



Scottsdale Little League
Scottsdale, Arizona
Rules and Regulations
Established 1987



I. Mission

Little League believes in the power of youth baseball and softball to teach life lessons that build stronger individuals and communities.

II. Administration

Scottsdale Little League (SLL) operates under a charter granted by Little League Baseball. SLL is governed by an annually elected Board of Directors. The Board follows the guidelines of the Little League Handbook, Manual, and Official Regulations and Playing Rules (O.R.P.R.), and Little League Constitution and Bylaws.

A copy of the Little League rules may be found online at Little League International. SLL reserves the right to make decisions that are in the best interest of the League and players, and comply with the Little League guidelines.

SLL is a 501c(3) corporation filed with the state of Arizona. The organization is governed by a Constitution on file with Little League International as well as can be found on our website.

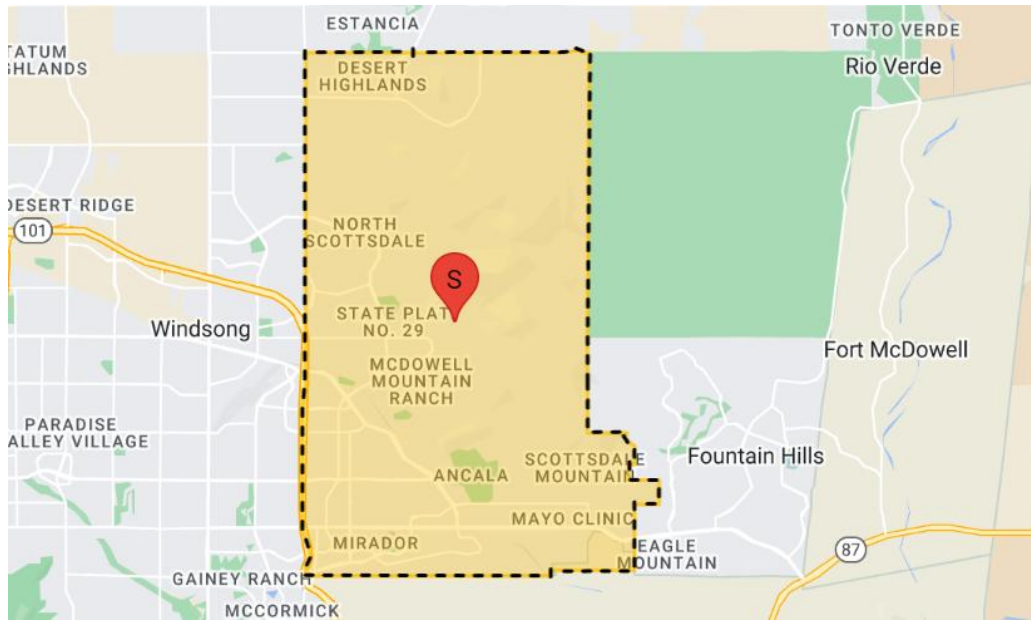
III. Eligibility

There are three options for determining which Little League program a player may join based on the below on the February of the playing season:

1. Kids whose primary residence is within the local league's boundary.
2. Kids may play for the league where their school is located.
3. Kids from divided homes may choose to play in a league where either parent resides.

Any boy or girl who meets league age requirements and satisfies one of the three above options is eligible to play in SLL. Documentation providing evidence of residence or school enrollment will be required at the start of the season in addition to a copy of birth certificate to verify age.

Scottsdale Little League Boundary



Scottsdale Little League Eligible Schools

Anasazi Elementary, Laguna Elementary, Cheyanne Traditional, Redfield Elementary, Desert Canyon Elementary, Copper Ridge Elementary, Archway Scottsdale, Basis Scottsdale, Mission Montessori, Shepherd of the Desert, Camelback Desert School, International School of Arizona, Mountainside Middle School, Desert Canyon Middle School, Desert Mountain High School, Notre Dame Prep, Scottsdale Prep.

IV. Divisions of Play

Your player's league age is determined by the Little League Baseball® Age Chart. The Age Determination Date for a Little League Baseball player is the actual age of a child on August 31 of the current year of play.

For players to be considered for a division outside of their age range, observation and discussion will be undertaken by the President, Player Agent, and/or VP Baseball to make a recommendation and decision to waive age divisions up to majors for safety issues or any other circumstances.

TEE BALL (Ages 4-5)

- Practices determined by Coach & Team are held 1 day a week.
- Team will play games each Sat during the season. Games last approx 1 hour.
- Due to the age of the players, parents are encouraged to stay at the field during practice.
- Use a combo of Tee and Coach Pitch
- Players ages 6 and under may play in Tee Ball Program.
- Continuous batting order is used and all players bat every inning

MINORS DIVISION (A-AAA: Ages 6-11)

- Minors teams will be established, “coach pitch” “machine pitch,” or “player-pitch.
- Teams are determined by all players participating in an evaluation day hosted pre-season
- The diamond used is a 60-foot diamond and the pitching distance is 46 feet.
- Umpires may be utilized during games based on division of play.
- Pre-season, practices are 1-3 times a week
- During the season, practice will be held 1-2 days and 2 games a week.
- Continuous batting order with Little League mandatory play requirements
- Players who are 6 yrs old but have played at least 1 year in a Little League Tee Ball program are eligible to participate in Coach Pitch based on player evaluation and determined by SLL Player Agent.
- Post season tournament opportunities are available for players league-age 8-12 thru the All Star Team.

MAJORS DIVISION (Ages 11-12)

- Teams are determined by all players participating in an evaluation day hosted pre-season
- The diamond used is a 60-foot diamond and the pitching distance is 46 feet.
- Umpires are utilized during games.
- Pre-season, practices are 2-3 times a week
- During the season, practice will be held 1-2 days and 2 games a week.
- Continuous batting order, following Little League mandatory play requirements
- Post season tournament opportunities are available for players league-age 8-12 thru the All Star Team.

JUNIORS DIVISION (Ages 12-15)

- Teams are determined by all players participating in an evaluation day hosted pre-season.
- Play with base paths extended to the regulation 90 feet and the pitching distance is 60 feet 6 inches.
- Pre-season, practices are 2-3 times a week
- During the season, practice will be held 1-2 days and 2 games a week
- Batting order with substitutions allowed, following Little League mandatory play requirements
- Players who are 12 may enter this division and also play in the Majors division.

V. Playing Fields

SLL contracts with the Scottsdale School District and the City of Scottsdale for the use of the playing fields. Practices and games will be held at either of the following fields: Scottsdale Ranch Park (SRP), Copper Ridge Elementary, and Aztec Park. Intra-league play may require travel to other Scottsdale locations in District 6. Juniors Teams may require further travel as needed.

SLL will schedule to end the regular season in May and hold playoffs completed before the school year is completed, as outlined for the Scottsdale Unified School District. However, situations that are out of our control (weather, field issues) may force post-season tournaments to extend past the end of the school year. Players understand they are expected to be available through this period.

The Home team is responsible for field preparation and/or assist if services provided.

Please observe the following rules:

- SLL contracts for the playing fields only – not the entire park.
- No tobacco of any form is allowed on the fields.
- No drugs or alcohol is allowed in the park or school area.
- No bicycles, skateboards, roller skates, scooters or horses on the playing field.
- No dogs in stands or behind backstops. Dogs are not allowed on Laguna School property (fields 3/4). They are allowed on leash beyond the 1st and 3rd base areas on fields 1 & 2.
- The league (parents, players, volunteers) is responsible for picking up trash at the end of each day.

VI. Required Equipment

Players must supply his/her own: *SLL will provide uniform jersey and hat*

- Bat which meets the USA Baseball Bat standard (USABat).
- Glove
- NOCSAE Helmet
- Rubber-molded baseball cleats are allowed in all divisions. Metal spikes are only allowed in 50-70, Juniors, and Seniors divisions.
- Game pants and belt
- Athletic supporter/cup (male players)

VII. Volunteers

Parents must take the initiative to make the local program successful and the experience meaningful for their children. Little League is not a club in which membership implies benefits and entertainment privileges in exchange for a fee. SLL is an adult, volunteer, work project constructed, supervised, and assisted by parents who want to extend this benefit to their children.

Volunteers are needed to Manage, Coach, Umpire, serve on the Board, operate the concession stand, perform field maintenance, organize and conduct fundraisers, and a number of other functions that make the year enjoyable for the players in our league that participate.

All parents must volunteer for at least one shift at the Concession Stand during a game.

After completing a Little League volunteer application and passing a required national background check, parents may become involved in practices, and be eligible as coaches, managers, umpires, local league board members and other volunteer positions within the league.

VIII. Safety Code

Annually SLL submits a Safety Plan to Little League International. A copy of the document can be found on our website.

IX. Code of Conduct

1) Players

- a. Practice fair play, good sportsmanship, and always do their best.
- b. Players are expected to attend all practices and to be on time. If a player is unable to attend a practice or game they are responsible for contacting the Manager and finding out when the next practice and/or game will be held.
- c. Players are not allowed to swear or make derogatory remarks towards other players, Umpires, Managers, Coaches, or parents. Players, Coaches, or Managers who use profanity will be ejected from the game. The only warning given is at the beginning of each game by the Umpire at the pre-game home plate meeting. Tee Ball Managers shall notify a member of the Board of Directors should this become an issue.

2) Parents

- a. Assure that your player attends and is on time for all practices and games. You must notify your Manager if you are going to be late or absent from a practice or game. Please be on time to pick up your player from practices and games: Managers and Coaches are not allowed to leave until all players have been picked up.
- b. Cheer for your team and acknowledge good play on either team.
- c. Refrain from all negative comments. Stress positive action and emphasize good sportsmanship and fair play. Any parent that continually verbalizes negative comments in the judgment of the Umpire, Manager, Coach, player, or league official will be asked to leave the park.
- d. Assist your Manager and Coaches whenever possible. Remember they are volunteering their time to help your child learn the game of baseball. If you have a concern or question please bring it to the Manager's attention in a professional and respectful manner, at a time other than game day. If you are not pleased with the Manager's decision or behavior, contact a league official.
- e. Be aware that players are available for promotion or demotion (safety issue), as determined by League Officials. Read and abide by the SLL call-up procedure as ratified at the beginning of each season.

3) Managers and Coaches

- a. The League President appoints all personnel for the league, including Managers and Coaches, on an annual basis.
- b. The actions of Managers and Coaches must be above reproach. This means no swearing, no derogatory comments directed towards players, other Managers and Coaches, Umpires, or parents.
- c. Managers are responsible for the conduct and appearance of their Coaches and players.

d. Managers and Coaches who provide regular service to the league and/or have repetitive access to or contact with players or teams must fill out application form as well as provide a government-issued photo identification card for ID verification.

e. Managers are strongly encouraged and may be required to attend all Manager meetings and coaching clinics offered by the league. Failure to attend will be brought before the League President and Executive Board for action. Managers and Coaches must provide proof of completion of an accredited concussion training. SLL will hold annually a First Aid training.

f. Any Manager ejected from a game is automatically prohibited from participating in his/her next game. Managers may request to appear before the Board of Directors or Executive Committee. Any Manager or Coach who is ejected from 2 games, for any reason, will be suspended for the following 2 games and will be required to appear before the Board or Executive Committee. If a Manager is ejected from a 3rd game, the Manager or Coach may be relieved of his/her responsibilities, as per Executive Committee or Board decision.

g. Managers and Coaches must remember the Umpires control the game and abide by their rulings. If there is a problem it should be discussed after the game, away from the players and parents and with the Umpire-in-Chief or league officials on hand. SLL will not allow Managers and/or Coaches to abuse Umpires, nor should a Manager ever allow their players to argue with an Umpire's call.

h. Managers are responsible for returning all SLL equipment at the end of each season. Equipment should be returned in good condition except for normal wear and tear.

i. Managers must report any injuries to the Board-Member-on-Duty or another league official immediately. Manager must report any dropouts, in writing (email), to the Player Agent within 24 hours. The Player Agent(s) will present a recommendation in each player call up situation for approval by a majority of SLL Board's Executive Committee. Each situation will be reviewed on a case by case basis using Little League Baseball Rules (O.R.P.R) as a guide on making the decision.

X. Umpires

SLL utilizes Umpires when possible at minors, majors, juniors, and seniors levels. If an Umpire does not show, each Manager shall appoint a qualified individual to Umpire. Umpires are required to complete a national background check.

XI. Scorekeepers, Pitch Counters, and Announcers

For Minor divisions and above, the home team will provide the official scorekeeper including pitch count and scoreboard operator (if available on the field).

The official scorekeeper and pitch counter should maintain a quiet and neutral demeanor, and not openly coach/cheer for either team. When serving in this role they are considered a league official. The scorekeeper shall sit at the scorer's table or outside 3rd base dugout. The scorekeeper is the official bookkeeper for the Umpire in Chief. The official scorekeeper is to accept the official line up from the Umpire. The official scorekeeper will not engage in conversation or answer any questions concerning the game for any spectator, player, Manager, or Coach, unless authorized by the Umpire.

XII. Playing Rules

Emergency First Aid kits will be provided to each team to be available at every practice and game. Extra kits and ice packs are available at the snack bar.

Coaches are required to have player medical releases available or accessible during practices and games.

Players must wear the complete uniform issued to them by the league. Any items not provided by the League will be at the direction of the Coach. Any non-League provided attire should not include logos or inappropriate verbiage.

Male Catchers, or other male players performing the duties of a catcher, must wear a protective cup and supporter at all times while catching. In addition, the catcher (and other players performing duties normally performed by the catcher) must wear a facemask (with dangling throat guard) when warming up a pitcher during a game, at practice, or while assisting a Coach hitting infield and/or outfield warm ups.

All male players are required to wear athletic supporters and cups required for male catchers. Mouth guards and/or protective eyewear are encouraged.

Players must wear a batting helmet any time they are out of the dugout area while on offense. This includes running the bases and Coaching the bases. All helmets must be worn low and tight across the forehead. Helmets may not be removed until the player is inside the dugout. Removing the helmet while on the playing field is grounds for ejection from the game. Skull caps are not permitted.

It is recommended that helmets not be altered in anyway including marker, paint, decals, tape or writing.

Players may not pick up a bat unless they are proceeding directly to home plate to bat. There are no on deck batters (except in Juniors and Seniors Divisions). When a player picks up a bat, they are required to be wearing a batting helmet.

Players are to remain in the dugout throughout the entire game. Players are not to eat during the game including gum. If a player needs to use the restroom they are to get permission from the Umpire through their Manager and must return directly from the restroom to the dugout area. *Parents are discouraged from visiting players during the game.*

Except when returning to base, head first slides are not permitted. This applies to Majors and below. There is no must slide rule, but a player must avoid contact with a player who has the ball and who is waiting to make the tag. No defensive player may take a position in front of a base in the runner's path without having control of the ball in play.

Players, Managers, and Coaches of the teams shall not address or mingle with the spectators, nor sit in the stands during the game in which they are engaged. If any Manager, Coach, or player leaves the playing field without permission from the home plate Umpire they are subject to ejection from the game.

The Manager is the official representative of the team and is the only one allowed on the field to talk with the Umpires. If a Coach or volunteer challenges an Umpire's decision, they are subject to a warning or immediate ejection, based on the Umpire's judgement.

Scorekeeping and Pitch Count

- Each Minors & Majors team is required to maintain a game score and a pitch count log for each pitcher for each game.
- Game Changer is the preferred electronic scoring and pitch count program of SLL. Before each game, the Manager should load the line up to the program. The Home Team is responsible for scorekeeping and pitch count logging.
- No score is kept or logged during Tee Ball games and no pitch counting required for Coach Pitch.

XIII. Division Specific Rules

Tee Ball

- Team will be made up of 6-8 players but may include more based on availability of coaches.
- 50 foot infield square
- Games will last 4-6 innings or approximately one hour.
- Home team will supply the tee.
- Score is not kept during the game
- Regulation Tee Ball balls and bats (26" or shorter) are to be used. The home team will be responsible for providing two new baseballs at the start of the game. Baseballs will be provided to each team by the League to fulfill this requirement.
- Coaching staff will consist of 1 Manager and up to 3 Coaches. Coaches may be on the field for instructional purposes but shall not assist runners or touch a live ball. The defensive team should provide a Coach behind the catcher to collect balls.
- A Coach or parent volunteer must be in the dugout at all times to help the kids stay behaved, focused, and ready to play. *Adults must have submitted proper volunteer forms to SLL prior to entering the dugout.*
- Each team will bat the entire roster each inning regardless of the number of outs or runs. If a batter or base runner is put out on a play they should leave the base and return to the dugout area. If 3 outs are obtained during an inning the bases are cleared of all base runners but the offensive team will continue to bat until all players have batted that inning.
- The Batting order will be rotated each game.
- All players will play defense. Effort should be made to line players up at approximate positions so that learning may occur. Outfielders need to be in normal depth and spread out. The infield shall consist of the positions of first base, second base, third base and shortstop.
- Defensive rotations should occur so that the kids get a chance to play all positions so learning may occur.

Minors A-AAA Division

- Team will be made up of 10-12 players. Team size may need to be adjusted based on league enrollment.
- 60 foot infield square and 46 foot pitching distance.
- Nine (9) players will play defense at any time. Potential to play 10 in field for coach pitch. If less than 9 players are available at the beginning of the game, or if less than 9 players become available during the game, the team with less than 9 players will borrow a player from the opposing team for defensive

purposes only. The team with less than 9 players will not be penalized with an automatic out due to having less than 9 players. Game will be played, no exceptions.

- If a team has 7 or few players the game will be called a forfeit with the intent to play a game through the established time limits.
- Games will last 6 innings with no new inning may start after 1 hour and hard stop 1 hour 15 min for A
- Games will last 6 innings with no new inning may start after 1 hour 30 min of play for AA - AAA no hard stops
- If a game is called during an incomplete inning, the game ends with the score at the end of the last completed inning. City of Scottsdale fields close at 10:30pm.
- During season play, if the score is tied after six completed innings, play shall continue until visiting team scores more total runs or the home team scores a run during a uncompleted inning. However, if game time limit is reached, the game will be considered a tie.
- Regulation Little League Baseballs will be used. The home team will be responsible for providing two new baseballs at the start of the game. Baseballs will be provided to each team by the League to fulfill this requirement.
- Baseball bats must be 33" in and shorter and may not be Tee Ball bats.
 - All bats must have the USA sticker to be used in any league activities.
- Mandatory Play: Each player must play at least 6 defensive outs. If this rule is violated then the player must start the next game and play the inning missed from the last game plus the innings required for the current game. Managers will be reprimanded or suspended for violation of this rule. Teams will bat a continuous roster that will include all players present for the game. All players must meet the minimum play requirement.
- No substitutions in the lineup but free substitutions on defense but all players must still meet Mandatory Play.
 - In A-AA, it is **MANDATORY** that no player should sit twice until all players have sat once.
 - In AAA, it is strongly recommended that no player should sit twice until all players have sat once.
- An offensive inning will consist of either 3 outs or 5 runs being scored.
- If at the end of three (3) innings (two and one-half innings if the home team is ahead), one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If at the end four (4) innings, (three and one-half innings if the home team is ahead), one team has a lead of eight (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
- The amount of time between innings is one (1) minute. The next inning "starts" at the end of the previous inning.
- If a batted ball becomes lodged in any fence or deflected into a spectator area (after having passed first or third base) the ball is dead and the runner will be awarded one base from the base occupied at the time of the pitch.
- In the event there is an overthrow that goes out of the field of play or in the dugout area, the ball is dead and the base runner(s) will be awarded one base.
- No head first sliding unless the player is returning to a base
- Must-slide rule: A runner must avoid contact with a fielder who has the ball.
- A "courtesy runner" for the catcher and/or pitcher of record is allowed when there are two (2) outs. Courtesy runner must be player who recorded the last out or if no outs have been recorded the last runner to cross home plate.

Minors A – Coach Pitch

- Manager/Coach will pitch to their team only and have the authority to allow a member of their coaching staff to pitch in their stead.
- Coaches can pitch from a standing or kneeling position.
- Coaches should pitch from no closer than 20ft from home plate and no further than the front of the mound. Throws must be overhand.
- A batted ball that hits the coach pitching is declared a dead ball.
- Coaches will pitch until the ball is put into play or the player swings and misses (3) three times. Tee rescue after (3) three misses. Foul balls with 2 strikes will keep the at bat going. No walks. *Note:* if the Catcher catches a foul tipped ball on the third strike, the batter is “out”.
- (7) seven pitch max per batter before tee rescue.
- If a player continues to “take” pitches that are in the strike zone it will be up to the pitching coach to use discretion to start enforcing called strikes.
- No infield fly rule in effect
- No bunting- players should take a full swing.
- Side is out when the offensive team makes three outs or when (5) five runs are scored. *Note:* when (5) five runs are scored to end the half inning, play shall continue until the ball is no longer in play. However, only a maximum of (5) five runs will be recorded. (In other words,...don’t stop a kid while rounding 3rd if the 5th run has already scored. Let the kid feel like he hit the home run – play being).
- One player per defensive position in the infield.
- It is mandatory each player must play 1 defensive inning in an infield position per game unless there is a clear safety concern in doing so.
- It is recommended that players are rotated through all defensive positions throughout the season to encourage player development.
- Defense will field (10) ten players consisting of a Catcher, a Pitcher, (4) four infielders, and (4) four outfielders.
- Recommended- Catcher uses a catcher’s mitt.
- Required- Catcher must have a protective cup.
- Pitcher should have both feet inside the pitching circle, even with or behind the pitching mound and must remain there until the ball has reached home plate.
- No stealing and no leading
- No advancement on overthrows.
- Ball is dead when it enters the infield from the outfield. Does not need to be possessed by a defensive player.
- Outs- generally outs should not be recorded by running the ball to a base unless a legitimate baseball play is in effect. Players should throw the ball when required. Managers shall decide the fair play. (Ex. right fielders should not run a ball to first to try and beat the batter).
- Coaching staff will consist of (1) one Manager and up to (3) three Coaches- maximum (4) four adults in the dugout at any time.
- (2) Two coaches may be on the field defensively for instructional purposes but shall not assist runners or touch a live ball. One of these coaches should be behind home plate to assist with passed balls.
- Offensively, a Coach may be positioned at 1st and/or 3rd base. No rotation of coaches, and the only time a coach new coach may come into a game is if a coach previously started the game has to leave. One adult must remain in the dugout at all times if there are players in the dugout.

- Score keeping is allowed and to be kept by Managers. While score keeping is to be kept by the Home team, please note Coach Pitch is instructional and designed to help further the players knowledge and fundamentals of the game in a fun atmosphere. Score keeping/winning is secondary.

Minors AA - Machine Rescue

Machine Rescue (Innings 1-2)

- Machine Rescue is defined as: If a pitcher throws four balls, a coach from the batter's team will use the pitching machine to "pitch" 3 additional pitches to the batter. The batter will strike out if the ball is not put in play after 3 pitches. A foul ball on the 3rd pitch will continue the at bat until the ball is put in play or the player swings and misses. There are no walks, but a player hit by a pitch from a pitcher will be awarded first base.
- Machine Rescue is only for the first 2 innings of each game. Each additional inning will be Machine Pitch rules.
- Pitching distance will be 40' from home plate in front of the pitching machine. If a field does not have a rubber at 40', a temporary rubber will be used. Managers are responsible for measuring the pitching rubber distance prior to the game starting.
- A pitcher is only allowed a maximum of 50 pitches a day and only 1 inning per game.
- It is the coach's responsibility to keep track of the number of pitches.
- Coaching staff will consist of 1 Manager and up to 3 Coaches. Coaches may be on the field for instructional purposes but shall not assist runners or touch a live ball. A Coach may be positioned at 1st and/or 3rd base. No rotation of coaches, and the only time a coach new coach can come into a game is if a coach previously started the game has to leave. One adult must remain in the dugout at all times.
 - Recommended: A coach should play behind catcher and help retrieve the ball.
- All teams will play conventional nine player defense (no shifting)
 - Outfielders shall line up in the outfield grass.
 - Basemen shall line up no closer to home than 2 feet inside the base line.
 - Pitcher shall be no closer to home plate or wider than 6 feet from the pitching rubber.
- It is mandatory each player must play 1 defensive inning in an infield position per game unless there is a clear safety concern in doing so.
- No defensive player shall make a non-throwing force out at any base other than their position's base.
 - Second base shall be considered the position base of both the second baseman and shortstop.
 - Pitcher must throw the ball to complete a force at any base or home.
- 1 defensive coach is allowed in the outfield during the play.
- No runner shall advance more than one base on a batted ball that does not reach the outfield.
 - Ball is live in outfield and "dead" once it is controlled by an infielder.
- Runners will not advance on an overthrow.
- No stealing.
- Home team is official score keepers.

Machine Pitch Rules (Innings 3-6)

- The machine should be set 43' from the back edge of home plate to the back line of the machine legs.
- Each batter will be pitched to by a pitching machine. The machine will be operated by an offensive coach. The machine should be adjusted before the first batter and not reset unless it becomes inaccurate. The speed should not be changed after agreed to by the managers and set before the first pitch.

- The machine operator may not coach nor address any offensive player once the player enters the playing field. The machine operator may not interfere with any defensive player.
- Batting: A batted/thrown ball that hits the pitching machine shall be ruled a dead ball. The batter is awarded 1st base. All other runners will be awarded one base only if they are forced.
- A pitching machine will be used to pitch to all batters and will be governed by the following rules: A batter shall get five (5) pitches or 3 swinging strikes. If he has not hit the ball in play or struck out after the fifth pitch, he is then out. If the final pitch is hit foul, the batter is still alive.
- If a batted ball hits the pitching coach, the ball is dead and the batter advances to first base. Any runner forced to advance will advance one base; all other base runners must return to their base prior to the pitch.
- Coaches must make an attempt to duck or crouch behind the pitching machine on a hit ball and stay inside the circle. Under the judgement of the umpire, a coach that intentionally violates this rule and is hit by a batted or thrown ball, a dead ball will be called and the runner closest to home will be called out, the batter- runner will be awarded first base, unless there are no runners on base – they will be called out, and other runners will advance only if forced.
- If a coach did not intentionally violate this rule and is hit by a batted/thrown ball, the ball is treated as if hitting the machine.
- Stealing is not permitted. Runners may leave the base only after the ball is hit. Runners who leave early will be called out.
- If Umpires are calling the game, only the Manager may speak to the Umpire for clarification of a call or ruling.
- Little League requires batters to keep one foot in the batter's box throughout their at-bat, barring eight exceptions provided in the rule book.

Minors AAA – Player Pitch

- Coaching staff will consist of 1 Manager and up to 2 Coaches. A Coach may be positioned at 1st and/or 3rd base on offense. No rotation of coaches, and the only time a new coach can come into a game is if a coach previously started the game has to leave. A player with a helmet may Coach the other base at the discretion of the Manager. One adult Coach or Manager must remain in the dugout at all times. *No other individuals are allowed in the dugout at any time during the game.*
- Any player on the roster may pitch. Players are required to follow Little League restrictions relative to the number of pitches and the days and/or games of rest required.
- Stealing of bases is allowed, but only after a pitch reaches the hitter. Players have to remain on the base until a pitched ball reaches the hitter. When a base runner leaves the base before the pitched ball has reached the batter and the batter does not hit the ball, the runner is permitted to continue. If a play is made on the runner and the runner is out, the out stands. If said runner reaches safely the base to which the runner is advancing, that runner must be returned to the base occupied before the pitch was made, and no out results.
 - No balks or illegal pitches will be called on the pitcher.
- A runner who is attempting to steal a base may not advance on an overthrow. This rule is intended to encourage catchers to throw the ball.
- Ball is live in the infield and is only dead when time is called.

Majors Division

- Team will be made up of 10-12 players. Team size may need to be adjusted based on league enrollment.
- 60 foot infield square and 46 foot pitching distance.
- The official game will begin when each team has at least 8 eligible players. If one team does not have 8 eligible player, the game will be re-scheduled. The 9th spot is skipped and does not count as an out.
- Games will last 6 innings.
 - No new inning may start after 2 hours of play.
 - If a game is called during an incomplete inning, the game ends with the score at the end of the last completed inning. City of Scottsdale fields close at 10:00pm
- During season play, if the game is still tied after completion of the inning beyond the no new inning time limit, the game will be considered a tie.
- Regulation Little League Baseballs will be used. The home team will be responsible for providing two new baseballs at the start of the game. Baseballs will be provided to each team by the League to fulfill this requirement.
- Baseball bats must be 33" in and shorter and may not be Tee Ball bats.
- Coaching staff will consist of 1 Manager and up to 2 Coaches. A Coach may be positioned at 1st and/or 3rd base. No rotation of coaches, and the only time a coach new coach can come into a game is if a coach previously started the game has to leave. A player with a helmet may Coach the other base at the discretion of the Manager. One adult Coach or Manager must remain in the dugout at all times. *No other individuals are allowed in the dugout at any time during the game.*
- Mandatory Play: Each player must play at least 6 defensive outs and bat 1 time. If this rule is violated then the player must start the next game and play the inning missed from the last game plus the innings required for the current game. Managers will be reprimanded or suspended for violation of this rule.
- No substitutions in the lineup but free substitutions on defense but all players must still meet Mandatory Play. In Majors, it is strongly recommended that no player should sit twice until all players have sat once.
- An offensive inning will consist of 3 outs.
- There is no run limit in Majors.
- If at the end of three (3) innings (two and one-half innings if the home team is ahead), one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If at the end five (5) innings, (four and one-half innings if the home team is ahead), one team has a lead of eight (8) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
- The amount of time between innings is one (1) minute. The next inning "starts" at the end of the previous inning.
- If a batted ball becomes lodged in any fence or deflected into a spectator area (after having passed first or third base) the ball is dead and the runner will be awarded two bases from the base occupied at the time of the pitch. As long as the ball remains in the field of play it remains a fair ball and runners may advance at their own risk.
- In the event there is an overthrow that goes out of the field of play or in the dugout area, the ball is dead and the base runner(s) will be awarded one base.
- No headfirst sliding unless the player is returning to a base and must-slide rule, but a runner must avoid contact with a fielder who has the ball.
- Any player on the roster may pitch. Players are required to follow Little League restrictions relative to the number of pitches and the days and/or games of rest required.
- A "courtesy runner" for the catcher and/or pitcher of record is allowed when there are two (2) outs. A player whose name is on the team's batting order may not become a substitute runner for another

member of the team. Neither the pitcher nor the catcher is subject to removal from the lineup. The same courtesy runner may not run for both the pitcher and the catcher at any time during the game. A courtesy runner must be reported to the plate umpire.

- Stealing of bases is allowed, but only after a pitch reaches the hitter. Players have to remain on the base until a pitched ball reaches the hitter. When a base runner leaves the base before the pitched ball has reached the batter and the batter does not hit the ball, the runner is permitted to continue. If a play is made on the runner and the runner is out, the out stands. If said runner reaches safely the base to which the runner is advancing, that runner must be returned to the base occupied before the pitch was made, and no out results.
 - NO BALKS WILL BE CALLED ON A PITCHER
- Little League requires batters to keep one foot in the batter's box throughout their at-bat, barring eight exceptions provided in the rule book.

Juniors Division

Juniors follows the same regulations as Majors except as noted below:

- Team will be made up of 10-15 players
- 90 foot square and 60'6" pitching distance.
- The official game will begin when each team has at least 8 eligible players. If one team does not have 8 eligible player, the game will be re-scheduled. The 9th spot is skipped and does not count as an out.
- Games will last 7 innings. No new inning may start after 2 hours of play and a hard stop at 2 hours and 30 min. City of Scottsdale fields close at 10:30pm
- Baseball bats must be 34" in and shorter and may not be Tee Ball bats
- If at the end of four (4) innings (three and one-half innings if the home team is ahead), one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If at the end six (6) innings, (five and one-half innings if the home team is ahead), one team has a lead of eight (8) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
- A "courtesy runner" for the catcher and/or pitcher of record is allowed when there are two (2) outs. A player whose name is on the team's batting order may not become a substitute runner for another member of the team. Neither the pitcher nor the catcher is subject to removal from the lineup. The same courtesy runner may not run for both the pitcher and the catcher at any time during the game. A courtesy runner must be reported to the plate umpire.

XII. Pitching Rules

Please refer to section VI – PITCHERS of the Little League Rule book. Below is a summary of section:

- No player may pitch on 3 consecutive days
- Notify pitch counter if finishing batter AFTER at bat
- A pitcher once removed from the mound, may not return as a pitcher in that game.
- MINORS: Two mound visits are allowed per pitcher per inning; on the 3rd the pitcher must be removed
Three mound visits are allowed per pitcher per game; on the 4th the pitcher must be removed.
- MAJORS: One mound visit is allowed per pitcher per inning; on the 2nd the pitcher must be removed.
Two mound visits are allowed per pitcher per game; on the 3rd the pitcher must be removed.
- The stealing and relaying of signs to the batter (pitch selection and/or location) is not allowed.
- Pitchers are prohibited from wearing a white or grey sleeve on their throwing arm.

Any player who has played the position of catcher four or more innings is not eligible to pitch that calendar day.

Pitch Count Maximum:

7-8 yr old	50 pitches or finish batter
9-10 yr old	75 pitches or finish batter / third out is made
11-12 yr old	85 pitches or finish batter / third out is made
13-16 yr old	95 pitches or finish batter / third out is made

Pitcher Rest Days

- If a pitcher throws 41 or more pitches, he/she cannot catch that day (threshold in effect).
- If a player catches 4 innings or more, he/she cannot pitch that day (one pitch is considered an inning).
- If a player catches 3 innings or less and goes in to pitch, pitches 21 or more (20 threshold), no further catching that day.

XIII. Tournament Rules

Minor and Major teams participate in a season-end playoff based on the results of intra league play. Games played with District Leagues will not count towards the season statistics.

The tournament will be structured as single elimination seeded tournament. If there is an uneven number of teams participating, the team with the best season record will receive a first round bye. Should there be a tie for first place of season rankings, for seeding In the case of a tie of top ranked teams, the team with the most total runs scored will be considered first place.

Protests involving playing rules not resolved before the next pitch or play shall not be considered.

Tie Game: When the completion of six innings (*Junior/Senior League seven innings*) and the score is tied, the following tie- breaker will be played to determine a winning team:

- The seventh inning [*Junior/Senior League: eighth inning*] will be played as normal.
- Starting in the top of the eighth inning [*Junior/Senior League: ninth inning*], and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base.

Run Rule: If at the end of three (3) innings (two and one-half innings if the home team is ahead), one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If at the end five (5) innings, (four and one-half innings if the home team is ahead), one team has a lead of eight (8) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

Scorekeeping and Pitch Count: Electronic scorekeeping and pitch counting may be used during tournament play. If agreed upon by all Managers, paper scorekeeping may be used during tournament play. If using paper, a volunteer from Home Team should keep the score and the Visiting team, keep pitch count.

Regardless of paper or electronic, during tournament play the scorekeeper and pitch count log should not sit in the stands or in the dugout. Volunteers should sit in designated scorekeeper area near Umpire for easy communication.

XIV. Draft Process

SLL holds an evaluations pre-season to assist in the placement of players on teams. This evaluation process is to help with the distribution of teams for both play and safety of the players. SLL will provide at least 2 date options and will make every effort to find a makeup time for players to be evaluated.

It is a responsibility of all players to attend one of the evaluation times. Any players who do not attend are subject to be placed on the lowest level of play for his/her age group.

Selection of Players

- The selection of players for the various teams shall be in compliance with the Little League Draft Methods.
- All candidates who are league age twelve (12) must be drafted to a Major Division team. Exceptions can only be made with written approval from the District Administrator, and only if approved at the local league level by the Board of Directors and the parent of the candidate.
- Teams are not permitted to enter the Little League program intact, or nearly intact, from non-Little League programs. Under no circumstances will any team or group of players, which did not play on the same team for the previous regular season in the same division of a chartered local Little League, be placed together onto a regular season team in that local Little League. Such players must be processed through the Little League Draft Methods as noted in this regulation.
- Team Managers are allotted the following personnel, and subsequently, those individual's players prior to the beginning of the draft.
 - 2 – Assistant Coaches
 - 1 – Team Parent
- Players of team personnel will be slotted the draft order based on a Player Ranking developed through the Player Evaluation process.

- If a team is determined to be unfair or the skills of the players allotted to the team skew the potential parity of the division, the Team Manager of that team will be notified, prior to the draft, of a potential player move that is in the best interest of the league.

Serpentine Draft Plan

- The managers draw numbers to determine who will select the first player. In a four-team league, the manager who draws number one makes the following player selections: 1st choice, 8th, 9th, 16th, 17th, 24th, 25th, etc.; The manager who draws number two makes the 2nd choice, 7th, 10th, 18th, 23rd, etc.; The manager who draws number three, 3rd choice, 6th, 11th, 14th, 19th, 22nd; The manager who draws number four, 4th choice, 5th, 12th, 13th, 20th, 21st, etc., until selections are complete.
- Managers and coaches should attempt to divide the players into teams of equal strength, with the player agent coordinating the activity. The commissioner of the division may also facilitate the draft if the player agent is unable to or has a conflict of interest.
- The President and Player Agent may make decisions based on the best interest of the League, as long as the decision is not in direct conflict with an official Little League rule.

Non-Evaluated Players

- Prior to or on draft day, coaches are encouraged to submit a player score for any non-evaluated players they are familiar with.
- All other non-evaluated players with no submitted score will be placed at the bottom of the draft list.

Player Trades

- All trades must be completed and agreed upon within 24 hours of the draft.
- Trades must involve players selected in the same draft round (equivalent skill level).
- All trades must be reviewed and approved by league officials to ensure fairness and maintain competitive balance.
- The trade approval group will include the League President or Vice President, Player Agent, and Division Commissioner.

Practice Schedule Exception

- The only exception to the 24-hour trade rule is if a drafted player is unable to attend a team's designated practice day/time.
- In this case, the player may be traded for another player of equivalent round and skill level to accommodate scheduling needs.

Player Withdrawal and Replacement

- If a player quits after the draft, the team will remain at its reduced roster size.
- Should additional players become available before the season begins, placement will follow the original draft order, with the next eligible team (based on roster size) receiving the first opportunity to add a player.
- No new players will be added once games have started.

XV. All Star Selection Progress

- **ALL-STAR REGISTRATION.** Scottsdale Little League will open up an initial All-Star registration process to gauge interest from families and ensure they're committed to All Star activities. The commitment for All Stars is as follows:
 - Weekly practices beginning upon completion of the SLL season through the tournament dates. The 10U tournament is expected to be held in early-mid June, and the 12U tournament is expected to be held mid-late June (with the possibility to advance to the state tournament, which will be held in July); AND
 - payment of tournament fees, which are expected to be approximately \$100, but are subject to change.
- **ALL-STAR ROSTER SELECTION.** All Star player selection for 8/9/10 (10U) and 10,11,12 (12U) teams will be completed through a combination of (1) player voting and (2) team manager nomination. Each team manager will nominate at least two qualified players from their team for consideration (managers may only select from those players that have pre-registered). A "player pool" will be created based upon the results of the player vote and manager nominations. Team Managers, the SLL Player Agent and Division commissioners will meet to evaluate the "player pool" and select a minimum of 12 players to form the rosters. The Scottsdale Little League Player Agent will have final approval on all All Star Roster decisions.
 - All Star player selection will be the same for any other SLL All Star team created such as a Junior division team or a 9,10,11 team.
- **ALL-STAR COACHING STAFF SELECTION.** Any coaches from the Minors AAA, Majors and Juniors divisions may declare their interest in managing or assisting on an All-Star team. From the pool of interested coaches, the all-star coaching staff will be determined as follows:
 - The Manager for each All Star team will be selected by a committee consisting of the President, Coaching Commissioner, and each Division Commissioner as outlined below.
 - 10U: Minors AAA Commissioner
 - 11U/12U: Majors Commissioner
 - 14U: Juniors Commissioner
 - Team managers will get priority for All Star manager positions then Assistant Coaches and then Volunteers.
 - The All Star Managers will participate in the selection of the two Assistant Coaches.
 - Any other coach involvement during practices or outside of games will be at the sole discretion of the All Star Manager.