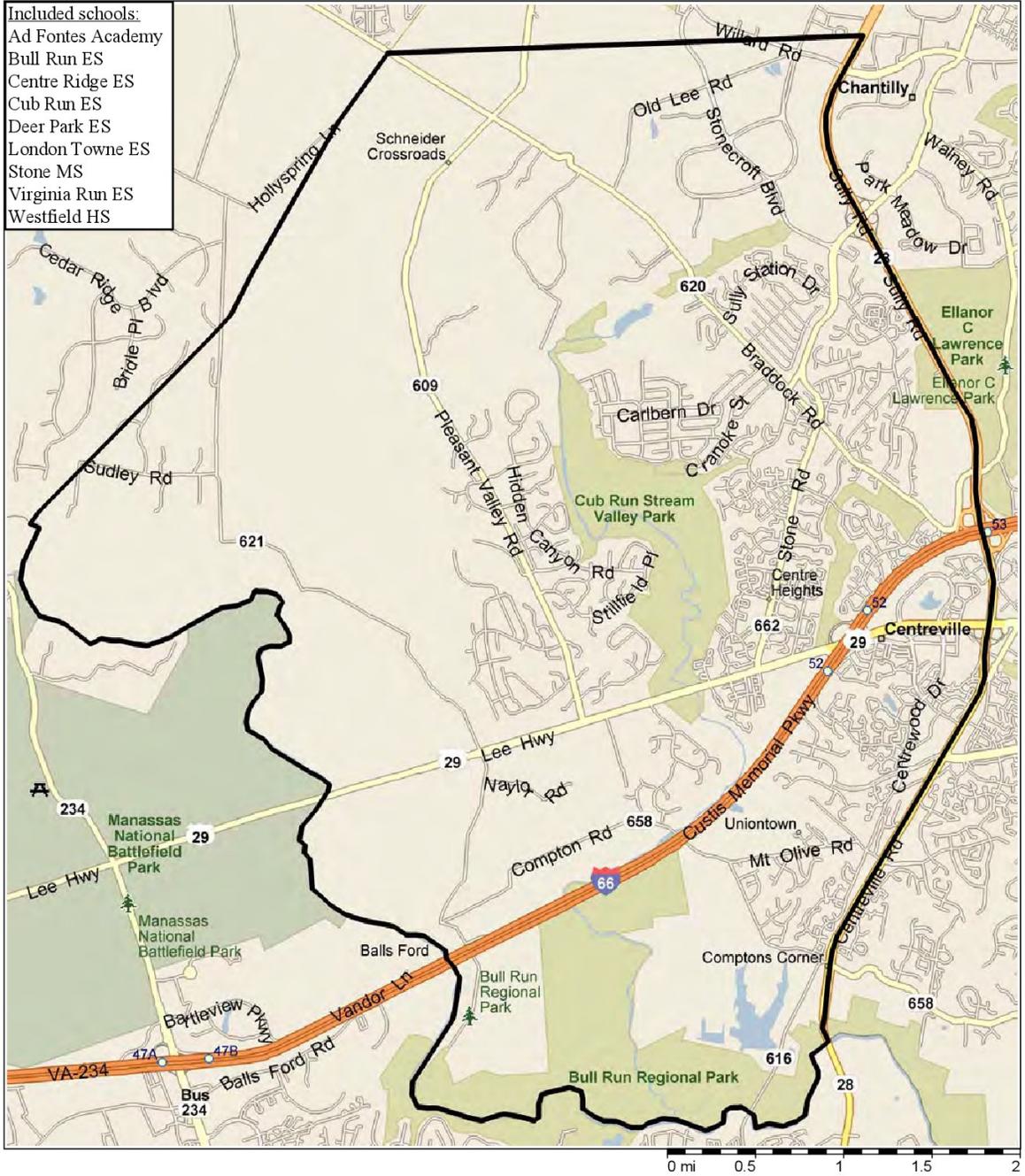
Includes the following schools:

1. Ad Fontes Academy
2. Bull Run ES
3. Centre Ridge ES
4. Cub Run ES
5. Deer Park ES
6. London Towne ES
7. Stone MS
8. Virginia Run ES
9. Westfield HS

Map below is an approximation of the above approved boundary for SYA West.

SYA Little League Baseball West Division

League ID 03461001



SYA Little League Softball

From the intersection of Rt. 66 and West Ox Road

1. Follow West Ox Road south to Fairfax County Parkway
2. Follow Fairfax County Parkway south to Piney Branch
3. Follow Piney Branch south past Fairfax Station Rd. where it flows into Popes Head Creek to Colchester Rd.
4. Follow Colchester Rd. southeast to Colchester Rd. off of Chapel Rd.
5. Follow Chapel Rd. east to Yates Ford Rd.
6. Follow Yates Ford Rd. south to Wolf Run Creek
7. Follow Wolf Run Creek south to the Prince William County line
8. Follow Prince William County line northwest to the Loudoun County line
9. Follow the Loudoun County line northeast to the intersection with Braddock Rd.
10. Go due east to one-half mile north of Willard Rd. on Rt. 28
11. Follow Rt. 28 south to Rt. 66
12. END

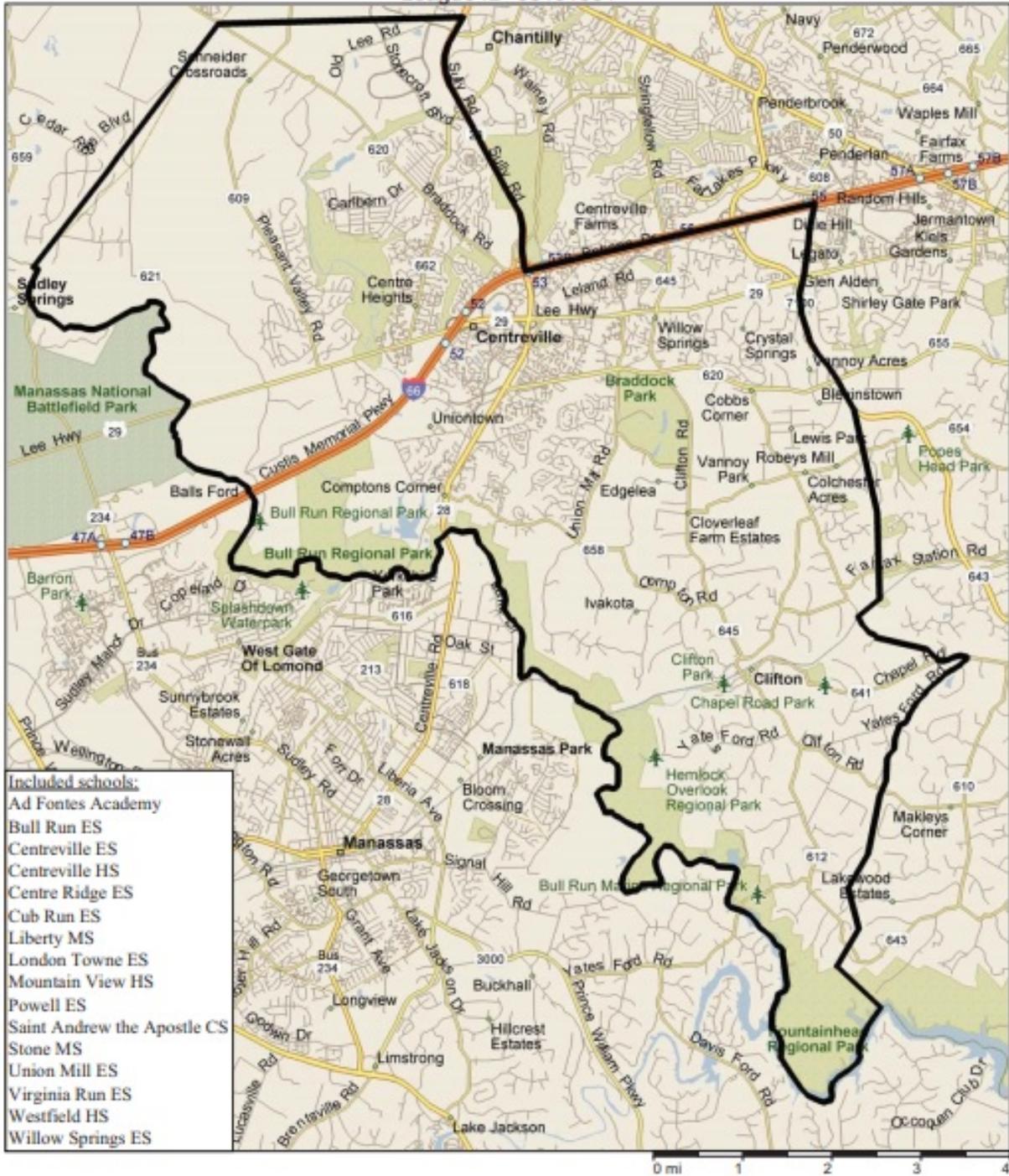
Includes the following schools:

1. Ad Fontes Academy
2. Bull Run ES
3. Centre Ridge ES
4. Centreville ES
5. Centreville HS
6. Cub Run ES
7. Deer Park ES
8. Liberty MS
9. Loudoun Towne ES
10. Mountain View HS
11. Powell ES
12. Saint Andrew the Apostle CS
13. Stone MS
14. Union Mill ES
15. Virginia Run ES
16. Westfield HS
17. Willow Springs ES

Map below is an approximation of the above approved boundary for SYA Softball.

SYA Little League Softball

League ID 03461001



Appendix E: SYA Little League Post Season History

Majors Level Baseball

1983 District 10 Champions – SYA
1989 District 10 Champions – SYA
1992 District 10 Champions – SYA National
1993 District 10 Champions – SYA ???
1997 District 10 Champions – SYA American
1998 District 10 Champions – SYA National
1999 District 10 Champions – SYA American
2000 District 10 Champions – SYA West
2001 District 10 Champions – SYA East
2006 District 10 Champions – SYA West (State Finalist)
2007 District 10 Champions – SYA East
2007 Virginia State Champions – SYA East (Regional Semifinalist)
2008 District 10 Champions – SYA East (State Finalist)
2010 District 10 Champions – SYA East
2010 Virginia State Champions – SYA East
2011 District 10 Champions – SYA East (State Finalist)
2014 District 10 Champions - SYA West (State Finalist)
2015 District 10 Champions – SYA East

9-11 Level Baseball

2005 District 10 Champions – SYA East
2006 District 10 Champions – SYA East
2007 District 10 Champions – SYA East
2014 District 10 Champions – SYA West
2015 District 10 Champions – SYA West
2016 District 10 Champions – SYA West

8-10 Level Baseball

1998 District 10 Champions – SYA American
1999 District 10 Champions – SYA American
2004 District 10 Champions – SYA East
2004 Virginia State Champions – SYA East
2005 District 10 Champions – SYA East
2006 District 10 Champions – SYA East
2006 Virginia State Champions – SYA East
2007 District 10 Champions – SYA East
2008 District 10 Champions – SYA East
2008 Virginia State Champions – SYA East (Regional Finalist)
2010 District 10 Champions – SYA East
2012 District 10 Champions - SYA West
2013 District 10 Champions - SYA East
2015 District 10 Champions – SYA East (State Finalist)
2018 District 10 Champions – SYA East

Junior League Baseball

1988 District 10 Champions - SYA
1994 District 10 Champions - SYA
1997 District 10 Champions - SYA American
1997 Virginia State Champions - SYA American
1997 West Virginia Div 4 Champions - SYA American

Senior League Baseball

1986 District 10 Champions - SYA
1995 District 10 Champions - SYA

Big League Baseball

1991 District 10 Champions - SYA
1992 District 10 Champions - SYA
1995 District 10 Champions - SYA

Other Baseball

1999 District 10 Special Games Minor League Champions – SYA American
2000 District 10 Special Games Minor League Champions – SYA ???
2007 District 10 Special Games Minor League Champions – SYA East
2008 District 10 Special Games Minor League Champions – SYA East
2009 District 10 Special Games Minor League Champions – SYA East
2010 District 10 Special Games Minor League Champions – SYA East
2011 Special Games Minors 9-11 – SYA East
2012 Special Games Minors 9-11 - SYA West
2013 Special Games Minors 8/9 - SYA East
2018 Special Games Minors 9-11 – SYA East

Appendix F: SYA Little League Volunteers of the Year

2018 -

2017 – Chris Campbell, Tom Holmberg, Doug Howenstein, Woody Slaymaker
2016 – Ben Lorigo, Todd Ruckert, Dennis Pluchinsky, Scott Bowers
2015 – Rob Pewett, Stacy Rath, Dean Canestra, Larry Hopkins, Melissa Lottchea
2014 – Bob Nasser, Dan Ritz, Tony Basham, Regina Johnson
2013 – Bob Woodruff, Mike Gambone, Jenni Aiello, Phyllis White
2012 – Barry Hockett, Rod McCord, Brian Colella, Tom Russell
2011 – Jay Richardson, Dane Charneco, Chuck Johnson
2010 – Joe Bronder, Craig Buckley, Gina Buckley, Chris Reamy
2009 – Bob Mumma, Bob White, Theron Bell, Dennis Pluchinsky
2008 – Pete Naka, Preston Bach, Bob Woodruff, Charlie Bond
2007 – Andy Lachance, John Leo, Lou Stanton, Johnny Koons, Joe Leckert, Marty Reid
2006 – Bob Hersey, Tom Russell, Rana Sanmartin, Suzi Ginch
2005 – Fred Ingham, Dan Thomas, Rob Hahne, Steve Olson, Rob Sanmartin
2004 – Rod McCord, Tom Colonna, Gina Quisenberry, Brian Ginch

Appendix G: SYA Little League Citizenship Award

2019 -

2018 – Sophia Sharp (E), Anthony Sloboda (W)
2017 – Wes Howenstein (E), Kyle Hahne (W)
2016 – Stephen O'Dea (E), Nick Feagan (W)
2015 – Sam Pewett (E), John Sullivan (W)
2014 – Thomas Bracy (E), Steven Ruckert (W)
2013 – Derek Haynie (E), Troy Holsworth (W)
2012 – Corey Richardson (C), Thomas Russell (E), Justin Martin (W)
2011 – Timothy Park (C), Chris Brubaker (E), Hayden Dux (W)
2010 – Ryan Whalen (C), Christian Tae (E), Michael Scruggs (W)
2009 – Tyler Scanlon (C), Will Snyder (E), Jack Tyskowski (W)
2008 – Cameron Milner (C), Johnny Finfrock (E), Matthew Sedlock (W)
2007 – ??? (C), ??? (E), ??? (W)
2006 – ??? (C), Thomas Woodruff (E), Kyle Corwin (W)