

## Sequim Little League Local Regulations and Playing Rules

### James Standard Park Regulations:

1. Alcoholic beverages, drugs, profanity, abusive language or behavior, and littering are strictly prohibited. Violators will be removed.
2. Tobacco allowed in parking area only – away from any children.
3. Speed Limit: **5 mph!!!**
4. Political petitions and campaigning are prohibited.
5. **All Pets are NOT ALLOWED in or around the PARK.**
6. **Swinging of Baseball Bats and throwing of balls are prohibited in all common areas.** Players are to swing bats only in appropriate areas (inside batting cage, and when up to bat during game or practice). Throwing of balls are only allowed on playing fields and designated warm-up areas only.
7. No vehicles are allowed past the gate area near the clubhouse except for Concession Stand Managers.

### Batting Cage Rules:

1. One child at a time in the cage.
2. Helmets worn at all times.
3. Adults only to operate machines.
4. Keep shed closed and locked.

### Practice Rules:

1. Practices are to be held Monday through Saturday.
2. Approved practice facilities: James Standard Park, Nagler Field, Sequim School District Facilities, and Carrie Blake Park.
3. If fields are full team practice times may be limited to the following: Majors and Seniors Divisions may have up to 4 practices per week. All Minor Divisions may have up to 3 practices per week. T-Ball is allowed 2 practices per week. When the season starts, Majors and Seniors divisions may have up to four (4) meetings per week. (Example: Any combination of games and/or practices that adds up to four.) For Minors and Prep Divisions, three (3) meetings per week, and for T-Ball, two (2) meetings per week.
4. Scheduled practices on the playing fields must end one hour before game time.
5. Fields **must** be raked after practice and gates closed.
6. All surrounding areas are to be cleaned of garbage, including the DUGOUT AREA.

### Home Team Responsibilities: (Occupy 3<sup>rd</sup> base dugout)

1. Prepare field before game:
  - A. Chalk lines – put machine back right away.
  - B. Set up pitching machine (Co-Ed Prep Division)
  - C. Rake field if needed
2. Provide plate umpire (Co-Ed Prep, Minor girls)(Upper Minor Boys if one is not assigned)
3. Assign official scorekeeper & will be responsible for MANDATORY Pitch Count including all Foul Balls hit (Must be counted) (Can have both a scorekeeper & pitch count recorder.)
4. Check-out scoreboard module (concession stand) and assign operator (return after game).
5. Clean dugout and empty your garbage at the end of each game.

### Visiting Team Responsibilities: (Occupy 1<sup>st</sup> base dugout)

1. Rake field  
Put away pitching machine after game. (Co-Ed Prep Division only)
2. Provide field umpire (Co-Ed Prep, Minor girls, Minor Boys)
3. Clean dugout and empty your garbage at the end of each game.

## All Teams Must Recite the Little League Pledge Before Every Game!

### Local Playing Rules:

Play will be governed by the Official Regulations and Playing Rules of Little League Baseball, except as follows:

#### Senior/Junior Girls Softball (13-16):

1. **Umpires:** The league will assign umpires for games. In the event that umpires are not scheduled or do not show up, the home team shall supply plate umpire, while the visiting team supplies the field umpire.
2. **Inter-league games:** Rules governed by the inter-league agreement take precedence.
3. **Time Limit:** When a game is scheduled on the same field following the game in progress, the time limit rule applies to this level of play. However, the game must meet the requirements for a regulation game (Rules 4.10 and 4.11). 5 completed innings.
4. **Minimum Playing Time:** There are no rules for minimum playing time. This rule only applies to Tournament Play but can be implemented in Interleague Play if this rule is included in the Interleague Rules.
5. **Pitching:** There are no pitching restrictions but Interleague games are governed by Interleague rules.
6. **10 Run Rule:** All games will be played with the ten (10) run rule (Rule 4.10 (e)). If after the game has been played enough innings to become a regulation game and one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. (5 innings)
7. **Bunting (Rule 2.00 amended):** Bunt is a batted ball not swung at but intentionally met with the bat and tapped slowly. Holding the bat in the strike zone is considered an attempted bunt. In order to take a pitch, the batter must withdraw the bat backwards away from the ball.
8. **Intentional Walk (Rule 8.03 (c) amended):** If the pitcher desires to walk a batter intentionally, all pitches must be legally delivered to the batter.

#### Senior Girls Softball (13-16) Interleague Rules

1. Minimum Playing Time: Regulation IV(i) is modified as follows: Every rostered player who is present at the start of the game will participate for a minimum of nine (9) defensive outs and bat at least one (1) time during a 7 inning game. In a game that concludes in less than 6 innings, each player must participate in six (6) defensive outs and at least one (1) at bat.
2. Individual pitchers are limited to a maximum of five (5) innings per game.
3. The 10 Run Rule is in effect.
4. No new innings shall start after 2 hours have elapsed.

#### Major Softball (9-12):

WEEKNIGHT MAJORS GAMES WILL START AT 6.00 PM.

1. **Bunting (Rule 2.00 amended):** Bunt is a batted ball not swung at but intentionally met with the bat and tapped slowly. Holding the bat in the strike zone is considered an attempted bunt. In order to take a pitch, the batter must withdraw the bat backwards away from the ball.
2. **Batter (Rule 6.09 (b) amended):** The batter becomes a runner when the third strike called by the umpire is not caught, providing (1) first base is unoccupied or (2) first base is occupied with two outs. NOTE: A batter forfeits the opportunity to advance to first base when he/she enters the dugout or any other dead ball area.
3. **Batter (Rule 7.08 (a) (5) amended):** Any runner is out when the runner fails to keep contact with the base to which that runner is entitled until the ball has been released by the pitcher on the delivery.
4. **Minimum Playing Time** There is no rule for minimum playing time. This rule applies to Tournament Play only but can be implemented in Interleague Play if this rule is included in the Interleague Rules.
5. **Pitching:** Individual pitchers are limited to a maximum of nine (9) innings per game. If a player pitches in more than (1) inning, one calendar day of rest is mandatory. A player may pitch in a maximum of nine (9) innings per day and a maximum of eighteen (18) innings in a calendar week, Sunday through Saturday. Delivery of a single pitch constitutes having pitched in an inning. (Interleague Rules are different)
6. **Batting Order:** A continuous batting order and free substitution on defense as outlined in Rule 4.04 is to be used throughout the game.

## **Majors Softball continued:**

7. **Five Run Rule:** The offensive team's time at bat will end when three players are out, OR when all players on the roster have batted one time, OR five (5) runs are scored, which ever occurs first. However, the inning run count does not automatically stop at five runs per inning. The value of the hit (umpire's judgment) determines how many runs are counted. For example; if a team has already scored four runs and a batter comes to the plate with bases loaded and hits a clean double, the counted score for that inning would be six. If the batter hit a home run in the same scenario, the counted score for that inning would be eight runs. Runs beyond 5 are only counted if the runner is forced to advance by the batter's clean hit. Example: Runners on 2<sup>nd</sup> and 3<sup>rd</sup>; batter hits a clean double; one run scores.
8. **10 Run Rule:** All games will be played with the ten (10) run rule (Rule 4.10 (e)). If after the game has been played enough innings to become a regulation game and one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
9. **Time Limit:** When a game is scheduled on the same field following the game in progress, the time limit rule applies to this level of play. However, the game must meet the requirements for a regulation game of 4 innings (Rules 4.10 and 4.11).
10. **On-Deck Position:** Rule 1.08 Note 1 states that the on-deck position is not permitted. This means that no player is allowed to pick up a bat and take practice swings anywhere. Anywhere means not in the dugout, nor in the enclosed space near the dugout, nor on the field outside the dugout. The batter will be allowed a few practice swings prior to stepping into the batter's box when it is her time to bat.

## **Major Girls Softball Interleague Rules (9-12):**

1. The Interleague Softball programs operate under the guidance of the District Administrator (DA) and the Assistant District Administrator (ADA). The ADA may appoint one or more Deputy Directors to assist in the operation of the program.
2. The President of each League or his/her appointed representative shall serve as a member of the protest committee. The A.D.A. will oversee the committee as appropriate.
3. All playing rules will be strictly followed by the Little League Book, unless otherwise stated in the Interleague Rules.
4. **Umpires:** The home team will provide all necessary umpiring staff. Home team may "borrow" umpires from other leagues, based on the availability. In an emergency, an umpire may be recruited from the stands, preferably as "base umpire". All leagues agree that if necessary, a game can be played with a minimum of one (1) umpire.
5. The home team will supply the official scorekeeper. The Official Scorekeeper will record the innings pitched.
6. The official score book will be signed by the coaches of the playing teams at the conclusion of the game.
7. Each Home team will provide new softballs for each game. Major League will use 12 inch softballs.
8. The home team shall prepare the field before each game. And rake the field after. **No food or drink with the exception of water or sports drinks will be allowed in the dugout or on the field.**
9. Any complaints or disputes during games can be reported to the interleague committee and they will then decide on an appropriate action.
10. Heckling, name-calling, slander, or any other inappropriate actions are not endorsed by the interleague committee. It will be the responsibility of the home team to deal with any such behaviors, firmly and immediately.
11. **Bunting (Rule 2.00 amended):** Bunt is a batted ball not swung at but intentionally met with the bat and tapped slowly. Holding the bat in the strike zone is considered an attempted bunt. In order to take a pitch, the batter must withdraw the bat backwards away from the ball.
12. **10 Run Rule:** The 10-run rule will be in effect.
13. No artificial noise makers are allowed during game or at EJLL Fields. Examples: Air Horns or pop cans with rocks.
14. **Time Limit:** No new inning shall start after 2 hours have elapsed.
15. **Pitching Limit:** Pitchers are limited to a maximum of 4 innings per game.
16. **Playing Time:** Minimum Playing Time: Regulation IV(i) is modified as follows: Every rostered player who is present at the start of the game will participate for a minimum of nine (9) defensive outs and bat at least one (1) time during a 6 inning game. In a game that concludes in less than 6 innings, each player must participate in six (6) defensive outs and at least one (1) at bat.

## Minor Softball (7 – 11): Interleague Rules

1. **On Deck Position:** On deck position is not permitted.
2. **Time Limit:** No new inning shall begin after 2 hours have elapsed.
3. **Minimum Playing Time:** Regulation IV(i) is modified as follows: Every rostered player who is present for the start of the game will participate for a minimum of nine (9) defensive outs and at least one (1) at bat during a 6-inning game. In a game that concludes in less than 6-innings, each player will participate for a minimum of six (6) defensive outs and At least one (1) at bat.
4. **Five Run Rule:** The offensive team's time at bat will end when three players are out, OR when all players on the roster have batted one time, OR five (5) runs are scored, which ever occurs first. However, the inning run count does not automatically stop at five runs per inning. The value of the hit (umpire's judgment) determines how many runs are counted. For example; if a team has already scored four runs and a batter comes to the plate with bases loaded and hits a clean double, the counted score for that inning would be six. If the batter hit a home run in the same scenario, the counted score for that inning would be eight runs. Runs beyond 5 are only counted if the runner is forced to advance by the batter's clean hit. Example: Runners on 2<sup>nd</sup> and 3<sup>rd</sup>; batter hits a clean double; one run scores.
5. **Batting Order:** A continuous batting order and free substitution on defense as outlined in Rule 4.04 is to be used throughout the game.
6. **10 Run Rule:** All games will be played with the ten (10) run rule (Rule 4.10 (e)). If after the game has been played enough innings to become a regulation game and one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. (4 innings if home team is behind and 3 ½ innings if home team is ahead)
7. **Pitching:** Twelve year olds may not pitch in this division. Individual pitchers are limited to a maximum of 4 innings per game. Delivery of a single pitch constitutes having pitched in an inning. One calendar day of rest is required prior to pitching again on another day. A player may pitch in a maximum of six (6) innings in a calendar week.

## Minors Girls Softball (7-12)\* Player Pitch: (Local Rules)

1. **Umpires:** The League may assign umpires for games. Otherwise, the home team will provide the plate umpire, with the visiting team supplying the field umpire.
2. **Time Limit:** 2 hour time limit from start of game or 6 innings. No new inning shall start after 2 hours. A new inning begins when 3<sup>rd</sup> out of the previous inning is recorded.  
**Notes (1)** If a game is scheduled on the same field following the game in progress, Minor League games shall abide by the time limit no matter what the score or the number of innings completed.  
**(2)** If a game is tied when time limit is reached and there is NOT a game scheduled on the same field following the game in progress, play shall continue until a winner is determined or until the umpires terminate play due to darkness, rain, or similar cause. If an umpire terminates play before a winner can be determined in accordance with Rule 4.10, then the game ends with the scored tied and will not be resumed later.
3. **Minimum Playing Time:** Every rostered player who is present at the start of the game will participate for a minimum of nine (9) defensive outs and bat at least one (1) time during a six-inning game. In a game that concludes in less than six innings, each player will participate for a minimum of six (6) defensive outs and bat one (1) time. No player will sit out consecutive innings. There is no limit to the amount of innings a player can play a specific position. Players are not mandated to play an infield position.
4. **Pitching:** Twelve (12) year olds may not pitch in this division. Individual pitchers are limited to a maximum of (6) six innings per game. Delivery of a single pitch constitutes having pitched in an inning. One calendar day of rest is required prior to pitching again on another day. A player may pitch in a maximum of six (6) innings in a calendar week.
5. **Batting Order:** Continuous batting order and free substitution on defense as outlined in Rule 4.04 is to be used throughout the game.
6. **Five Run Rule:** The offensive team's time at bat will end when three players are put out, **OR** when all players on the roster have batted one time, **OR** five (5) runs are scored, whichever occurs first. However, the inning run count does not automatically stop at five runs per inning. The value of the hit (umpire's judgment) determines how many runs are counted. For example; if a team has already scored four runs and a batter comes to the plate with bases loaded and hits a clean double, the counted score for that inning would be six. If the batter hit a home run in the same scenario, the counted score for that inning would be eight runs. During the last inning of the game (the sixth inning or the declared last inning as determined by the umpire) and any subsequent extra innings, the limit of five runs does not apply. However, the inning still ends when three (3) outs are recorded or when all players on the roster have batted one time.

## Minors Girls Softball (7-12)\* Player Pitch: (Local Rules continued)

7. **Bunting:** Any player may bunt. Remember, bunting foul with 2 strikes on the batter is an out.  
NOTE: **Bunting (Rule 2.00 amended):** Bunt is a batted ball not swung at but intentionally met with the bat and tapped slowly. Holding the bat in the strike zone is considered an attempted bunt. In order to take a pitch, the batter must withdraw the bat backwards away from the ball.
8. **Base Running:** Runners advance at their own peril. Runners may not advance if the pitcher has the ball inside the mound circle.
9. **Stealing Base:** No stealing or advancing on a non-batted ball allowed first two weeks of season. (Example: A player may not advance a base after a wild pitch, passed ball, or after a pitch, on an overthrow from the catcher to the pitcher.)
10. **Overthrows:** Runners may advance to 2<sup>nd</sup> or 3<sup>rd</sup> at their own peril or until the ball is back to the pitcher inside the mound circle. Runners may not take home on overthrows, except for the last 2 weeks of the season.
11. **Ten Run Rule:** If after the completion of 4 innings, 3 ½ if the home team is ahead, one team has a lead of 10 runs or more, the manager of the team behind shall concede the victory. If the score is tied at the end of six complete innings, play shall continue as prescribed in Rule 4.10 (b) except as limited by the time limit as stated above.
13. **Draft Eligibility:** An eligible player (League age 9+, and has attended 50% of the tryouts) who refuses assignment to a major league team by replacement draft, forfeits eligibility in the Major Division for the current season. No player may be called up with less than two weeks remaining in the season.
14. **Interleague Rules:** This season Girls Minors will interleague with North Kitsap and Bainbridge Island Little Leagues. Rules governed by the Interleague Agreement take precedence during interleague games.

\* Seven year olds may play in the Minor Division but must have played one year in the Prep Division and be skilled assessed by the player agent.

## Major Baseball (9-12):

1. **Umpires:** The league will assign umpires for games. In the event that umpires are not scheduled or do not show up, the home team shall supply plate umpire, visiting team shall supply the field umpire.
2. **Batting order:** The league has adopted regular batting order (9 batters) and regular substitutions of players for the 2014 season. Players must still meet mandatory play per Regulation IV (i) (i.e., which is 2 consecutive innings, one at bat. (**Interleague Rules: Continuous Batting Order**))
3. **Player Replacement:** Teams must choose an eligible replacement (per Reg. IV (f)) within one week of losing a player. Penalty: Player Agent or League President will assign eligible player to the team.
4. **Inter-league games:** Rules governed by the inter-league agreement take precedence.
5. **Pitch Count Rules:** Pitch count rules (Regulation V) are strictly enforced. Please read pitch count rules below.

WEEKNIGHT MAJORS GAMES WILL START AT 6.00 PM.

## Minor Boys Baseball (9-12)\* Player Pitch:

1. **Umpires:** The league may assign umpires for games. Otherwise, home team will provide the plate umpire, while the visiting team supplies the field umpire.
2. **Time Limit:** The time limit will be 2 hours from the start of the game or 6 innings. No new inning shall start after 2 hours. A new inning begins when the 3<sup>rd</sup> out of the previous inning is recorded. Weekend games will play all 6 innings, if scheduling allows.
3. **Five Run Rule:** The offensive team's time at bat will end when three players are put out, **OR** when all players on the roster have batted one time, **OR** five (5) runs are scored, which ever occurs first. (**Interleague Rules: 5 runs scored or 9 batters whichever comes first**) However, the inning run count does not automatically stop at five runs per inning. The value of the hit (umpire's judgment) determines how many runs are counted. For example; if a team has already scored four runs and a batter comes to the plate with bases loaded and hits a clean double, the counted score for that inning would be six. If the batter hit a home run in the same scenario, the counted score for that inning would be eight runs. During the last inning of the game (the sixth inning or the declared last inning as determined by the umpire) and any subsequent extra innings, the limit of five runs does not apply. However, the inning still ends when three (3) outs are recorded or when all players on the roster have batted one time.
4. **Batting order:** A continuous batting order will be used for entire season.
5. **Playing time:** No player will sit out more than one consecutive inning. Players can play any position continuously, and no mandate on playing the infield.
6. **Steals:** No stealing or advancing on a non-batted ball allowed first two weeks of season. (Example: A player may not advance a base after a wild pitch, passed ball, or after a pitch, on an overthrow from the catcher to the pitcher.) Stealing

## Minor Boys Baseball (9-12)\* Player Pitch: continued

home will only be allowed the last three weeks of the season. (**Interleague Rules: Base stealing is allowed, you cannot steal home unless the catcher attempts to make a play on a base runner.**)(No Stealing head first unless attempting to return back to a base)

7. **Base Running:** Runners may advance at their own peril. After a batted ball, runners may advance on overthrows. A runner may not steal home or advance to home on a non-batted ball, wild pitch or passed ball (except for the last 3 weeks of the season). Runners must return to base when the pitcher has the ball and is engaged on the rubber. (**Interleague Rules: This rule is not mentioned.**)
8. **Pitcher Eligibility:** Pitchers are mandated by Little League Rules (VI)-C and (VI)-D, pages 38 and 39. (See rule book on pitchers). A player league age 12 is not eligible to pitch in the minor division. Pitch count totals must be posted after games.
9. **10 Run Rule:** If after the completion of 4 innings, 3 ½ if the home team is ahead, one team has a lead of ten runs or more, the manager of the team behind by 10 runs or more shall concede the victory.
10. **Draft eligibility:** An eligible player (league age 9+, and participated in at least 50 % of the tryouts) who refuses assignment to a major team by replacement draft, then forfeits eligibility in the Major division for the remainder of the current season. No player may be called up with less than two weeks remaining in the season.

Eight year olds may play in the Minor Division but must have played one year in the Prep Division and be skilled assessed by the player agent..

### PITCH COUNT RULES BOYS MAJORS AND MINORS DIVISIONS

#### Regulation IV (i) Note 3 (change)

**NOTE 3:** In Minor League, if a half-inning ends because of the imposition of the five-run limit in “Rule 2.00 – Inning.” and a player on the defense has played for the entire half-inning, that player will be considered to have participated for three consecutive outs for the purposes of this rule. However, if the player has not played on defense for the entire inning, that player will be credited only as having played for the number of outs that occurred while the player was used defensively.

#### Regulation VI - PITCHERS-

- (a) Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.) **Exception: Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.**
- (b) **A pitcher once removed from the mound may not return as pitchers. For Junior, Senior, and Big League Divisions only: A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.**
- (c) The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

The table below gives an overview of the number of pitches that will be allowed per day for each age group during the regular season in 2014.

League Age	Pitches allowed per day
17 -18	105
13 -16	95
11 -12	85
9 -10	75
7 - 8	50

## Pitch Count: (Boys Upper Minors & Boys Majors Divisions) (continued):

Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age 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. **NOTE: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.**

- (d) Pitchers league age 14 and under must adhere to the following rest requirements:
- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
  - If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
  - If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
  - If a player pitches 21-35 pitches in a day, one (1) calendar day of rest is required.
  - If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
- (e) Each league must designate the scorekeeper or another game official as the official pitch count recorder.
- (f) The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.
- (g) The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI (c). The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI (c). However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible. **PLAYER SAFETY IS ALWAYS MORE IMPORTANT THAN WINNING.**
- (h) Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19.
- (j) A player who has attained the League Age of twelve (12) is not eligible to pitch in the Minor League (Upper Minor Division). (See Regulation V – Selection of Players)
- (k) A player may not pitch in more than one game in a day.

### NOTES:

1. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.
2. Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games shall be charged against pitcher's eligibility.
3. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

**Example 1:** A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required days of rest.

**Example 2:** A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game because he/she has observed the required days of rest.

**Example 3:** A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous four days.

NOTE: The use of this regulation negates the concept of the "calendar week" with regard to pitching eligibility.

**Sequim Little League**  
**Monitoring and Communicating Pitch Counts**

- The official score keeper or another game official will tally pitch counts.
- At the end of each game, each team will fill out the Baseball Eligibility Tracking Form. This is signed by both managers and the scorekeeper/umpire.
- Managers/Coaches will keep a record of pitch counts that can be referred to when playing at locations other than James Standard Fields.
- “Baseball Pitcher Eligibility Forms” will also be hung in the Concession Stand. After each game, information must be recorded onto this posted form. This allows for monitoring and communication, something other districts noted as the key to success in this endeavor.
- Additional blank “Baseball Pitcher Eligibility Forms” will also be available in the Concession Stand posted next to the forms teams will document on.

**Prep (Co-Ed) Division (7-9) Machine Pitch:**

1. **Umpires:** The home team will provide the plate umpire and the visiting team the field umpire.
2. **Time Limit:** No new inning shall start after 1 ½ hours. New inning begins when 3<sup>rd</sup> out of the previous inning is recorded. **(Interleague Rules: 2 hr. time limit. No new innings will start after the 2 hour limit has elapsed.)**
3. **Run Limit:** The offensive team’s time at bat will end when three players are put out, **OR** when all players on the roster have batted one time, **OR** five (5) runs are scored, which ever occurs first.
4. **Scoring:** No game score or standings will be kept. **(Interleague Rules: inning ends when 9 batters have batted, not all players on roster)**
5. **Batting order:** Continuous batting order will be used.
6. **Defense Alignment:** Defense will field 10 in the field. (Rover – extra outfielder)
7. **Playing time:** No player will sit out more than one consecutive inning. A player may play the same position a maximum of two innings. Players must play one inning in an infield position.
8. **Pitching:** Pitching machine will be used for the entire season. A coach from the team at bat will operate the machine. In wet or damp conditions, coaches will pitch in lieu of the machine.  
\*\*Umpire and Managers may agree to coach pitch in the event of machine malfunction or wet conditions.
9. **Batters:** Batter becomes out upon 3 strikes/swings or 7 pitches. Time at bat may not end with an uncaught foul ball .
10. **Walks:** There are no walks.
11. **Bunting:** Bunting is not allowed.
12. **Pitching Machine Circle:** A batted ball which hits the pitching machine is a dead ball, and considered a non pitch. A ball passing cleanly through the machine is in play. For safety reasons, all players are prohibited from entering the circle. If a thrown or batted ball comes to rest in the pitcher’s circle; it shall be declared a dead ball.
13. **Stealing:** No stealing allowed. No advance on passed balls. **(Interleague Rules: check if advance on passed balls is allowed)**
14. **Ending the play:** After a batted ball is controlled by an infielder within the infield diamond, runners may advance only to the base they are approaching. However, if a play is being made on the runner, the ball remains live and in play. If in the umpire’s judgment at the time the ball is controlled and no play is being made, and a runner is less than half-way to the next base, the runner will be returned to the previous base.
13. **Coaches:** The defensive team may place one coach in the field for instruction and organization.

**T-Ball: (4-7):**

1. **Scoring:** No score will be kept.
2. **Time Limit:** Game length will be 4 innings or 1 ½ hours maximum, whichever comes first.
3. **Playing Time:** Every Player shall play the entire game. All players should be rotated between infield and outfield every other inning.
4. **Batting Order:** Side is retired after every player bats once, regardless of outs. (last batter is home run hitter)
5. **Batter:** A tee is placed on home plate. The ball is placed by the coach. (Or Umpire if one exists)  
No strike outs. A ball must travel 15 feet or it is a foul ball. Bunting is not allowed.



## **T-Ball: (4-7): Continued**

6. **Runners:** The batter and runner may advance only one base on a ground ball. Two bases may be attempted on a fly ball hit over the infielder's heads. (This applies to last batter of inning as well.)
7. **Overthrow:** No bases are awarded on an overthrow.
8. **Sliding:** Sliding is not allowed.
9. **Catcher:** For safety reasons, the catcher will stay behind the backstop until the ball has been put in play. The catcher will return to behind the backstop when the play is over and while next hitter is coming to bat.
10. **Coaches:** The defensive team may place three coaches in the field for instruction and organization.

## **Coaches, Players and Parents:**

Unfortunately, we have found the need to set forth some basic guidelines on proper sportsmanship and player/adult conduct. This is directed to everyone involved in Little League, from the board members, coaches, parents and children participating. We have had incidents reported in the past of improper language, and some harassment of other players. We feel that Little League should be a positive experience for all involved. Therefore we have decided to, up front, have consequences set forth to keep any problems from arising. We want, as a league, to show good sportsmanship and be a positive influence to the kids.

## **Profanity and harassment during games and practices will not be tolerated by anyone (adults or Children)**

- 1<sup>st</sup> offense will result in a warning
- 2<sup>nd</sup> offense will result in a (1) game suspension.
- 3<sup>rd</sup> offense will be directed to the board for further discipline and could result in permanent suspension for remainder of the season.

We want Little League to be a positive and not a negative experience for all participants. This includes coaches, player, umpires and parents.

## **Umpires:**

No charging the umpire. Ask for a timeout to speak with the umpire and wait for him/her to let you advance. (This rule includes parents and players approaching or yelling at the umpire.)

Questions on umpiring needs to be addressed to the Umpire in Chief.

## **Player Agents:**

Player issues need to be addressed to the player agent.  
Player Agent is Jon Gray. He can be reached at 360-670-2031.

## **League Information:**

Board Meetings are held on Monthly, Dates & Times may change due to baseball games. Information and times will be posted on the website and emailed to Managers, Coaches & Team Moms. The meetings are held upstairs above the concession stand and all parents are welcomed and encouraged to come. We are an all volunteer organization and the more help, the better the league will run, which then makes it a more positive place to be.

**Garbage Pick-up:**

Please help us keep our park looking nice. Make sure we pick up after each practice and game around our field areas and in the dugout areas. **On Saturdays after your game, please roll the garbage can over to the turn around area just outside the main gate.** Only take garbage cans that are halfway full or more. garbage pickup is on Mondays. Monday afternoons, when you return for a game or practice, please take a garbage can and bring it back to the field.

**Concession Stand:**

The concession stand is run by all volunteers. We are always looking for volunteers to help and organize people to run the concession stand. Each team will be assigned certain days to operate the stand. The Team Parent will assign these days to your team's parents. Please realize that if we do not have volunteers to help in the concession stand, it will not be open on some game days. If you rely on the concession stand for your evening meals during the season, please step up and help out.

**Suggestions for the Board:**

There will be a drop off box at the top of the stairs of the clubhouse. You can use that drop off box for ideas, suggestions, or anything that needs to be addressed by the Sequim Little League Board Members. If you have a complaint, please provide factual information, names of any witnesses to the situation, conversation or problem if possible. Also provide a plausible solution to your complaint, along with your phone number. The board will look over your information and contact you if we need further clarification. We will get back to you as quickly as possible. Please understand that if this is a situation that requires a vote by the entire board, it will have to wait until the next board meeting. (See Above: League Information).

**League Picture Day and Mariner Tickets Packets will be Provided by Managers, Additional information will be available at: [www.sequimlittleleague.com](http://www.sequimlittleleague.com) or the Concession Stand.**

All checks need to be made out to:

**Sequim Little League**

We write one check to the Mariner Organization.