Baseball & Softball General Rules

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1.0 SCLL Division Baseball and Softball Rules

League procedures are written in conjunction with Official Little League Operating Manual and "Green Book Official Regulations and Playing Rules". Our (SCLL) rules correlate with published Little League documents and the MILL (Merritt Island Little League) Constitution, which is a legal document filed in Williamsport, Pennsylvania. The purpose of the league procedure is to clarify "Green Book Official Regulations and Playing Rules".

Space Coast Little League has historically agreed, complied, and played under Little League and other local rules, and as such, will continue to do so unless SCLL teams are not inter-leaguing with any other league. Unless noted otherwise, the rules listed below are to be in enforced for all Space Coast Little division games.

The SCLL Board of Directors has adopted the philosophy to de-emphasize competition and to stress the fundamentals of baseball instruction in the Minor 2 and T- Ball Divisions.

1. Either team may borrow a SCLL registered player from within their division to play a game if they do not have nine (9) players present.
    a. This player bats last and plays the outfield. No official uniform (hat, shirt, pants) is required.
    b. The borrowed player must wear a hat and male players must wear an athletic supporter. (Rule: 1.17)
2. Minor 2 and T- Ball games may be conducted with fewer than 9 players at the discretion of the Managers.
3. Leading off a base is not permitted
4. Base stealing is not permitted.
5. Base coaches should not physically touch, assist, or hinder base runners in any way. This is considered offensive interference.
6. Any batter who releases, slings, or throws a bat in a dangerous manner may be declared out.
    a. There will be 1 warning, and no exceptions.
7. There will be no infield fly rule in these divisions. (Rules 2.00 & 6.05)
8. An offensive coach should be provided at first and third base, provided there is at least one registered volunteer adult in the dugout.
9. One to three defensive coaches are permitted on the field during play on defense.
10. Two defensive Coaches may stay in the outfield grass between the second base and the shortstop position, thereby avoiding confusion with the offensive coaches located at first and third base.
11. A defensive or offensive coach must be located behind the catcher in order to assist the catcher, retrieve balls, and assist with positioning of the batter.
12. The continuous batting order option will be used. (Rule 4.04)
13. Minor 2 and T-Ball are non-umpired divisions
    a. Minor 2 umpiring is based on consensus of both coaches on each team for each play, if needed.

1. **T-Ball Division Baseball Rules (Ages 4-6)**

   a. **Coach Pitch Rules**

      i. A coaches will pitch on one knee, eye level to the batter, roughly 10- 15 feet away from home plate, overhand, roughly five yards from the hitter.

      ii. A coach will pitch 5 overhand tosses to each batter before the hitting tee is needed to put the ball in play.

      iii. Foul balls on the 5th pitch will result in additional pitches.

      iv. A fair ball should go a minimum of 8-10 feet. If the ball does not go 8- 10 feet it should be declared a foul ball. Managers may rule otherwise to keep the game moving.

      v. No walk, strikeouts, or HBP (hit by pitch) in Tee-Ball.

   b. *Defensive Rules (Infield and Outfield)*

      i. All players shall play an infield position at least one inning per game.

      ii. Coaches will rotate players each defensive inning throughout the game.

      iii. Only one player will occupy the pitcher's position.

      iv. The pitcher (player) will remain on the pitching mound, clay area, until the ball is put into play.

      v. All catchers must be positioned against the backstop fence prior to the swing of the bat.

      vi. Catchers are optional, but the player must wear the protective equipment listed in rule 1.17.

      vii. All players are to remain in their normal locations on the field until the ball is hit (ie. The pitcher must remain at the pitcher's plate and not creep up before the ball is hit).

      viii. All players will play defense, extra players will be evenly spaced in the outfield.

      ix. Defensive players should be taught to avoid blocking the base or base path of the runner to prevent a pending accident

      x. Player(s) put out at any base shall NOT be removed from the bases.

      xi. The infield defense will remain traditional.

      xii. Remaining players evenly spaced in the outfield.

      xiii. Coaches will be on the field with players providing instruction, positive feedback and encouragement.

   c. *Offensive Rules (Hitting and Base Running)*

      i. All players present are inserted in the continuous batting order.

ii.   There is no Infield Fly Rule.

iii.   No on-deck batter permitted for safety precautions.

iv.   No bunting or base stealing permitted in T-Ball baseball.

v.   A player will receive 5 overhand tosses to put the ball into play per bat .

1.   *Only exception, a foul ball on the last overhand tossed pitch, another pitch is awarded.*

2.   *If the player does not put the ball into play after 5 swings, a batting tee will be placed at home plate.*

vi.   Play starts when the ball is on the tee and the coach calls "play ball".

vii.   "Time" is called after each swing if the ball is not hit into fair territory.

viii.   "Time" is called following a hit and, after play stops.

1.   The ball should travel at least ten feet to be considered in "play".

ix.   Batter/runners will remain on base regardless of out(s) recorded during a game.

x.   All base runners should stop once the base is reached, and the ball is in the infield.

xi.   All players will bat once each inning, regardless of the number of outs or runs scored.

xii.   On balls hit to the outfield, runners may advance two bases.

1.   Runners on base may **not** lead off until the ball is put into play by the batter

2.   Runners on base may **not** 'steal' a base on a pass ball to his catcher.

xiii.   The last batter runs all the way around the bases while the defense stays on the field until he/she touches home plate.

d.   *Scoring and Game Limits Rules*

i.   Games will end (1) hour after the scheduled start time.

1.   *T-Ball is instructional. Therefore, no official score will be kept on the scoreboard*

ii.   A half inning is complete if:

1.   *The offensive (batting) team bats through the order complete.*

a.   Note: There is no record outs in T-Ball.

2.   *This applies for the entire game.*

iii.   All games are scheduled for 3 innings. However, if time permits, and both managers agree, then additional innings may be played.

iv. No inning will continue after 1 hour of play, unless the home team is at bat, in which case the game ends at the completion of the inning.

1. *Runners on base may not lead off until the ball is put into play by the batter*

2. *Runners on base may not 'steal' a base on a pass ball to his catcher.*

2. **Minor 2 Division Baseball Rules (Ages 7-9)**

   a. *Coach Pitch Rules*

      i. The offensive manager or coach will pitch to their Minor 2 players.

      ii. Coaches may pitch from the mound or closer to ensure accuracy.

      iii. No walks, strikeouts or HBP (hit by pitch) in Minor 2.

   b. *Defensive Rules (Infield and Outfield)*

      i. All players shall play an infield position at least one inning per game.

      ii. If there are 10 or more children on each team, the managers will field ten players. The tenth player must be a fourth outfielder.

      iii. Managers may opt to field an additional outfielder (5).

      iv. No player will sit more than (1) consecutive inning, and will not sit again until all others have sat the bench.

      v. Players must rotate defensive positions each inning at this level.

      vi. Outfielders must play at least 5 yards/15 feet from the nearest base on the infield.

      vii. Outfielders will not be stationed close to the infield clay.

   c. *Offensive Rules (Hitting and Base Running)*

      i. All players present are inserted in the continuous batting order.

      ii. There is no Infield Fly Rule.

      iii. No on-deck batter permitted for safety precautions.

      iv. No bunting or base stealing permitted in Minor 2 baseball.

      v. A player will receive 7 swings to put the ball into play.

      vi. The player will return to the dugout if the player does not put the ball into play after 7 swings.

         1. Only exception, a foul ball on the last pitch, another pitch is awarded.

         2. No out is recorded

      vii. Batters may advance to second base (double) on balls hit to the outfield.

      viii. If a defensive player has the ball in the infield, and all base runners have stopped at a base, all play stops.

      ix. Generally, any throw not caught by the infielder involved in a play on a base runner is an overthrown ball. An overthrown ball is one in which the ball is delivered so high, wide, or low that the infielder does not stop and control the ball by ordinary effort. On an overthrown ball:

1. The runner may advance one additional than the base he was trying for when the ball was overthrown. The runner is at risk during advancement, and subject to being put out.

2. If the runner stays on base, or is not trying to advance to the next base, when a ball is overthrown, the runner can only advance to the next base.

x. Runners on base may not lead off until the ball is put into play by the batter

xi. Runners on base may not 'steal' a base on a pass ball to his catcher.

d. *Scoring and Game Limits Rules*

i. Games will end (1 ½) hours after the official start time.

ii. Minor 2 baseball is instructional. Therefore, no official score will be kept on the scoreboard.

iii. Teams may keep a scorebook to help enforce the five run rule.

iv. A half inning is complete if:

1. The offensive (batting) team scores (5) five runs or,

2. The defensive (fielding) team executes (3) three outs, or

3. The offensive (batting) team bats through the order complete.

a. This applies for the entire game.

4. All games are scheduled for 5 innings. However, if time permits, and both managers agree, then additional innings may be played.

5. No inning will continue after the (1 ½) hours, unless the home team is at bat, in which case the game ends at the completion of the inning.

3. **Minor 1 Division Baseball Rules (Ages 10-11)**

   a. Visit the Local Rules tab at www.spacecoastlittleleague.org

   b. Cocoa Beach and Cape Canaveral Home Park Rules

      i. Games end promptly at 2 hours. If there is no proceeding game and the fields are free to use, the umpire and both managers can reach an agreement PRIOR TO STARTING THE GAME to play the final inning to completion even if that inning surpasses the 2 hour limit.

      ii. It is an official game if 2 ½ innings have been completed, and the home team is ahead, or three innings have been completed.

      iii. Each player should play two complete innings in a defensive position on the field. One inning of infield is recommended for those players who can safely do so. Managers should plan their lineups to meet this requirement for a 4 inning game.

      iv. The five (5) run rule applies for the entire game. No slaughter rule as Minor 1 is instructional.

      v. Any batter who releases, slings, or throws a bat in a dangerous manner may be declared out upon the discretion of the Umpire.

      vi. No on-deck batter permitted per Little League Rules.

      vii. Quick pitching will result in a warning and a ball can be called on each following occurrence for that pitcher, at the umpire's discretion.

      viii. Continuous batting order. Players who arrive late may be added to the end of the lineup.

      ix. Realistic strike zone. Umpires should not create their own strike zones. Adhere to Little League rules.

      x. Managers will adhere to all official Little League Rules and pay special attention to pitch count and rest requirements. Of particular note are defensive interference (blocking runner's path without possessing ball) and bunting a ball which is not a strike. On the bunt, motion towards a non-strike ball must be made to call it a strike. Simply standing in the bunt position and watching a non-strike pitch should not be called a strike.

      xi. The lineup card must be prepared and provided by each team at least five minutes prior to game time. One copy to announcer and one copy to opposing manager.

      xii. SCLL will prepare field, provide Official Scorekeeper and umpires. The visiting team should keep a scorebook. The manager of each team may examine their opponents pitching record of their last game played.

xiii. Good sportsmanship should always be emphasized. Win with grace and lose with dignity. Hand shakes or high fives and verbalizing "Good game" are the appropriate end of game gestures. Punching, slapping, fowl language or using objects to strike players hands will result in the offending players being ejected for the following game on SCLL fields.

4. **Major Division Baseball Rules (Ages 11-12)**

   a. Little League Green Book Rules apply

5. **Junior Division Baseball Rules (Ages 13-14)**

   a. Little League Green Book Rules apply

6. **Minor, Major, Junior Division Softball Rules (Ages 7-13)**

   a. Little League Green Book Rules apply in most cases.

   b. Visit the Local Rules tab at www.spacecoastlittleleague.org

3.0 SCLL Document Revisions

Section	Description of Amendment/Change	Author	Date
Entire Document	Digitized document Draft	Raj Balkaran	January 16, 2014

President - Raj Balkaran

President Signature _____   Date: 02/01/2014

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Reviewed by T-Ball Director, Minor 2 Director, Minor 1 Director, Major Director – Pending adoption by the SCLL Board.