



SIMSBURY LITTLE LEAGUE, INC.

Local Rules

as of January, 2018



SIMSBURY LITTLE LEAGUE, INC. Local Rules

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Noteworthy Changes for 2018

- a. **14.13/15.6 Tee-Ball and A Ball End of Inning** – Ends once all batters have batted

b. Rule 1 – Official Rules

1.1 Official Regulations and Playing Rules Shall Apply

The Official Regulations and Playing Rules for Little League Baseball & Softball and the Player Selection System for Little League Baseball & Softball as copyrighted and issued by Little League Baseball, Inc., shall apply unless otherwise indicated in these local rules.

Rule 2 – Registration and Player Evaluations

2.1 Opportunity to Play

It is a goal of Simsbury Little League to ensure that any child who desires and qualifies by age and residence will be given the opportunity to participate in the Little League program, and will be placed as accurately as possible in the division that most nearly matches his/her age and/or ability. Players registering after the registration closing date or who register after all the teams have been filled will be put on a waiting list, and every effort will be made to place them on a team, if possible, by the Player Agent.

2.2 Age Restrictions

Any child who is age 5 by August 31st of the current year, and who will not attain the age of 13 years by April 30th of the current year, shall be eligible to participate in the Simsbury Little League Baseball Program. Further, only those children, who will attain the age of 11 years by August 31st of the current year, will be eligible for participation in the Major League Baseball Division. For the safety of all children involved in the Little League program, there are no exceptions to these rules.

In addition, any girl who will not attain the age of 15 by January 1st of the current year, shall be eligible to participate in the softball program.

All age references in the Local Rules are “League Age” as defined by the Official Regulations and Playing Rules for Little League Baseball and Softball.

2.3 Divisions

Simsbury Little League is comprised of the following divisions:

- Baseball: Majors Division
- Minor League Division (Triple A & Double A)
- Farm League Division (Single A & T-Ball)
- Challenger Division (physically/ mentally challenged children ages 6-22)
- Softball: Junior League Division
- Majors Division
- Minor League Division (Triple A & Double A)
- Farm League Division (Single A & TBall)

2.4 Player Evaluations

For baseball, evaluations are only for players ages 9 and above. Players who are ages 5, 6, 7 and 8 will be placed appropriately in the Farm or Minor League by the Player Agent. While evaluations are not mandatory they are strongly encouraged for all players as they allow the managers to balance the teams based on ability.

Below are the guidelines for baseball players evaluations based on age:

- Players who are age 9 and wish to be considered for AAA must be evaluated. If a 9-year old is not evaluated, they will be placed in AA.
- Players who are age 10 will be placed in AAA and evaluations are optional.
- Players who are age 11 and wish to be considered for Majors must be evaluated. If an 11-year old is not evaluated, they will be placed in AAA.
Players who are age 12 will be placed in Majors and evaluations are optional.

Any player who does not attend evaluations is subject to placement in a division by the Player Agent in accordance with the above guidelines unless a valid reason for not attending is presented to, and accepted by the Player Agent and League President.

For softball, all players, except those LL ages 5 through 8 must be evaluated. Players who are LL ages 5 through 8 will be placed appropriately in the Farm League or Minor League Divisions. Players who are age 9 and 10 must be evaluated for placement on a Minor League Division team. Players who are ages 11, or 12 must be evaluated for possible selection by a Major League team, or for placement on a Minor League team. Players who are ages 13 or 14 must be evaluated for Junior League team placement. Any player not trying out is subject to placement in a division by the Softball Player Agent unless a valid reason for not attending is presented to, and accepted by the Softball Player Agent and Vice President of Softball.

Rule 3 – Baseball Draft Rules

3.1 Distribution by Draft

The AAA and Majors drafts are moderated and presided over by the Player Agent or Division Director (or a Board officer in their place, as directed by the President). The decisions of the Player Agent are final.

3.2 Draft Attendance

Only managers, the Player Agent, the Division Director and necessary board members may attend the draft.

3.3 Player Notification

Once the Player Agent has finalized the rosters, all managers will be notified that they can then contact the players on their respective rosters. Managers should not contact any drafted player until authorized by the Player Agent.

3.4 Confidentiality

The draft is confidential, including player evaluation results and player draft order. Each individual attending the draft is responsible for maintaining confidentiality of the draft and draft materials. Those who breach this obligation of confidentiality are subject to Board discipline including, but not limited to, removal from an SLL position

3.5 Draft Order

Draft order will be determined by a hat draw which will take place on the day of the draft

immediately before the draft begins. Each manager will draw a number from a hat to determine the team's selection order. This establishes a serpentine order throughout the draft (1-n, n-1). Teams at each end of the order effectively have two consecutive picks straddling the end and beginning of consecutive rounds. If the number of rounds is an odd number, then the final draft round will go in opposite order (n-1).

3.6 Draft Pool

The Draft Pools are established by the Player Agent in consultation with the Division Directors. The following guidelines establish candidate pools:

- Majors Candidates:
 - All 12-year olds, unless parents have requested that the player play down in AAA;
 - All 11-year olds who attended the player evaluations;
 - Any 11-year olds who were unable to attend the player evaluations but received special permission from the Player Agent and League President to be eligible for the Majors draft.
- AAA Candidates:
 - All 10 year olds, unless parents have requested that the player play down in AA;
 - The remaining 11-year olds that were not drafted into Majors;
 - All 9-year olds who attended the player evaluations;
 - Any 9-year old who was unable to attend the player evaluations but received special permission from the Player Agent and League President to be eligible for the AAA draft.

The Player Agent will put together a list containing all candidates for the Division draft. The list will contain the player's names, Little League age and player evaluation scores. This draft list will be provided to all Managers prior to the commencement of the Draft.

3.7 Assistant Coaches

There is no pre-selection or assignment of an Assistant Coach's child to a Manager. Managers must draft any player whose parent they would like as an Assistant Coach during normal draft process.

3.8 Managers' Children

Slotting of managers' children for the draft is as follows:

Majors Draft		
Baseball Age	Previous Year	Round Pick
12	All-Star (age 11)	2
12	Not an All-Star (age 11)	4
11	All-Star (age 10)	3
11	Not an All-Star (age 10)	4

AAA Draft		
Baseball Age	Previous Year	Round Pick
11	All-Star (age 10)	1
11	Not an All-Star (age 10)	3
10	AAA (age 9)	2
10	AA (age 9)	4

9	N/A	3
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The Player Agent may work with the League President to make adjustments to the above draft slotting as necessary.

3.9 Draft Grid

The Player Agent will create a grid with the Managers' kids slotted into spots corresponding to the team and relative round for that player. The remaining open slots will be filled with players from the Draft Pool, each team choosing in the order reflected on the grid.

3.10 Drafting Siblings

Player option arrangements will be made by the Player Agent for specific circumstances involving drafting siblings. Once one sibling is drafted under these specific circumstances the other sibling must be drafted in the next subsequent round.

3.11 Draft Limitations

The Player Agent and Division Director will establish the minimum and maximum number of players a Manager can select, by Little League Age, for each Division's draft. The Player Agent and Division Director will establish and communicate these rules prior to, or at the start of, the draft selection meeting.

Any manager in jeopardy of not filling the minimum number of players for an Age will be alerted during the Draft by the Player Agent – and required to make selections to come into compliance with the rule. Should an issue be caught after a selection, the Player Agent may rule that a prior pick be released. The minimum number rule is waived if all players of that age have already been selected.

Majors Limitations

- 12 year olds: Establish minimum number of 12 year olds per team in order to ensure that all 12 year olds are placed on Majors teams.
- No team may have more than 8, per Little League rules.
- Remaining slots on rosters may be filled by 11-year olds from those available in the candidate pool.

AAA Limitations

- 11 year olds: Establish minimum number of 11 year olds per team in order to ensure that all 11 year old candidates are placed on AAA teams.
- Remaining slots on rosters may be any combination of ages from those available in the candidate pool.

3.12 Draft Process

- The Player Agent, Division Director or other appointed Board Member will call the Draft to order.
- The draft order will be determined just prior to the start of the draft at the draft site.
- All available candidates will be made available for viewing on previously distributed candidate lists.
- The first team with a draft pick will have 90 seconds to make that selection.

- If no selection has been made with 15 seconds remaining, the Player Agent will announce the time remaining in the selection.
- If no selection is forthcoming at the end of the 90 second window, the Player Agent will assign the player with the next highest composite score from the Player Evaluation list to that team.
- Teams with two consecutive selections may not combine the 90-second time limits.
- Teams make their selections by announcing the player number and the name of the player. After a selection has been made, the Player Agent will repeat back the number and the name to ensure accuracy.
- Each following selection will have the same 90 second time limit.
- All teams must select a player in every round and maintain a full roster at all times during the season.

Rule 4 – Softball Draft Rules

4.1 Draft Pool

The draft Pools are established by the Softball Player Agent in consultation with the Softball VP and Registrar. The following guidelines establish candidate pools:

- Juniors Candidates
 - All softball aged 13 year olds
 - All softball aged 14 year olds
- Majors Candidates
 - All 12 year olds, unless there is a safety issue with a player
 - All 11 year olds who attend player evaluations
 - Any 11 year old who were unable to attend the player evaluations but received permission from the Softball Division Director to be eligible for the Majors draft
- AAA Candidates
 - All 10 years, unless there is a safety issue with a player or request to play down
 - The remaining 11 year olds that were not drafted into Majors
 - All 9 year olds who are attended the player evaluations
 - Any 9 year old who were unable to attend the player evaluations but received permission from the Softball Division Director to be eligible for the Majors draft

The Softball Player Agent will put together a list containing all candidates for the Division Draft. The list will contain the player's name, Little League age, and evaluation scores. The draft list will be provided to all Manager's prior to the draft.

4.2 Assistant Coaches

There is no pre-selection or assignment of an Assistant Coach's child to a Manager. Managers must draft any player whose parent they would like as an assistant coach during the normal draft process.

4.3 Manager's Children

Slotting of Manager's children for the draft is as follows:

JUNIORS DRAFT		
Softball Age	Previous Year	Round Pick
14	All-Star Player	2
14	Not An All-Star Player	3
13	All-Star Player	2
13	Not an All-Star Player	3

MAJORS DRAFT		
Softball Age	Previous Year	Round Pick
12	All-Star Player	2
12	Not an All-Star Player	3
11	All-Star Player	3
11	Not an All-Star Player	4

AAA DRAFT		
Softball Age	Previous Year	Round Pick
11	All-Star Player	1
11	Not an All-Star Player	2
10	All-Star Player	2
10	Not an All-Star Player	3
9	NA	4

The Softball Player Agent may work with the Softball VP to make adjustments to the above draft slotting as necessary.

4.4 Snake Grid

The Softball Player Agent will create a grid with the Manager's children slotted in the spots corresponding to the team and relative round for that player. The remaining slots will be filled with players from the Draft Pool, each team choosing in the order reflected on the grid.

4.5 Drafting Siblings

Player option arrangements will be made by the Division director for specific circumstances involving the draft of siblings. Once one sibling is drafted under this circumstance, the other sibling must be drafted in the next subsequent round.

4.6 Draft Limitations

- Juniors, Majors & AAA
 - All teams will have a minimum of 12 players and a maximum of 14 players on their roster
 - If numbers do not allow at least 12 players, a waiver must be filed with the District Administrator
 - Player Agent may allow more than 14 if an additional team cannot be filled

- Majors Limitations
 - 12 year olds: Establish the minimum number of 12 year olds per team in order to ensure that all 12 year olds are placed on a Majors team.

- No team may have more than eight 12 year olds on their team, unless there is only one majors team, in which case a waiver will need to be filed with the District Administrator
- Remaining roster slots will be filled by 11 year olds from those available in the candidate pool
- Player Agent may allow more than 14 if an additional team cannot be filled
- AAA Limitations
 - 11 year olds: Establish the number of 11 year olds per team to ensure that all 11 year old candidates who are not placed on a majors team will be placed on a AAA team
 - 10 year olds: Establish the number of 10 years per team to ensure that all 10 year olds candidates are placed on a AAA team
 - 9 year olds: Remaining slots on rosters will be filled by 9 year olds available in the candidate pool
- Pitching
 - It is important the pitchers are identified for Juniors, Majors and AAA.
 - The Division Director may set the number of pitchers each team shall draft
 - Once a team has the set number of pitchers, they cannot draft another pitcher until the other teams have the set number
 - The Division Director may opt to draft the pitchers separately

4.7 Draft Process

- The Softball VP, Division Director or other appointed Board Member will call the Draft to order
- The draft order will be determined just prior to the start of the draft, at the draft site, by lottery or roll of the dice
- All available candidates will be made available for viewing on previously distributed candidate lists
- Each draft pick should be completed within 90 seconds
- Managers will make their selection by announcing the player name.
- The Division Director and VP or other appointed board member will each keep a copy of the draft selections
- Draft information is completely confidential

Rule 5 – Team Composition

5.1 Number of Players

The number of players on each team shall be as follows:

Division	Baseball	
	Minimum # Players	Maximum # Players
Majors	11	12
Triple A	11	13

Double A	11	13
Single A	11	13
T-Ball	10	13

Softball		
Division	Minimum # Players	Maximum # Players
Junior League	11	12
Major League	11	12
All Other	10	15

5.2 Replacement Players

The manager of a team losing a player shall promptly advise the Player Agent and Division Director. The manager shall review the available player list with the Player Agent and Division Director and shall select a replacement. The available player list may include those players on the waiting list and/or players from a lower division who are eligible to play up. The replacement becomes a permanent member of the team.

5.3 Baseball Temporary Replacement Players (Call-Up Players)

Temporary replacement players are not permanent members of a Major League or AAA team roster. The appropriate Division Director shall appoint temporary replacement players. A list will be developed and maintained by the AAA and AA Division Directors.

- The AA call-up list will consist of two (2) to three (3) players from each AA team that are 8 years of age or older and are deemed to be players that are capable of playing at the AAA level;
- The AAA call-up list will consist of two (2) to three (3) players from each AAA team that are 10 years of age or older and are deemed to be players that are capable of playing at the Majors Division level.

Under no circumstance can a temporary replacement player pitch in a game where they are not permanent members.

5.4 Softball Temporary Replacement Players

- A temporary replacement player is not a permanent member of the team roster they are temporarily playing on and shall not play in consecutive games for the temporary team.
- The Softball Player Agent will create and maintain a list of eligible temporary players
- If a manager at the Junior Level, Major Level or AAA level will be short players and requires a temporary replacement player, they must contact the Softball Player Agent
- The Softball Player Agent will appoint temporary players
- Little League rule say that a temporary player must be from another team within the same division they are temporarily playing on. Since many times, all teams within a division play games on the same evening, it may be difficult to do this. The Softball Player Agent will attempt to use a player from within the same division first.

- The Player Agent will appoint temporary players starting at the top of the list and going down so that all players have an equal chance to be a temporary player.
- Generally speaking, temporary replacement players should not pitch during the game they are the temporary player. If team which is short players, needs help with pitching the temporary replacement play may pitch only with consultation of that players permanent manager.

Rule 6 – Player Participation

6.1 Baseball Participation

Every player on a team roster reporting for a game, prior to the start of the game, shall participate in each game for a minimum of four (4) complete innings of each six innings available. Partial defensive innings do not constitute or contribute to a complete inning. In addition, during the regular season no player shall play more than one defensive inning than any other player on their team. This rule does not apply during extra innings or for players that are injured or unavailable for the entire game. In these instances the missed innings may count as innings played in the infield for the player at the discretion of the manager.

- Players should not sit out two (2) consecutive defensive innings.
- Batting Order: All members of the team reporting for a game shall form a continuous batting order. Each player will participate for the entire game on offense. Once the batting order is formed, it cannot be altered. Tardy members will be placed at the end of the batting order.
- Defensive positions: During the regular season every player is required to play an infield position for at least 2 full innings when six defensive innings are played (1 inning if less than six defensive innings). This rule may be waived in advance by the divisional director based on a written request by the player's parent.
- Substitutions: There are unlimited substitutions with the restriction that once a player is removed as a pitcher, including for injury reasons, that player may not pitch again in the same game.
- Injuries: Substitutions are allowed for injured or ill players at any time. The player's spot in the batting order will be skipped over if they are unable to bat. The injured/ill player may return when able to play again and will resume their original spot in the batting order. If the batter is injured during an incomplete at-bat the batter or runner who made the most recent out takes the place of the injured/ill/ejected batter, assumes the count, and the game continues. Injury substitutions are for sudden injuries and are not for routinely substituting players in and out of batting/running/defensive positions.
- It is a goal of SLL for its managers to promote more than minimum participation by their team's players over the course of the season and managers should conduct themselves accordingly.

6.2 Majors Baseball Pitcher Requirements

During the regular season each Majors team will be required to meet the following minimum pitcher requirements for their 11 year old players as a collective group.

- Average 3 outs per game in the pitcher position. 25 pitches in a game qualifies as 3 outs in the event less than 3 outs are made during an individual appearance. This requirement applies over the course of the regular season and is not required to be met in each individual game.

6.3 Softball Major League Participation

Every player on a team roster reporting for a game, prior to the start of the game, shall participate in each game for a minimum of four (4) complete innings of each six innings available

- Except for reasons of injury, mid-inning substitutions are not allowed.
- Players should not sit out two (2) consecutive innings.
- Batting Order: All members of the team reporting for a game shall form a continuous batting order. Each player will participate for the entire game on offense. Once the batting order is formed, it cannot be altered. Tardy members will be placed at the end of the batting order.
- Substitutions: There are unlimited substitutions.
- Injuries: Substitutions are allowed for injured or ill players at any time. The player's spot in the batting order will be skipped over if they are unable to bat. The injured/ill player may return when able to play again and will resume their original spot in the batting order.
- It is a goal of SLL for its managers to promote more than minimum participation by their team's players over the course of the season and managers should conduct themselves accordingly.

Rule 7 – Pregame Activity

7.1 Time Limits

The following time limits shall be applicable to pre-game activity if the scheduled starting time of the game will not be impacted.

- The home team may have the field for 15 minutes for infield practice beginning 20 minutes prior to game.
- The visiting team may have the field for 15 minutes for infield practice beginning 35 minutes prior to the scheduled game.
- If time is not available for both participating teams to take infield practice, neither team may practice on the field prior to the scheduled game time. All games shall begin as near as possible to their scheduled time.

7.2 Pre-game Activity Allowed

Under the supervision of a manager or coach, the only activities allowed on the field prior to the game shall include infield practice, outfield practice, and warming up of the pitchers. Players at the **AAA, Majors** and Junior (softball) levels may also take "dry swings", as well as, play soft toss with wiffle balls, in the outfield area prior to the game beginning. In both instances, helmets must be worn. ***Under no circumstances shall players take batting practice on the field prior to the game.***

7.3 Volunteer Background Checks

All managers and Coaches are required to go through a mandatory background check. Managers and coaches may not step onto a practice or game field without the proper approved background check. A master list of all approved Managers/Coaches will be posted on the website prior to the start of the season. 'Spot-checks' of on-field Managers and Coaches will be completed periodically throughout the season by league officials. This may happen at both games and practices. Any person who is not on the approved list will be asked to leave the game/practice immediately and will not be allowed to participate in team activities for the remainder of the year. In addition, the Manager of the team that has the non-approved person may be subject to a 2 (two) game suspension for the first offense, and a 5 (five) game suspension for the second offense based on a disciplinary review. The third offense will result in suspension for the remainder of the season. These penalties will commence at the start of the game following the infraction.

Rule 8 – Game Procedures and Time Limits

8.1 Base Coaches

Adult base coaches may be used at 1st and 3rd base in all leagues, provided there is at least one (1) other adult manager or coach in the dugout. Player base coaches must wear a helmet with a face guard. The base coach must remain within the coach's box at all times.

8.2 Delayed Game

Any game delayed beyond thirty (30) minutes of the scheduled starting time due to inclement weather or unplayable field conditions may, at the discretion of the umpire, be postponed and rescheduled to a future date.

8.3 T-Ball Game Time Limits

T-ball games shall be no more than 4 innings or 1 hour and 15 minutes in duration.

8.4 Double A and Single A Time Limits

Except for the last game of the day or when no game is scheduled immediately thereafter, no game in Double A or Single A may exceed two hours in duration; however, any inning in progress at the expiration of two hours from the time the umpire calls "play" shall be completed.

To adhere to the two hour limit when a game is scheduled immediately afterwards (e.g. doubleheader night games), teams playing the 5:30 game should not begin an inning after 7:10pm.

8.5 Triple A Time Limits

No regular season game in Triple A may exceed two hours and fifteen minutes in duration; however, any inning in progress at the expiration of two hours and fifteen minutes shall be completed.

8.6 Late Afternoon Game Time Limits

In the Major League, Triple A and Double A Divisions, no inning shall begin after the day's official sunset time, unless playing on a field with lights. For Single A Division, no inning shall begin after the official sunset time or 8:15 p.m., whichever occurs first. This rule does not relieve the home plate umpire of the responsibility to suspend or terminate a game when darkness or conditions create a hazard to the players, or of the authority to declare a game forfeited where there is obvious stalling by a team to gain an advantage of this rule.

8.7 Friday and Saturday Night Games

No full inning shall start after 10:00PM. An inning starts the moment the third out is made in the preceding inning. Games will be scheduled to start no later than 7:45PM. If there is a delay or an extra-inning game prior to the night game, the night game must start by 8:20PM.

8.8 Weekday Night Games (school nights)

No full inning shall begin after 9:15PM. Games will be scheduled to start no later than 7:30PM. If there is a delay or an extra-inning game prior to the night game, the night game must start by 8:05PM.

8.9 Unsafe Conditions

The home plate umpire shall determine when a game should be suspended due to unsafe playing conditions, which include field conditions, insufficient light and lightning. Under no circumstances will play be continued if lightning has been seen. When a game has been suspended because of lightning, it may be resumed only when at least thirty (30) minutes have passed without more lightning being sighted.

8.10 Run Limits

The 10-run "Mercy" rule applies for the Baseball Majors Division (see LL Rule 4.10). There is a 5 run limit per inning for AA and AAA baseball and softball leagues. For AAA, the exception will be the 6th inning, or extra innings, when unlimited runs are allowed. For softball Majors, the offensive inning ends after three outs or when seven (7) runs have scored.

8.11 Umpires

All regular season Majors, Triple A and Double A baseball games, as well as all Junior, Majors, Minor -Triple A and Minor Double A softball games will have at least one umpire officiating unless otherwise directed by the Umpire-in-Chief, in conjunction with the Umpire Schedulers. The umpire may be an adult umpire or a youth umpire. For both baseball and softball, umpires are not used for T-ball and Farm A games.

All Simsbury Little League baseball and softball playoff and Division Championship games will have two umpires officiating, when possible. Additional umpires may be added at the discretion of the Umpire-in-Chief.

Rule 9 – Playing Field Decorum

9.1 Housekeeping

Each team will be responsible for cleaning its dugout and adjacent area outside the fence as well as the playing field from the backstop to the outfield fence after each game or practice.

For softball, teams are responsible for both dugouts and field areas when playing teams from the inter-town league.

9.2 Playing Field

For the safety of all players, each manager will be responsible for ensuring that their players do not dig holes in the infield or in the outfield. Players who continue to do so after having been warned by their manager, coach or a member of the Little League Board of Directors may be subject to suspension.

9.3 Encouraging Sportsmanship

Managers, coaches and players shall make every effort to urge parents and other spectators to respect the decisions of the umpires. The home plate umpire may suspend play in any game where spectators are guilty of unsportsmanlike conduct. If the behavior continues, the umpire will suspend the game until the guilty spectator leaves the area of the field. If the spectator is unaffiliated with either team, the game will be suspended until the situation is resolved. In extreme or unresolvable situations, the police should be called. See Appendix A for Rules of Conduct.

9.4 Dugout Designations

The home team will take the 1st base dugout and the visiting team will take the 3rd base dugout.

Rule 10 - Pitchers

10.1 Pitching Distance

Pitchers in both the Majors Division and the Minor League (Triple A and Double A) shall pitch from the pitcher's plate (rubber). Softball pitchers will pitch from the distances as listed in the Little League rule book.

10.2 Warm-Up Pitchers

Pitchers warming up in the bullpen during a game must have a catcher with a mask equipped with a dangling throat guard. There must also be a player wearing a helmet and glove, stationed near the catcher in order to alert and protect the pitcher and catcher from hit balls, if necessary.

10.3 Strike Zone

- **Baseball Triple A and All Softball Divisions:** The strike zone is that space over home plate that is between the batter's armpits and the top of the knees when the batter assumes a natural stance. In addition, in Triple A baseball, the strike zone is increased by the width of one ball on either side of the plate.

- **Baseball Double A:** The strike zone is that space over home plate which is between the top of the batter's shoulders and middle of the knees when the batter assumes a natural stance. Additionally, the strike zone is increased by the width of one ball on either side of the plate.

10.4 Illegal Pitches

- **Baseball & Softball Minor League Divisions:** There will be no illegal pitches called against pitchers in these divisions. However, since this is a learning experience for these pitchers, the umpire should explain to the pitcher any illegal pitch situation that occurs during the game.
- **Softball Junior Division:** Pitchers in these divisions will be subject to Rule 8.05 of the Little League Softball Official Regulations and Playing Rules.
- **Softball Majors Division:** Pitchers in this division shall receive a warning/no pitch the first time an illegal pitch occurs. Subsequent illegal pitches will be subject to Rule 8.05 of the Little League Softball Official Regulations and Playing Rules.

10.5 Pitch Count Limits, Rest Rules and Intentional Walk Policy

For Baseball Majors, AAA and AA Divisions, the manager must remove the pitcher when that pitcher reaches the game pitch count limit as noted below:

- Majors - 75 pitches
- AAA - 60 pitches
- AA – 50 pitches

Exception: *If a pitcher reaches the limit imposed above while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:*

1. That batter reaches base;
2. That batter is put out;
3. The third out is made to complete the half-inning.

Rest Rules:

- 1-20 pitches – no rest required
- 21-35 pitches – 1 calendar day
- 36-50 pitches – 2 calendar days
- 51-65 pitches – 3 calendar days
- 66 or more pitches – 4 calendar days

Exception: *If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until one of the following conditions occurs:*

1. That batter reaches base;
2. That batter is retired;
3. The third out is made to complete the half-inning.

The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter.

Weekly Maximum Pitches: 110 pitches – Week is defined as Monday to Sunday.

Exception: *If a pitcher reaches the weekly limit imposed above while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:*

4. That batter reaches base;
5. That batter is put out;
6. The third out is made to complete the half-inning.

It is the goal of SLL to provide players an opportunity to develop as both pitchers and batters given the limited number of at-bats afforded in a game. As a result, it is the policy of SLL to not intentionally walk batters and managers and pitchers should conduct themselves accordingly during both regular season and SLL playoff games. For avoidance of doubt, “aiming at the corners” would not be inconsistent with this policy.

A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

Softball Pitch rules are based on the Little League Rule book.

Rule 11 – Baseball Majors League Rules

No additional changes in playing rules.

Rule 12 – Baseball AAA League Rules

12.1 Stealing

The stealing of second or third base will be allowed in Triple A after the ball has been pitched and has reached the batter. There is no stealing of home plate in Triple A during the first 10 games of the season. The runner on third may advance to home only on a hit ball, when a play is made on any other runner, or when forced to advance on a walk. A runner may also advance beyond third base during the normal course of play involving an overthrow. Beginning with game 11 the stealing of home will be allowed and LL playing rules will be used.

12.2 Coaches in Dugout

A manager and up to 3 coaches (total of 4) are allowed in the dugout and coaches boxes during a game.

Rule 13 – Baseball Double A League Rules

13.1 Number of Outfielders

Ten fielders are allowed in the field. The extra fielder must be positioned as an outfielder, not as an extra infielder.

13.2 Coaches in Dugout

A manager and up to 3 coaches are allowed in the dugout coaches boxes during a game.

13.3 Field Assistance

Adult coach from defensive team should backup player-catchers to speed up play.

13.4 Pitching Machine Schedule

- Weekend 1
 - Inning 1-6, Machine
 - No Kid Pitch
- Weekends 2-3
 - Innings 1-4, Machine
 - Innings 5-6, Kid
- Weekends 4-6
 - Innings 1-3, Machine
 - Innings 4-6, Kid

Weekends 7+ are scheduled to remain at 3 innings of kid pitch. Upon consultation with the SLL President the AA Division Director may adjust this format to better match the skill level that is observed throughout the season.

13.5 Pitching Machine Rules

- A coach from the offensive team will load the machine to pitch.
- The pitcher will stand on either side of mound with one foot in the dirt.
- There are no walks or hit by pitch during machine pitch innings. There are strikeouts including "called strikes."
- When a ball hits the machine the ball is ruled dead. Batter is awarded first base and runners advance only if forced.
- When a ball lands and remains on the dirt of the pitcher's mound area the ball is ruled a dead ball. The batter is awarded first base and runners advance only if forced.
- When a thrown ball from a fielder hits the machine the ball is ruled dead. The batter is awarded first base and runners advance only if forced

13.6 Pitching Machine set-up

- Home team is responsible for picking up the machine from the field two shed prior to game and setting up. Enough time must be allowed prior to the game to have the machine picked up, set up and tested.
- Home team must also return the machine after each game unless the machine will be used during the following game.
- The machine will be placed at the front section of the dirt area in front of the mound. The machine should be on flat ground roughly where a pitchers release point would be.

- For fields that do not have power (fields 1 & 4) the battery pack will be used and will be considered as part of the machine for rule purposes. It should be placed next to the pitching machine. After the game you must return it to the shed and plug it in to charge for the next game.
- The AA divisional director will provide direction on the speed setting that should be used during each game. This may change as the season progresses.
- A hard ball specifically designed for pitching machine use will be used during the innings the pitching machine is in use.

13.7 Walks during Kid's Pitch

During Kid's pitch, batters are not awarded first base on either walks or when hit by a pitch. In lieu of being awarded first base the batter will hit off of a tee to complete the at-bat. No strike-outs will be called during the use of a tee under these circumstances and normal rules will be in play once the ball is hit fair. Upon consultation with the SLL President the AA Division Director may adjust this format for certain game days depending on the skill level observed within the division.

13.8 Walk Limit

Once a team has "walked" 4 total batters in an inning a coach will come in and finish the inning. Hit batsmen will count towards this total. The pitcher, removed for meeting these limits, may at the discretion of the manager be allowed to pitch again (to the extent of his availability), in the next consecutive inning, of the game in progress. The umpire will continue to call balls and strikes with the coach pitching. There are no "walks" or "hit by pitch" calls while coaches are pitching.

EXAMPLE: Pitcher A walks 4 batters during the top of the 3rd inning, the coach takes over for him and completes the inning. Pitcher A may begin pitching in the top of the 4th inning (provided he is eligible). Pitcher A can only be "re-entered" once per game.

13.9 Score & Standings

For AA, score is not officially recorded and standings are not kept. A manager should keep a scorebook for purposes of recording pitchers, pitch count, walks, etc. Regardless of the score, the bottom of the final inning should be played assuming time allows. No score or standings should be recorded on the SLL website.

13.10 Advancement on Overthrows

Runners may advance only one base on an overthrow to any base regardless if the overthrow remains on or outside the playing field.

13.11 Bunting

During the first 6 games each batter will attempt a practice bunt during their first at-bat. The AA division director may adjust this time frame upon consultation with the League President. The batter will receive up to 2 strikes for this purpose. After the batter is either successful with a fair bunt or 2 strikes are reached the count is reset and live play resumes. The batter and runners do not run during this time. Other than during the above time, batters are not allowed to bunt during machine pitch innings.

Bunting is permitted during kid's pitch.

Bunting is not permitted when a coach is pitching or when a tee is used.

13.11 Stealing

There is no stealing allowed in Baseball Double A. No advancement on wild pitches or passed balls. At the discretion of the Division Director, teams may be allowed on the final weekend to allow players to steal second and third once the ball has reached the batter. There will be no advancement to home on any steal, passed ball, or wild pitch.

13.12 Infield Fly Rule

The infield fly rule will not be in effect in Baseball Double A.

Rule 14 – Baseball Farm A League Rules

14.1 Pitching

Pitching machines will be used during all games and innings.

14.2 Pitching Machine Rules

- A coach from the offensive team will load the machine to pitch.
- The pitcher will stand on either side of mound with one foot in the dirt.
- There are no walks or hit by pitch during machine pitch innings. There are strikeouts including “called strikes.”
- When a ball hits the machine the ball is ruled dead. Batter is awarded first base and runners advance only if forced.
- When a ball lands and remains on the dirt of the pitcher’s mound area the ball is ruled a dead ball. The batter is awarded first base and runners advance only if forced.
- When a thrown ball from a fielder hits the machine the ball is ruled dead. The batter is awarded first base and runners advance only if forced

14.3 Pitching Machine set-up

- Home team is responsible for picking up the machine from the field two shed prior to game and setting up. Enough time must be allowed prior to the game to have the machine picked up, set up and tested.
- Home team must also return the machine after each game unless the machine will be used during the following game.
- The machine will be placed at the front section of the dirt area in front of the mound. The machine should be on flat ground roughly where a pitchers release point would be.
- For fields that do not have power (fields 1 & 4) the battery pack will be used and will be considered as part of the machine for rule purposes. It should be placed next to the pitching machine. After the game you must return it to the shed and plug it in to charge for the next game.
- The A divisional director will provide direction on the speed setting that should be used during each game. This may change as the season progresses.
- A hard ball specifically designed for pitching machine use will be used.

14.4 Number of Outfielders

Extra outfielders, not infielders, will be permitted. If there are 12 players or less, all players will play. If there are more than 12 players in attendance, then only 11 will play in the field.

14.5 Coaches in Dugout

A manager and up to 3 coaches are permitted in the dugout during a game in Farm A.

14.6 Base and Field Coaches

Base coaches should be adults and shall also serve as base umpires. In addition to the pitcher, two other coaches may be on the field for coaching purposes only. Adult coach from defensive team should backup player-catchers to speed up play.

14.7 Strikeouts and Walks

There are no strikeouts or walks in Farm A. If a player swings and misses after 6 strikes, or refuses to swing, a batting tee is used for the batter to hit off. Coach pitching or underhand tosses are not permitted as an intermediary step prior to the use of the tee.

14.8 Scoring & Standings

No score, records or standings should be kept in Farm A.

14.9 Advancement on Overthrows

Runners may not advance any bases on an overthrow in Farm A.

14.10 Bunting

Bunting is not permitted in Farm A.

14.11 Stealing

Stealing and leading are not permitted in Farm A.

14.12 Infield Fly Rule

The infield fly rule will not be in effect in Farm A.

14.13 End of an Inning

The offensive inning will end when the entire lineup bats.

Rule 15 – Baseball T Ball League Rules

15.1 Pitching

For the last three games of the season and only by mutual agreement of both managers, the last two innings may have a coach pitching to his/her team.

15.2 Number of Outfielders

All players should be on the field; extra players should play in the outfield.

15.3 Coaches in Dugout

A manager and up to 3 coaches are permitted in the dugout during a game.

15.4 Base and Fielding Coaches

Base coaches should be adults and shall also serve as base umpires. A maximum of three (3) adults may be on field to serve as fielding coaches.

15.5 Strikeouts and Walks

There are no strikeouts or walks in T-ball.

15.6 End of an Inning

The offensive inning will end when the entire lineup bats.

15.7 Scoring & Standings

No score, records or standings should be kept in T-ball.

15.8 Advancement on Overthrows

Runners may not advance any bases on an overthrow in T-Ball.

15.9 Stealing

Stealing and leading are not permitted in T-Ball.

Rule 16 – Managers and Coaches

16.1 Appointment of Managers & Coaches

All managers shall be appointed by the appropriate Division Director and approved by the League President. All coaches shall be approved after the draft and/or team formation.

For Softball, all managers shall be appointed by the Softball Player Agent and approved by the Softball VP.

Rule 17 – Accident and Injury Reporting

17.1 Manager's Responsibility

Team managers shall report to the League Safety Director all injuries or accidents. Such reports shall be made within 24 hours of the injury or of obtaining knowledge of such injury or accident.

Rule 18 – Equipment

18.1 Batting Helmets

All batters, base runners and player base coaches in all baseball and softball divisions must wear Little League approved batting helmets with face masks. Protective facemasks are not required at the T-Ball level.

18.2 Field Masks

All Softball Players playing 1st Base, 3rd base and pitcher shall wear an approved softball field mask.

Rule 19 – Scheduling Games

19.1 Baseball - Number of Games

Each division will consist of the following minimum number of games:

- Majors Division: sixteen (16) game schedule including pool playoff games
- AAA Division: sixteen (16) game schedule including pool playoff games
- AA: fourteen (14) game schedule
- Farm A: fourteen (14) game schedule
- T-Ball: seven (7) game schedule

Exceptions: Weather related Acts of God, or other situations beyond the control of the League Board of Directors, which result in game cancellations, without the ability to make up those games, may potentially result in a reduced number of games completed. All League Division regular season, Playoff and Championship Games must be completed before District All Star play is to begin.

19.2 Baseball Playoffs

The playoffs will begin immediately after the end of regular season play. All teams in the Majors Division and the AAA Division will be included in a playoff tournament based on a pool play format. Initial pool seedings will be determined based on regular season standings. Head-to-head tie breakers will be used if they are able to break a tie. A random selection procedure will be used when ties cannot be broken through the head-to-head procedure for the initial seedings only. The format shall be in accordance with the following (or similarly structured pool format for non-8 or 10 team divisional scenarios).

- Pool A – Will Consist of the following seeds (1,4,5,& 8) as identified by their regular season record (1,4,6,8&10 for 10 team format).
- Pool B – Will Consist of the remaining seeds (2,3,6,&7) or (2,3,5,7&9 for 10 team format).

Each team will play 3 Pool Play games and the schedule will be as follows:

	<u>8 teams</u>	<u>10 teams</u>
Game #1 –	1v8, 4v5, 2v7, 3v6	1v10, 4v6, 7v8, 2v9, 3v5
Game #2 –	1v5, 4v8, 2v6, 3v7	1v6, 4v8, 5v10, 2v7, 3v9
Game #3 –	1v4, 5v8, 2v3, 6v7	1v8, 4v10, 6v9, 2v5, 3v7

Note: The Higher seeds for all pool games will be the home team.

- FOUR TEAM Semi-Final GAMES

- Two teams from each Pool will survive to play in the semi-final games. Advancement and seedings for the pools are determined using the Tiebreaking procedures outlined in Section III of the Tournament Rules and Guidelines for Little League Baseball.
- The Winner from Pool A will play the second place team from Pool B and the Winner from Pool B will play the second place team from Pool A. The winner from each pool will be the Home Team.
- If only one Winner from either pools advances to the Championship game they will be the home team for the Championship game. Otherwise, it will be the higher seed from the initial seedings.

19.3 Softball – Number of Games

- Juniors, Majors and AAA will have a 12-14 game schedule. These levels must play a minimum of 12 games to be eligible for district play
- AA, Farm A will have a 12-14 game schedule
- TBall will have a schedule with a minimum of 7 games

Exceptions: Weather related Acts of God, or other situations beyond the control of the League Board of Directors, which result in game cancellations, without the ability to make up those games, may potentially result in a reduced number of games completed.

Also, due to the smaller size of the softball program, the number of games and playoffs may be adjusted to accommodate inter-town game scheduling.

Rule 20 - Forfeitures

20.1 Players Required to Start Game

It is expected that the call-up procedures will be extensively used so that at least 9 players are available for all games. However, a team may start and play a game with only 8 players in the line-up without penalty of forfeit under extraordinary circumstances when there are sudden player no-shows, late arrivals, or injuries during the game. No team may play with 8 players if 9 or more players are present. Repeated use of only 8 players requires League review and potential waiver of this local rule for the offending team.

20.2 Time Limit

For the purpose of this rule, a team shall have ten minutes beyond the scheduled starting time to field the required number of players.

Rule 21 – Selection of District Tournament Teams and Managers (Baseball Only)

"Little League would gain immeasurably in esteem of the public if all tournament teams were selected by the players themselves. Players relish the challenge of competition, but their anxiety to excel is in balance with an intuitive respect and admiration for teammate and opponent alike who demonstrate superior ability and skill."

–Taken from Little League International Rule Book.

21.1 District All Star Teams

The following All Star teams will be formed for each charter held by Simsbury Little League.

Majors Teams

Only Majors Division players (baseball age 12) will be eligible for consideration and selection to these teams.

- **11 Year Old Teams**

Only Majors Division players (baseball age 11) will be eligible for consideration and selection to these teams. In the event that there are not enough 11-year old players to field these teams, then the 11-year olds may be considered for the Majors teams assuming they have played in the Majors Division.

- **9/10 Year Old Team**

Only AAA Division players (baseball age 9 and 10) shall be eligible for consideration and selection to these teams.

21.2 Size of Rosters

Each All Star team will consist of a minimum of 11 players. The number of players will be determined prior to the selection process by the League President, the Division Directors and the All Star Director.

21.3 Formulation of the All Star Ballot

Every player who would like to be considered for a District All Star team will need to register using the Simsbury Little League website. The registration will allow parents and players the opportunity to determine if the All Star practice and game schedule fits into their vacation plans. Every player/parent will receive an email from the league asking them to use the online registration system.

21.4 Player Voting

Every player in the Majors Division votes for four (4) players from their own team for the Majors team. They also will select four (4) players from their own team for the 11-Year old team. Every player in the AAA Division votes for four (4) players from their own team for the 9/10 team. All players will be placed on the All Star ballot. When voting for the four players, each player should be ranked (1=1st choice; 2=2nd choice, etc.).

21.5 Administration of Player Voting

The voting process will be administered by an independent board member. All voting will take place with this board member present and will have no involvement from any manager and/or coaches. Once all ballots have been received the Player Agent and

League VP will tabulate the votes. In the case that either of these board members has a player on the ballot, an independent board member will take their place.

21.6 Formulation of All Star Teams (See All Stars Selection Process Chart)

Once the players have voted, the top player voted from each team will automatically be selected for the District All Star Team if they registered (see 21.3) and are on a team that has a player among the first 12 draft slots for their respective age group (slotting of coach's kids are not included in this count). In the event a player's team does not meet the top 12 draft slot requirement the player is placed on the residual ballot. The names of the 2nd, 3rd and 4th highest vote tally from each team will also be included on the residual ballot for the respective all-star teams. Once the residual ballot has been established, the Majors and AAA managers will vote for the remaining players from this ballot to fill the rosters, if needed.

The voting may take place via email or actual ballots. The Player Agent and/or League VP (or independent board member) should tabulate the votes. The players who do not make a District All Star team automatically play in the Farmington Summer Tournament.

21.7 All-Star Manager Selection Process

Being selected as an All Star manager is a tremendous honor. With it comes a great deal of responsibility. Simsbury Little League expects everyone involved with All Star games to be a positive representation of our league. Managers are expected to be organized, informed and committed to creating an enjoyable, positive environment for all players.

Every manager who would like to be considered to manage an All Star team is asked to "register" using the Simsbury Little League website. The registration must be submitted online and will clearly state which team he/she wishes to coach (i.e. Majors, 11-year old or 9-10 year-old team) together with his/her relevant experience.

The All Star managers cannot be selected until the player selection process has been completed. A candidate will only be selected to manage a team if their child has been voted onto the team using the Player Selection Process. Once the teams have been formed, the League President, All Star Director, and appropriate Division Director will meet to discuss the manager candidates. They will then pick the managers based on their experience and relevant feedback from parents and other coaches. In the event that any of these individuals are being considered to manage an All Star team, an independent board member will be asked to sit in their place. All Star managers must have been a manager during the regular season. If a manager is unable to fill the position, coaches from the regular season will be managers. Preference for managers will be given to current board members and/or individuals who have volunteered for projects within the League.

21.8 All-Star Dates

The following are the key dates for the All Star player and manager selection process:

Description	Date
Email to players / parents asking for All Star registrations	On or around May 15
All Star Registration Opens on website	On or around May 15
Email to managers / coaches asking for self-nomination	On or around May 15
Manager All Star Registration Opens on website	On or around May 15
Independent board member administers voting process without managers and/or coaches involvement.	On or around Last Regular Season Game
All Star teams are formed based on player and manager voting	During Playoffs
All Star managers are selected based on online registration and results of player selection process.	During Playoffs
Notification of teams	6/9 – 6/15 (Dates vary based on tournament rules)

Rule 22 – Softball League Rules

In addition to SLL Local Rules and the Little League Rules, Softball will also follow Local Inter-town rules as set by the inter-town league committee. The current inter-town rules can be found on the Softball section of the website.

22.5 Softball All Stars

District All Star Teams

The following All-Star teams will be formed in Simsbury Little League. There will be 1 team in each division

- Juniors
 - Only Juniors players (softball age 13 and 14) shall be eligible for consideration and selection to this team
- Majors
 - Only Majors players (softball age 11 & 12) shall be eligible for consideration and selection to this team
- AAA
 - Only AAA players (softball age 9 & 10) shall be eligible for consideration and selection to this team
 - If a team cannot be filled, the Division Director and Softball VP may opt to pull 9 and 10 year olds from AA

Size of Roster

- Each All-Star team will consist of a minimum of 12 players and a maximum of 14.
- The Softball VP and Division Director will determine the roster size prior to the selection process.
- If there are not enough eligible players to field a roster of 12, a waiver must be submitted to the District Administrator

Formulation of the All-Star Selection List:

- Every player who would like to be considered for a District All-Star team must register using the Simsbury Little League Website.
- The registration will allow parents and players the opportunity to determine if the All-Star commitment level for practice and games fits within their schedules and summer vacation plans.
- If 100% commitment is not possible, but the player is still interested in being considered, they can register and add comments regarding the conflicts. The team managers, Softball VP and Player Agent will review for impact to the team.
- Every player/parent will receive an email from the league asking them to use the online system

Player Selection:

- Together, Team Managers, Softball VP and Player Agent will rank the players who have registered.

- The top 11-14 may be selected for the All-Star team.

Manager & Assistance Coach Selection:

Being selected as an All-Star manager is a tremendous honor. With it comes a great deal of responsibility. Simsbury Little League expects everyone involved with All-Star games to be a positive representation of our league. Managers are expected to be organized, informed and committed to creating an enjoyable, positive environment for all players.

- Division Managers will be asked for their availability and will be appointed by the Simsbury VP and Player Agent or other appointed board member.
- If there are more than one manager in a division, the other managers will be given first opportunity to be an assistant coach.
- The All-Star manager will fill remaining assistant coach positions based on players on the team. Preference shall be given to parents who were assistant coaches in the regular season

Out of Town Players

Out of town players who play the entire spring season and meet eligibility requirements will be eligible for the All-Star team.

All-Star Dates:

The following are the key dates for the All-Star player and manager Selection Process:

Description	Date
Email to Player / Parents asking for All-Star Registrations	May 15
All-Star Registration Opens on Website	May 15
On-Line registration closes	May 22
All-Star teams selected	By May 30
All-Star teams announced	June 1 – 15 (varies based on tournament rules)

D6 Team	Details
9/10	<ul style="list-style-type: none"> -Team Announcement made on or about June 15 -Practices start on or about June 15 -Player paperwork due June 17 -District 6 Tournament to start on or about July 1st -State Tournaments start upon completion of District Tournaments -SLL Criteria: <i>Must have played in AAA division and be softball age 9 or 10. 9 and 10 year olds who played AA may be considered if needed due to low AAA numbers.</i>

11/12	<ul style="list-style-type: none"> -Team Announcement made on or about June 3 -Practice start on or about June 3 -Player paperwork due by June 10 -District 6 Tournament to start on or about June 17th. -State Tournaments starts upon completion of District Tournaments -SLL Criteria: <i>Must have played in Majors division and be softball age 11 or 12</i>
13/14	<ul style="list-style-type: none"> -Team Announcement made TBD -Practice start TBD -Player paperwork due by TBD -District 6 Tournament to start TBD -State Tournaments starts upon completion of District Tournaments -SLL Criteria: <i>Must have played in Juniors division and be softball age 13 or 14</i>

Player Requirements

Being selected to one of the D6 All Star teams is a great honor, which requires significant player and parent commitment. Little League rules state that in order to be eligible for all-star selection a player must:

1. play in 60% of her team’s games prior to June 15th.
2. provide three (3) forms of documentation establishing residency in the Town of Simsbury before February 1st of the all-star tournament year.
3. Players must generally be available for the entire time scheduled for the tournament and pre-tournament practice.

There will be 5-7 practices per week starting in June with tournament schedules starting as early as June 17th. You can expect tournament dates to last through the second week of July and possibly into August if a team does well and advances that far. Please consider this commitment seriously.

Player Participation

Unlike the regular season which is more developmental, the goal of the all-star tournament is to play at a highly competitive level and advance to the next round of the tournament. Simsbury has a proud history of success in the tournament. Since the tournament is more competitive, the minimum play rule applicable during the tournament is different than the minimum play rule applicable during the regular season. During tournament play, each player available to play must play at least the minimum playing time as defined by Little League. It is likely that some players may play only the minimum in some or all games.

Rule 23 – Fall Ball Baseball Playing Rules

23.1 Majors Division

- SLL Major local playing rules will be used except where noted below.
- There is no 11 year old minimum pitching requirement.

23.2 AAA Division

- SLL AAA local playing rules will be used. In addition, no innings for regular season games will begin after 2 hours from the start of the game.

23.3 AA Division

- SLL AA local playing rules will be used. In addition, no innings will begin after 2 hours are played.

23.4 Fall Playoffs

- A single game elimination format will be used for the Fall playoffs for the Majors and AAA division. Regular season standings do not determine seedings.
- Each manager names the one team they do not want to play in the first round. When possible each team will not play the selected team. Where conflicts exist a random selection procedure will be used.

23.5 Softball Divisions

SLL Local rules as well as Little League rules and Intertown Rules will be followed. If numbers allow, there will be teams at the Junior, Majors, AAA & AA levels.

Appendix A: Individual Conduct Policy

General Statement

Regulation XIV of the Little League Baseball Official Regulations and Playing Rules states: "The actions of players, managers, umpires and league officials must be above reproach." Training Little Leaguers in the basics of teamwork, good sportsmanship and discipline are critical goals of this program.

Managers

The Little League Operations Manual states that managers must be leaders who recognize that they hold a position of trust and responsibility in a program that deals with a sensitive and formative period of a youngster's development. Managers must have understanding, patience and the capacity to work with youngsters. They must inspire respect and realize that they are helping shape the physical, mental and emotional development of young people.

Managers and coaches must:

1. Understand the age group they supervise.
2. Act as a positive role model for youth.
3. Demonstrate an appreciation of the philosophy of Little League.
4. Encourage their players at every opportunity; refrain from negative coaching techniques.
5. Respect the position of authority of the umpire; refrain from arguing judgment calls and exercise caution and maturity in protest situations when asking for rules clarification.
6. Encourage players to develop good sportsmanship, teamwork and self-discipline, whether their team wins or loses.
7. Know and play by the rules of Little League Baseball and Softball.
8. Instill a desire to win and improve in the players; strive to impart as much baseball knowledge as possible to each player.
9. Provide an opportunity for each player to participate.
10. Collaborate with parents to support the goals of Little League.

Players

Players will put forth their best effort and cooperate with their manager, coaches, teammates and umpires to learn teamwork, sportsmanship and self-discipline. Players will support their teammates and show respect to their manager and coaches, umpires and opponents. In doing so, players will not argue with umpires, teammates or opponents or use offensive language at any time in games or practices. Players will attend practices and games with few exceptions, which must be discussed with the manager in advance, except for illness or emergency. As per Little League policy, players will refrain from use of tobacco, alcohol or drugs.

Parents

Parents support the efforts of managers, coaches, umpires and players to help achieve

the goals listed in the general statement. Parents become involved in Little League by volunteering their time to make it a success. According to the Little League Operations Manual, parents must:

1. Be aware of the rules, regulations and philosophy of Little League Baseball and Softball.
2. Be positive in any criticism of the program and be willing to volunteer their service to improve it; present their opinions and criticisms to officers of the League in a constructive manner.
3. Understand the tryout system and the method of player selection.
4. Demonstrate that they recognize the effort expended by the volunteer personnel by refraining from unsportsmanlike conduct and "grandstand managing"
5. Realize that the umpire is closest to the play and that each umpire "calls them" as he or she sees them; understand that the umpire has assumed a difficult but necessary role.
6. Recognize that Little Leaguers are children, not professional players, who need encouragement, not criticism.
7. Applaud good plays; ignore errors; encourage a greater effort, initiative and hustle; congratulate the winner and encourage the loser.

Umpires

The umpire represents authority on the field and has the final decision on all plays. The wide power and responsibility given to umpires in the Little League Official Regulations and Playing Rules demands that they exercise maturity in dealing with managers, parents and players, and that they know the rules thoroughly and have the ability to apply them quickly. Umpires must show the same respect to managers and players that the rules demand is shown to them.

Specific Sanctions - Managers, Coaches and Players

The umpire has the authority to disqualify any player, coach or manager for objecting to judgment decisions (Rule 9.01 (d)) or for unsportsmanlike conduct, including use of foul or abusive language or attempting to incite spectators (Rule 4.06). The umpire should typically give one warning prior to making the decision to disqualify. In especially blatant circumstances, this warning is not required.

Any manager, coach or player who is disqualified by an umpire must immediately leave the area of the game, may not sit with spectators, and cannot return to the game. In addition, the disqualified manager, coach or player is automatically suspended from his or her team's next physically played game and may not attend that game. The umpire will report the incident to the Umpire-in-Chief and the League President within 24 hours. Before the disqualified manager, coach or player can return to the playing field, that person must appear before a committee of at least three board members. This committee will normally consist of the League President, Umpire-in-Chief and the Division Director, but substitutions can be made if any of the above is unavailable. The members of the board present at the hearing may impose additional penalties they feel are justified (Rule 9.05 (c)). Managers who violate the rules of conduct may also be asked to appear before the committee to explain their behavior. As above, the

committee may impose penalties they feel are justified.

Managers encountering behavioral or attendance difficulties from a player in practice or games may also insist that the player appear before this board committee to explain his/her behavior or attendance difficulties. The committee will have similar powers as above. Prior to this step, however, the manager will have attempted to resolve the problems by dealing directly with the player, meeting with the Division Director, and including parents in the problem solving effort.

Any player using alcohol, tobacco or drugs will be suspended for the season. However, the player may appeal to the above committee. If the committee feels there is strong evidence that the player will receive immediate assistance with his/her problem, that parents are very supportive of the anti-alcohol, tobacco and drug stance of Little League, and that there is a low likelihood that the behavior will be repeated, the appealing player will be suspended for four games and associated practices for the first offense. Any further use by the player of alcohol, tobacco or drugs in their remaining Little League career will necessitate automatic expulsion, with no appeal.

Specific Sanctions - Parents and spectators

Parents or spectators who violate good sportsmanship will be asked to refrain from such behavior. If the spectator can be identified as being associated with a particular team, the umpire will instruct the team's manager to speak with the spectator and issue a warning. If the behavior continues, the umpire will suspend the game until the spectator leaves the area of the field. If the spectator is unaffiliated with either team, the game will be suspended until the situation is resolved. In extreme or unresolvable situations, the police should be called.

Appendix B: Umpire Pre-Game Checklist

Pre-Game Checklist

- Introductions to each manager
- Review rules for players:
 - No jewelry on players (except Medical Alert)
 - “Are catchers properly equipped?”
 - Helmets worn at all times by all offensive players in the field
 - No on-deck, only leadoff batter may swing bat at start of inning
- Review rules for Managers:
 - No arguing or guiding judgment calls (ball/strike, fair/foul, safe/out, etc.)
 - Wait for time-out to be granted before leaving dugout
 - Only the manager may discuss calls with the umpire – not assistant coaches
- Review any special rules that may be in place (e.g., no stealing home, coaches pitching certain innings, etc.)

	Simsbury Little League P.O. Box 233, Simsbury CT 06070 www.simsburylittleleague.com
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CONDUCT CONTRACT FOR BASEBALL AND SOFTBALL MANAGERS AND COACHES

Simsbury Little League continually places a special emphasis on sportsmanship. As part of this effort, we ask that all managers, coaches, players, parents and umpires sign a contract regarding their conduct during the season. Please carefully read and sign the following:

As a manager or coach in Simsbury Little League, I understand the position of trust and responsibility that I have accepted. I understand that my actions must be above reproach. I agree to the following:

1. I will behave as a positive role model for all Little League players.
2. I will encourage my players at every opportunity and refrain from using negative coaching tactics.
3. **I will not argue with or attempt to influence umpires. When discussing a rule interpretation with an umpire, I will do so in a mature and respectful manner within the rules established by the league.**
4. I will encourage players to develop good sportsmanship, teamwork and self- discipline whether the team wins or loses.
5. I will know and play by the rules of Simsbury Little League Baseball and Softball.
6. I will read and support the player's conduct contract.
7. I will instill in all players a desire to improve as baseball players and persons and I will impart as much baseball knowledge as possible to all players, regardless of their team.
8. I will provide an opportunity for all players to participate.
9. I will communicate with the parents of my players to help them understand the philosophy of Simsbury Little League and to gain their cooperation in dealing with any behavioral problems that arise.

I understand that unsportsmanlike behavior on my part can lead to my suspension from and possible forfeiture of, a game. I understand that by violating the rules of conduct, I may also be suspended from my managerial duties. I understand that in these circumstances, I will be required to appear before a Simsbury Little League board committee to explain my actions and that the committee will take whatever action it feels is justified.

I agree to communicate these rules consistently to my fellow managers and coaches in an ongoing effort to support this code of conduct.

Signature: _____ Date: _____
 Manager or Coach

Little League Baseball does not limit participation in its activities on the basis of disability, race, color, creed, national origin, gender or religious preference.

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