

**NORTH SUNRISE LITTLE LEAGUE LOCAL RULES AND REGULATIONS  
2015**

**1. League Organization**

- a. The Board of Directors will, by board action, set the number of teams and the number of players per team for each division in accordance with the Little League Guidelines, Regulation Number 1.
- b. The Executive Board may discipline, suspend or remove any Manager, Coach, Spectator, or Player for actions that are not in the best interest of NORTH SUNRISE LITTLE LEAGUE and Little League Baseball, after such person has appeared before the Executive Board for a fair hearing.
- c. The Managers and Coaches shall comply with all rule and regulations and will conduct themselves in a sportsman-like manner at all times. The Board will hold the Team Manager responsible and accountable for the conduct of the team's players and coaches.
- d. The Executive Board shall rule on any point not specifically covered in the rules or the National Little League Official Regulations and Playing Rules.
- e. These Local Rules shall be considered in effect unless superseded by Inter-league rules.

**2. Selection of Managers**

- a. In accordance with North Sunrise Little League By-laws, and in accordance with Little League regulations, the President shall appoint managers for teams in each division. These appointments then require the approval of the Board of Directors.
- b. Volunteer Managers will be solicited during sign ups. All volunteers who complete and submit a Manager/Coach application will be considered for appointment to a manager position at the close of sign-ups.
- c. Criteria for selections will be that as established by the league as well as, in descending order of importance, the candidate's character, previous experience and success in working with children, available time to work with a team, and ability to teach the skills and strategies of baseball.
- d. The President will select managers thought to meet the league criteria and be best able to give the children a valuable Little League experience. The President will not automatically name candidate as a manager, but rather will try to assess which will give the children a more enriching experience and contribute more to North Sunrise Little League. In cases when a volunteer is not named as manager but meets with the league's approval, that volunteer will be encouraged to participate as a coach or in some other role within the league.

**3. Selection of Coaches**

- a. The League President shall appoint two Coaches for each team. This appointment requires approval of the Board of Directors.

- b. Volunteer coaches will be solicited during sign-ups. All volunteers who complete and submit a Manager/Coach application will be considered for coaching positions at the close of sign-ups.
  - c. Criteria for selections will be as per the league criteria and then in descending order of importance, the candidate's character, previous experience and success in working with children, available time to work with a team, and ability to teach the skills and strategies of baseball.
  - d. Any appointed Manager or Coach who is a member of the Board shall abstain from approving managers or coaches in their division.
- 4. Player Selections: Major Draft - Plan B Operations Manual 2007 Implementation**
- a. Both Manager and Coach must email President and Player Agent of their intention of coaching team together. Emails must be received 24 hours prior to the commencement of the Draft.
  - b. North Sunrise Little League will adopt Player Selections System (Plan B) of the Little League Operations Manual as their method of player Selection for all divisions. (Regarding - Drafting) **Effective Spring 2007 season.**
  - c. Drafts will be in accordance with Little League Operations Manual.
- 5. Team Fees:** Team Fees may not exceed \$60 per player without Board approval. The team fees should generally include jersey lettering, hat lettering, belts, socks, sleeves, team gifts, team party and banners.
- 6. Minimum Playing Time Rules**
- a. Every Player in North Sunrise Little League who is eligible to play must play three (3) complete innings. Substitutions shall be as per the Official Little League Rules.
  - b. Players who enter the game for the first time at the top of the fourth inning must remain in the game until the completion of the sixth inning, except when verified illness or injury necessitates his/her removal prior to the completion of the sixth inning. However, if the game is completed after five and a half innings because the home team's leading at the time, and if that players has had at least one at bat, that player will considered to have met his/her playing time minimum.
  - c. Any player who plays less than 3 complete innings due to a games being prematurely halted for any reason must start the next scheduled game and play 3 complete innings.
  - d. Penalty for violation of minimum player rule.
    - i. The Manager will receive a written warning from the league President on the first offense.
    - ii. On the second offense, the Manager will be suspended from managing the next two (2) games. Suspended manager or coaches are not permitted to attend the games from which they are suspended.

- iii.** On the third offense, disciplinary action shall be decided upon by the Executive Board, which may result in dismissal from the league.
- 7. Games Schedules/Rescheduling** - Each team may reschedule only one (1) game during the season upon approval of Executive Board. If a second (2nd) game is rescheduled the team will be subject to the disciplinary action at the discretion of the Executive Board.
- a.** In the Major Division, there is no time limit for games, per Article 7, Section H of the Little League Green Book. All Games will start according to the schedule determined by the Board of Directors.
  - b.** Weather permitting, all games will be played as scheduled. In the event a scheduled game is not played due to inclement weather or for any other reason, the game will be rescheduled by the Schedule Coordinator on the next available date at his/her discretion. Managers will not reschedule their games.
  - c.** Incomplete games shall be rescheduled by the Schedule Coordinator on the first available date at his/her discretion. An incomplete game is one that has not gone the legal distance and is halted for any reason. The rescheduled game will be resumed at the exact point from which it was halted.
  - d.** In the AAA Division there shall be a time limit on weekday games and Saturday games. No new inning will begin after 2 ½ hours of play.
  - e.** In the AA Division there shall be a time limit on weekday games and Saturday games. No new inning will begin after 2 hours 15 minutes of play.
- 8. Protest** (See Little League Rule 4.19 for Complete Rules.)
- a.** Try to avoid protests. Work things out on the field. Protests create hard feelings and are not in the best interest of the players, coaches, parents or North Sunrise Little League. If you see a protest situation developing, call it to the attention of the manager involved. He/she may be unaware of the situation.
  - b.** Any protest for any reason must be submitted by the manager or in his/her absence, by the official team coach. The protesting manager shall immediately and before any succeeding play, notify the umpire that the game is being played under protest. The umpire shall then immediately notify the official scorekeeper and the opposing manager of the protest. The protesting manager shall file with the league President a written protest, which must be accompanied by a \$50.00 deposit and must be filed within 24 hours from the end of the game.
  - c.** A protest cannot be made on a “judgment call” of the umpire. (Example: ball/strike, out/safe, fair/foul, or the infield fly rule.)
  - d.** A protest because of an ineligible player must be made before the last out of the game.
  - e.** If the protest is upheld by the Protest Committee, the \$50.00 deposit will be refunded and the game will be resumed from the point of the infraction on the first available date.

- f. All protests must be made in accordance with Rule 4.19 of the Official Regulations and playing Rules. The decision of the Protest Committee is final.

## **9. Team Responsibilities**

- a. The team listed second in the program is the home team. The home team shall occupy the third base dugout.
- b. Both teams are responsible for putting all equipment away properly and promptly after the game, unless another game is scheduled to follow immediately.
- c. Both teams are responsible for field clean up. Fields should be left free of trash and litter.
- d. Team Managers and Coaches are required to supervise their teams in carrying out their responsibilities.
- e. It is the responsibility of both teams to report to the gear shed at least one hour prior to game time for field preparation. If a Manager or his representative fails to appropriately prepare the field, the Manager may be required to appear before the Board for a hearing. After such hearing, the Board may elect to suspend that Manager from the next scheduled game.
- f. It is the responsibility of the league to assign qualified representatives to umpire games. Each team will be assigned an umpiring schedule. Failure of a Manager, Coach or Qualified Designated Representative to fulfill this umpiring obligation will result in a mandatory suspension of the Manager at his/her next scheduled game.
- g. The Home team will be responsible for setting up the field, including placement of bases, fences and chalk lines. The visiting team for the last game of the day will breakdown the field. In the event the last game of the day is an inter-league game, the NSLL team will be responsible for breaking down the field.

## **10. Uniform Regulations**

- a. All players must be in his/her assigned uniform as provided by the League. Player appearance should be neat, with shirts tucked in. Caps must be worn during games. Managers and Coaches must be fully dressed, including shirts and shoes.
- b. Per Little League Regulations, catchers must wear all catching equipment when playing defense during games and practices. Catcher's helmet, mask and throat protector must be worn while warming up a pitcher. All catchers must wear a protective cup.

## **11. Safety Regulations**

- a. All batter, base runners and base coaches must wear helmets at all times. Helmets are optional for adult base coaches.
- b. Managers, Coaches and players must remain in the dugout while the game is in progress. Sitting /climbing on fences and standing on dugout benches is not

permitted. Only roster players, the manager and two official coaches may be in the dugout while the game is in progress.

- c. Pitchers must use designated area to warm up and must be supervised by an adult coach. The player catching for said pitcher must wear a helmet, mask, throat protector and cup.
- d. Managers, Coaches and Board Members are responsible for keeping the area immediately around the backstop and dugout clear of spectators and equipment.
- e. Players are not permitted to chew gum or eat food on the field or in the dugout.
- f. Bicycles are not permitted on the field at any time.
- g. By State Law, dogs are prohibited on Handy School property.
- h. It is Manager's responsibility to insure that every coach, asst coach, or any individual having contact with any players to be approved by the NSLL Board of Directors. This process consists of a criminal background check, subject to approval by NSLL Board of Directors. All Managers/Coaches, once approved, will be issued an ID badge and must comply with sections i, j and k.
- i. All volunteers must submit a completed and signed Little League Volunteer Application for the current year accompanied by a copy of their Government issued photo ID to the League President. Once the required background check is completed and the candidate is approved, his/her name will be added to the Approved Volunteer list.
- j. Volunteer ID Badges will be created and provided to Board Members, Managers, Rostered Coaches and Team Moms. Managers, Rostered Coaches and Team Moms must prominently display their ID badge at all times when performing any and all volunteer activities or when the volunteer will be involved with or around players and/or children at any and all NSLL events regardless of physical location. *(Amended 02/19/15)*
- k. Failure to display ID badge will result in the immediate removal from the volunteer activity for the remainder of that event. In addition, managers and coaches in violation of this rule will face a one (1) game suspension. Repeated violations will result in disciplinary action by the Executive Board including, but not limited to, removal as an Approved Volunteer. **NO EXCEPTIONS WILL BE MADE.**
- l. Temporary ID badges will be available to Approved Volunteers should they arrive to volunteer and not have their ID badge with them. To receive a temporary badge, the volunteer must contact the Board Member On Duty (BMOD) who will compare the volunteer's government issued photo ID to the approved volunteers list. The BMOD may then at his/her discretion, issue a temporary ID badge for use in the immediate volunteer activity. The volunteer must leave with the BMOD their photo ID which will be returned when the temporary badge is returned to the BMOD.

## **12. Rules of Conduct**

- a.** Good sportsmanship shall prevail at all times. Use of language which in any manner refers negatively to an opposing player, manager, coach, spectator or umpire shall be considered unsportsmanlike.
- b.** No manager, coach or spectator may coach from the stands, from behind the dugout, from foul territory, from beyond the outfield or from behind the fences. The exception would be that base coaches may coach batter and base runner only from the Coach's Box. No manager, coach or spectator may direct coaching instructions to an opposing player.
- c.** The manager will be held responsible for the conduct of all players, coaches and spectators affiliated with the team.
- d.** Tobacco use is prohibited by managers, coaches, players and officials on the playing field or in the dugout while the game is in progress.
- e.** Use of alcoholic beverages/illegal drugs is strictly prohibited on the Little League fields. Such use is against the law on school grounds and in city parks. Violators will be immediately removed from the field.
- f.** In the event of inappropriate conduct by a manager, coach, player or spectator affiliated with any team, the umpire shall ask the offender to immediately stop such behavior and will warn him/her that repeated unsportsmanlike conduct will result in ejection from the field. If the offender continues any unsportsmanlike conduct, the umpire shall ask him/her to leave the premises immediately and warn him/her that his/her continued presence may result in a suspension of the game. Anyone ejected from a game will appear before the Executive Board. In the case of a player, the parents and manager shall appear with the player in an advisory capacity.
- g.** Use of profanity by a manager, coach, player or spectator, whether directed at a player, umpire, spectator or opposing manager will result in removal from the game and suspension from the next scheduled game. In extreme or repeated cases, the Executive Board may remove the offender from North Sunrise Little League.
- h.** Unless otherwise defined, violations of the Rules of Conduct shall result in suspension from one or more games at the discretion of the Executive Board.

## **13. Player Discipline**

- a.** Managers may discipline players by declaring them ineligible for one game. This must be done by informing the player, the player's parents and the Player Agent in writing or via email within 24 hours of the action for which the player is being disciplined. It must also be indicated on the line-up card and in the Official Scorebook.
- b.** Game suspensions shall be imposed only for player actions which seriously detract from the well being of the team such as, but not limited to: three or more unexcused absences from practices/games; extreme or repeated poor

sportsmanship; repeated use of profanity in words or gestures; instigating a fight with another player; persistent failure to follow rules after manager's or coach's warning; or other similarly serious infractions. Managers and coaches should attempt to resolve player behavior problems through effective communication before imposing game suspensions.

- c. If a player is disciplined prior to or during a game, the manager must observe (A) above and immediately notify the umpire and opposing manager. It must also be noted in the Official Scorebook.
- d. No defensive player, manager, coach or spectator may distract the batter in any way. Player may "chatter" to their teammates, but must refrain from any comments (i.e."swing") to the batter, If, in the judgment of the umpire, a player, manager, coach or spectator is distracting the batter, a warning will be given to the team with possible further action, if necessary.
- e. No offensive player, manager, coach or spectator may distract the pitcher or other defensive player; nor may they direct comments to the defensive team; nor may they direct any derisive comments about the defensive players to anyone on the playing field, in the dugout or in the stands.

#### **14. Replacement of Players**

- a. The number of players per minor team is established by the Board. Once team rosters are established, each team shall maintain a complete roster. After rosters are established, eligible players may be drafted to a higher division to fill vacancies on a roster. A complete roster in the minor division shall not be less than ten (10) players.
- b. AAA Division replacement will be made first from the waiting list, then from AA, if necessary. Major Division replacements must be made from AAA and must be players who tried out or were available at the Major Division regular draft.
- c. When a team loses a player during the season, the manager of that team may "scout" the list of eligible players provided by the Player Agent and approved by the Executive Board. Under no circumstances may a manager discuss a possible selection with a player or a player's parents. Such action may result in disciplinary action by the Executive Board.
- d. After the manager has made his choice, he will inform the Player Agent and the player will be assigned. If the selected player chooses not to move up, that player loses the right to move up for the remainder of the season.
- e. If a team loses a player for any reason, the manager must notify the Player Agent within 48 hours. Failure of the manager to report the vacancy will result in a minimum of one game mandatory suspension by the Executive Board. If a team loses a player, that player must be replaced within two (2) weeks. Failure to comply will result in penalties imposed by the Executive Board.

## 15. Sportsmanship Award

- a. Prior to or during the last week of the regular season each player (except A and T-Ball) will have the opportunity to vote for the team he/she feels deserves the Sportsmanship Award. Players may not vote for their own team.
- b. Voting results will be known only by the League President and the Player Agent and will be announced at Closing Ceremonies.

## 16. All-Star Selection

- a. In early May, All-Star Commitment letters will be distributed to eligible AA, AAA and Majors players (league ages 9 through 12). This commitment letter explains the commitment (including time and expense) necessary to be part of an All-Star team. Managers shall solicit all of the players on their team to identify those who are interested in having their name considered for All-Stars. Only players who complete and return a commitment form by the designated deadline will be included on the All-Star ballots.
- b. In order to participate in All-Stars, players must be in good standing, with registration fees paid and all volunteer point obligations met.
- c. Any Player who refuses to play for the team they were selected, cannot play for another North Sunrise Little League All Star Team. Exceptions to this rule may be made by an appeal to the Executive Board.
- d. **Uniforms:** All Star Uniforms will be determined by Uniform Coordinator and Board.
- e. **All Star Team Fees:** All Star Team fees will be approved by Board.
- f. **Major Division - Williamsport Team**
  - i. The Williamsport All-Star team shall be selected by the vote of the players and the managers of the Major Division. The All-Star teams may be comprised of up to fourteen (14) players. The top ten (10) players are selected by election and up to four (4) additional players are picked by the All-Star Manager.
  - ii. The All-Star players shall be determined by vote of the Major Division players and managers. The vote of the players shall constitute fifty (50%) percent of the total vote with the vote of the managers consisting of the remaining fifty (50%) percent. This is accomplished by weighting managers votes ten (10) points and player votes one (1) point. No player or manager may vote for any player on his/her own team.
  - iii. The election and tabulation process shall be conducted by the three (3) members of the Board of Directors appointed by the President. The Directors appointed shall have no eligible child playing in the Major Division nor shall he/she be a manager in the Major Division.
  - iv. Manager(s) selections will be by vote of the Major Division Players. (Subject to the approval of the Board.) The top voted manager will be



11/12 year old All-Star Team manager The Players may not vote for their team manager during the regular season. Coaches will be selected by the respective managers provided they meet the Little League and North Sunrise Little League criteria (Subject to the approval of the Board). Effective August 2011, Mandatory Attendance at all Clinics will be required to be considered to Manage an All-Star Team at NSLL

- v. 10 year olds who played in the Major Division for 60% of the league's scheduled games will be eligible to play on the 11 year old team. To balance the disparity in the number of possible player votes in Majors versus that of the lower divisions, these players will be ranked based upon a percentage of the total vote (player votes divided by total number of voters).
- g. Junior/Senior Division** - Junior and Senior All-Star Players shall be nominated by their division managers and selected by secret vote of ranking conducted by the Division Representatives and two board members.
- h. All-Star Selection 11-10 and 9-10 year old teams**
  - i. The 9-10 and 11-10 year old All-Star Teams shall be selected by the vote of the players and the Managers. The vote of the players shall constitute fifty (50) percent of the total vote with the vote of the managers consisting of the remaining fifty (50) percent. This is accomplished by weighting managers votes ten (10) points and player votes one (1) point.
  - ii. No player or manager may vote for any player on his/her own team.
  - iii. There will be two teams chosen, a 11-10 and a 9-10 Team. The All-Star teams may be comprised of up to fourteen (14) players. Ten (10) of them selected by elections and the All-Star Managers pick the additional four (4). The top ten (10) 11 and 10 year olds will make up the 11-10 team and the second (2nd) ten (10) will be the 9-10 Team.
  - iv. Any 9-10 year old player(s) in the Major Division will be ranked based upon a percentage of the total vote (player votes divided by total number of voters).
  - v. Manager(s) selections will be by vote of the AAA Division Players. (Subject to the approval of the Board of Directors). The top voted managers will be 11-10 Team Manager and the second place voted manager will be the 9-10 Team Manager. The players may not vote for their team manager during the regular season. Coaches will be selected by the respective manager provided they meet the Little League and North Sunrise Little League criteria and are approved by the Board of Directors.
  - vi. The election procedures and tabulation shall be conducted by three (3) Board Member appointed by the President. The Directors appointed shall have no eligible child (players) playing in the AAA Division (or eligible

player in Major Division) and shall not be a managers or coach in the AAA Division.

- vii. All players are required to participate in at least sixty percent (60%) of the league's scheduled games. If a player fails to do so, a written explanation for his/her absence must be presented to the Board of Directors for determination of eligibility for the draft.

**17. Season Format:**

- a. Unless superseded by inter-league play, for AAA and Majors, there will be a split season. The Champions of each half season will play in a 3 game playoff at the end of the year to determine NSLL Champion for their respective Division.
- b. If same team wins both halves, that team will be deemed NSLL Champion
- c. The NSLL Champion will represent NSLL in the District 30 Tournament of Champions
- d. In the event that Orange City Tournament is played after NSLL season is concluded, the NSLL Champion will be #1 seed, and the runner up (loser of the Championship Game) will be #2 seed. The rest of the teams in AAA and Majors will be seeded according to overall record.
- e. Split Season can be reverted back to Single Season by virtue of Board Vote should Calendar/District Tournaments make it more plausible for a Single Season.

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Revised : February 2, 2005

Revised : December 29, 2006

Revised : November 26, 2007

Revised : October 23, 2008

Revised : November 8, 2009

Revised: February 17. 2011

Revised: March 15, 2012

Revised: December 14, 2014

Revised: February 19, 2015

**NORTH SUNRISE LITTLE LEAGUE  
AAA SPECIAL RULES AND REGULATION**

(Little League Rule Book applies except as noted below.)

1. A half inning consists of three outs, or 5 runs scored in any half inning with the exception if a ball is hit over the fence on the fly, the batters run and any base runners will count. For the 6th inning, 5 run rule is not in effect. Each team can score until 3 outs. All roster players will bat in consecutive order. The batting order may not change after the start of the game. Defensive substitution will be made in conformance with the NORTH SUNRISE LITTLE LEAGUE minimum playing time rule. All Defensive player changes must be given to the Official Scorekeeper and Chief Umpire at the time of the change.
2. No new inning shall start after 2 ½ hours of play.
3. These rules are in effect unless superseded by approved Inter-league rules.

**NORTH SUNRISE LITTLE LEAGUE  
AA SPECIAL RULES AND REGULATIONS**

(Little League Rule Book applies except as noted below.)

1. A half inning consists of three outs, or 5 runs scored with the exception if a ball is hit over the fence on the fly, the batters run and any base runners will count. For the 6th inning, 5 run rule is not in effect. Each team can score until 3 outs.. All roster players will bat in consecutive order. The batting order may not change after the start of the game. Defensive substitution will be made in conformance with the North Sunrise Little League minimum playing time rule. All defensive changes must be given to the official scorekeeper at the time of the change.
2. The number of defensive players on the playing field shall consist of maximum of ten (10) roster players, the tenth player assuming a position in the outfield.
3. Outfield fence will be placed at a distance of 150 feet from the home plate. A ball hit over the fence (in the umpire's judgment) is a home run and a ball that rolls under the fence or bounces over is a ground rule double.
4. If a pitcher hits three (3) batters, he must be replaced as a pitcher but may remain in the game.
5. There are no incomplete games in the AA Division. A game called for any reason other than inclement weather shall be considered a complete game regardless of the number of innings played. The score will revert back to the last completed inning, unless the home team is at bat and has either gone ahead or tied the score, in which case the score stands.
6. All games called due to inclement weather prior to the completion of the third inning will be resumed at a later date at the point that it was called.
7. Ten year olds may pitch in the AA Division.
8. PITCH COUNT-See LITTLE LEAGUE RULE CHANGE EFFECTIVE 2007-2009
9. No new inning shall start after 2 hours 15 minutes of play This applies to all games. Any games called under the rule shall be considered a complete game regardless of the number of innings played. The score will revert back to the last completed inning, unless the home team is at bat and has either gone ahead or tied the score, in which case the score stands.
10. The total number of innings pitched by all ten (10) year old players on the team shall not exceed six (6) innings in a calendar week.
11. In every game, each player must play 1 complete inning in the infield during the regular season.

12. Base runners may only steal one base per attempt. Any runner attempting a second base on a steal is at risk of being put out. If runner attains a second base safely, then once play is dead they will return to proper base.
13. No base runner, including the batter can advance more than 2 bases on a batted ball. Any baserunner or batter attempting more than 2 bases is at risk of being put out. If base runner or batter reaches any subsequent base safely, once play is dead, they will return to the proper base. The only exception to this is that when a ball is hit over the fence on the fly, a home run is declared and all runners advance accordingly through the bases to home plate.
14. These rules apply unless superseded by approved inter-league rules.

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**NORTH SUNRISE LITTLE LEAGUE**  
**SINGLE A SPECIAL RULES AND REGULATIONS**

Single A Regulations

- a. Teams
  - i. Each team will have approximately the same number of players, not to exceed 14 players per team.
  - ii. The Player Agent, with the help of the Single A Rep. will assign players to teams.
- b. Outfield fences will be placed at a distance of 120 feet from home plate. A ball hit over the fence is a home run. Any ball bouncing past the fence will be a two-base hit.
- c. No official score and no team standings shall be kept. There are no losers in the Instructional Division. The philosophy of this division emphasizes a positive learning experience. Managers and coaches should be primarily concerned with teaching good sportsmanship, teamwork, and skills and strategies of baseball.
- d. Managers and coaches may stand near any of their players to give instruction, but must not interfere with play. The manager or coach must request time-out before demonstrating a technique or explaining a play or rule to the player(s) during the progress of the game.
- e. Adult first and third base coaches shall act as umpires.
- f. All players present for the game shall play offense and defense throughout the game. On defense, each team shall place six (6) players in the infield, one of whom will assume a position adjacent to the pitcher's mound. The remaining defensive players will be placed in the outfield. The outfield shall be divided into shallow outfield and a deep outfield.
- g. No more than half of the outfielders may play in the shallow outfield area. No player shall sit out more than one inning on the defense. Each player present at the game MUST play two (2) innings in the infield position.
- h. Throughout the season, in all the Single A games, players shall hit pitched balls, either coached-pitched or machine pitched, as determined by the Board of Directors. The coach will pitch in an overhand motion from a designated mark on the field
- i. Prior to the start of the game, players shall be listed in the batting order, which shall not be changed during the game. If a player is removed from the batting order during the course of a game because of injury, he may, however, be replaced BACK into his original slot in the order at a later time if the child had sufficiently recovered.

- j. Each team must bat through its line-up for the first half of the season and second half of the season bat until 3 outs or through the order. (whichever is agreed upon by the managers prior to the beginning of the game.)
- k. Foul balls in Single A shall be the same as in conventional baseball. (NO BUNTING IN SINGLE A)
- l. Balls and strikes are not called in Single A and, therefore, there are no walks. A batter shall continue his at-bat until he either hits the ball in fair territory or strikes out.
- m. In Single A, a strike-out consists of SIX (6) strikes. In the first half of the season, after 6 pitches the “tee” will be utilized. In the second half of the season a “tee” will not be used, unless by mutual decision of the managers. Again, six strikes will consist of a strike-out. A strike shall be called 1) when a batter swings at and misses a pitch AND 2) when a batter hits a foul ball. After the fifth strike, foul balls will not be counted as strikes.
- n. Base Running
  - i. Runner must remain in contact with the base until the ball is hit.
  - ii. After a batted ball is fielded, runners may not advance beyond the base they safely achieved before the ball is returned to the pitcher in the infield. Runners may advance only one base on an overthrow, whether or not the ball goes into foul territory. However, such one-base advance is not guaranteed. That is: The runner is at risk while advancing, ALSO: On multiple overthrows, the runner may advance up to one base on each overthrow, AT THEIR OWN RISK. EXAMPLE: With a runner on first, the batter hits a ground ball to the shortstop, who fields the ball and throws to second. Before the runner from first reaches second, the second baseman misses the throw and the ball rolls to shallow right center field. The runner heads for third as the shallow right center-fielder picks up the ball and throws it toward third. The throw is wild and the ball goes into foul territory just as the runner approaches third base. The runner may go home and the batter may, at his own risk, attempt to go to third.
  - iii. When runners have advanced as far as possible, the offensive coach shall call “Time out.” When the defensive players are in position and ready to play, the defensive coach shall call “ Play ball” to notify the offensive coach that the defense is ready for the next batter
  - iv. Sliding (only feet first) while base running, is permitted in Single A. Coaches should instruct players on the proper technique for sliding.
- o. A regulation game in Single A shall consist of six full innings or 1 hour 45 minutes, whichever comes first. However, if for reasons of darkness or inclement weather, a game is called before six full innings or 1 hour 45 minutes, the game shall NOT be finished or replayed at a later date.

- p. No more than three (3) coaches on the field when on defense, and up to four (4) coaches when on offense. (One of which needs to be behind the catcher.)
- q. Each coach shall pitch from the pitcher's area as designated by the league.

These rules apply unless superseded by approved inter-league rules.

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Revised: March 15, 2012

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**NORTH SUNRISE LITTLE LEAGUE  
T-BALL SPECIAL RULES AND REGULATIONS**

1. T-Ball Special Playing Rules
  - a. Teams
    - i. Each team will have approximately the same number of players, not to exceed 14 players per team.
    - ii. The Player Agent, with the help of the T-Ball Rep. will assign players to teams.
    - iii. All Players League Age 4 and 5 (with no prior Little League experience) must play in the T-Ball Division.
  - b. The Infield shall be 50' feet square.
  - c. Outfield cones will be placed at a distance of 100 feet from home plate. A ball hit over the cones is a home run, while a batted ball that rolls between cones before being touched by a defensive player is a ground rule double. However, managers are cautioned not to instruct or encourage a defensive player to cause a ball that has been hit to the outfield to go beyond the cones for the purposes of limiting the batter to two bases.
  - d. No official score and no team standings shall be kept. There are no losers in the Instructional Division. The philosophy of this division emphasizes a positive learning experience. Managers and coaches should be primarily concerned with teaching good sportsmanship, teamwork, and skills and strategies of baseball.
  - e. Managers and coaches may stand near any of their players to give instructions, but must not interfere with play. The manager or coach must request time-out before demonstrating a technique or explaining a play or rule to the player(s) during the progress of the game.
  - f. Adult first and third base coaches shall act as umpires.
  - g. All players present for the game shall play offense and defense throughout the game. On defense, each team shall place five players in the infield, one of whom will assume a position on the pitcher's mound. There shall be no catcher. The remaining defensive players will be placed in the outfield. The outfield shall be divided into a shallow outfield and a deep outfield. No more than half of the outfielders may play in the shallow outfield area.
  - h. Because there is no catcher, and to avoid injuries associated with running into batting tee, **THERE SHALL BE NO PLAY AT HOME.**
  - i. Through the season, in all T-Ball games, players shall hit off a batting tee, which has been placed on home plate. A coach from the offensive team shall be responsible for removing the tee from the plate as soon as the batter hits the ball.

- j. Prior to the start of the game, players shall be listed in the batting order, which shall not be changed during the course of the game. If a player is removed from the batting order during the course of a game because of injury, he may, however, replace that batter into his original slot in the order at a later time if the child has sufficiently recovered.
- k. Each team must have an adult assigned to keep track of the batting order.
- l. Each team must bat through its line-up for first half of the season and second half of the season bat until 3 outs or through order. (whichever is decided by the managers prior to the beginning of the game).
- m. There are no strikeouts or walks in T-Ball.
- n. Bunting is not allowed in T-ball. A batted ball must cross the designated infield foul line to be playable.
- o. Base Running
  - i. Runner must remain in contact with the base until the ball is hit.
  - ii. After a batted ball is fielded, runners may not advance beyond the base they safely achieved before the ball was directed toward the pitcher.  
EXAMPLE: A ball hit to the outfield is fielded and thrown to the pitching mound. The ball reaches the infield as the batter rounds second and heads for third. The pitcher missed the throw and the ball rolls towards home plate as the batter runs to third base. RULING: The batter must return to second base, as he has only safely achieved second when the ball arrived to the pitcher at the mound.
- p. Foul balls in T-Ball shall be the same as in conventional baseball, except that a batted ball must cross the infield foul (15 feet from home plate) within fair territory to be considered a playable fair ball.
- q. A regulation game shall consist of four full innings or 1 hour whichever comes first. However, if for reason of darkness or inclement weather, a game is called before four full innings or 1-hour, the game shall NOT be finished or replayed at a later date.
- r. No more that three (3) coaches on the field when on defense or offense.

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