



Singing Hills Little League

Local Rules

Little League ID: 4054105

Version 2025.11.04

Approved by: SHLL Board of Directors and President

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1. **Mission Statement**

Singing Hills Little League is dedicated to providing a safe, productive and fun baseball experience for community members of Singing Hills.

2. **Overview**

All rules will follow the most current Little League Official Regulations and Playing Rules. The following are local rules that are specific to Singing Hills Little League (SHLL) only and are intended to promote sportsmanship, fair play, and player development.

3. **General League Policies**

- 3.1. Singing Hills Little League (Hereinafter "SHLL") adheres to all most recently published policies of two National Little League publications: Little League Baseball Official Regulations and Playing Rules (hereinafter "LL Rules"), and the Little League Operating Manual (hereinafter "LL"). SHLL local policies are meant to provide additional detail for how these National policies are implemented in our specific league.
- 3.2. All Board of Directors (hereinafter "BOD"), managers, coaches and umpires are to familiarize themselves with all the rules contained in the most current version of the Little League Official Regulations and Playing Rules.
- 3.3. All BOD, managers, coaches, and umpires are to familiarize themselves with the Local Rules prior to the start of regular season games. Managers should communicate the existence of and the pertinent rules to parents prior to the start of the season. A copy of the Local Rules will be available on the SHLL website.
- 3.4. All BOD, managers, coaches and umpires must attend any meeting, clinic or forum sponsored by SHLL, the District Administrator or Little League Baseball Incorporated, that pertains to the responsibility of their current occupied position. The Coaches Coordinator is responsible for giving information on clinics to the managers and coaches. The umpire-in-chief is responsible for giving information to the umpires.
- 3.5. **Divisions** (Note that all ages specified are Little League-based ages, as defined in the Little League Rulebook)
 - Seniors: 14- 16 year olds. (Not at SHLL but within District 41)
 - Juniors: 12- 14 year olds.
 - Intermediate: 11- 13 year olds.
 - Majors: 10- 12 year olds.
 - Minor A: 9- 11 year olds
 - Minor B: 7- 10 year olds.
 - Rookies: 6-8 year olds. (Only 6 year olds that have completed 1 full year of little league tee ball are eligible for the Rookies division.)
 - Tee Ball: 4-6 years olds.
 - Challenger

3.6. Game Time Limits

GameTime Limit is defined as the amount of time allotted for the completion of a game.

Curfew of play for nonlighted fields (Granite Hills Fields) is defined as (10) ten minutes prior to sunset, play will be suspended. Sunset Time should be determined by the Game umpire. *If no umpire is present both team managers shall agree on a sunset time and make the time known to the head scorekeeper prior to the first pitch.

- 3.6.1. Majors, Intermediate, Juniors, Seniors(Lighted Fields Only): During weekday games no new inning will start after 9:30 pm. For weekend games, the game will be suspended at 9:50 pm and completed the next time the two teams are scheduled to play. Games played at non lighted fields shall follow Curfew. Divisions Minor A and below shall not play past curfew despite the field of play (Exception Night Game approved by the President). Saturday games will be played to completion before the next game may start.
- 3.6.2. Seniors, Juniors, Intermediate: no time constraint for completion of 7 innings so long as the game time does not violate rule 3.6.1.
- 3.6.3. Minors A: For Minor A Division games, no new inning will start after reaching the two (2) hour and fifteen (15) minute time limit. Saturday games will commence as soon as possible after completion of the previous game.
- 3.6.4. Minors B: For Minors B Division games, no new inning will start after reaching the one (1) hour and forty-five (45) minute time limit. Beginning the first Saturday of April, games will be extended, and no new inning will start after reaching the two (2) hour time limit. Saturday games will commence as soon as possible after completion of the previous game.
- 3.6.5. Rookies: For Rookies Division games, no new inning will start after reaching the one (1) hour and forty-five (45) minute time limit. Saturday games will commence as soon as possible after completion of the previous game.
- 3.6.6. T-Ball: No new inning will begin after one (1) hour and fifteen (15) minutes. No more than (6)six innings shall be played.

4. League Board Of Directors and committees

- 4.1. The Singing Hills Little League Board of Directors will consist of the following:

Voted on positions

President

Vice President

Secretary

Treasurer

Player Agent

Safety Officer
Umpire in Chief
Coaches Coordinator
Equipment Manager
Sponsorship Coordinator
Fundraiser Coordinator
Snack Bar Coordinator
Field Manager
Auxiliary Manager
Webmaster
Publicity Agent
Head Scorekeeper

4.2. The SHLL Board of Directors responsibilities shall consist of the following:

- 4.2.1. The BOD is the highest governing authority in the League
- 4.2.2. Shall meet as required by SHLL Constitution
- 4.2.3. Shall approve an annual operating budget
- 4.2.4. Shall approve all managers and coaches
- 4.2.5. Shall publish and update an annual schedule of events per the Information Officer.
- 4.2.6. Shall hear any appeals of actions arising from any type of disciplinary action
- 4.2.7. May discipline, terminate, or take any other appropriate action, regarding any member, manager, coach, umpire or appointed official for poor performance, or violations of SHLL's Code of Conduct, Bylaws or Constitution, by a majority of affirmative votes properly made and seconded motion.

4.3. Committees

4.3.1. Executive Committee

- 4.3.1.1. Shall be chaired by the President and Vice President and current standing board members appointed by the President.
- 4.3.1.2. Total Executive Committee members shall not exceed nine (9) members and be no less than five (5) members, including the President and Vice President.
- 4.3.1.3. Shall recommend current league philosophy, future predictions, interpretations of Rules and Regulations, current status of SHLL, report points of interest to the BOD.

4.3.2. By-Laws Committee

- 4.3.2.1. Shall be chaired by the President, Vice President, and at least two (2) other current Board members appointed by the president.
- 4.3.2.2. Shall be cognizant of the requirements of the League's constitution so as to forestall inadvertent violations thereof.
- 4.3.2.3. Shall recommend constitutional changes, when available, to the Board of Directors. If the Committee is not unanimous in such

recommendations, all points of view shall be presented to the Board.

4.3.3. Playing Rules Committee

- 4.3.3.1. Shall consist of the President, Player Agent, Coaches Coordinator, and Umpire in Chief
- 4.3.3.2. Shall review, prior to each season, the League's local playing rules and shall recommend alterations to the Board for approval, based on recent and current philosophy.
- 4.3.3.3. In the case of unclear rules, this committee will have the final authority on the interpretation of such rules.

4.3.4. Manager Selection Committee

- 4.3.4.1. Shall consist of the President, Coaches Coordinator, Player Agent, and three (3) other voting Board Members nominated by the Coaches Coordinator and approved by the President
- 4.3.4.2. Shall review, interview, and nominate the managers for each division for the current Spring Season

4.3.5. All Star Committee

- 4.3.5.1. Shall consist of the President, Player Agent, Coaches Coordinator, and at least three (3) other members, appointed by the President.
- 4.3.5.2. Three non-forementioned members may consist of current Board of Directors, former Board members-at-large, or outside members deemed appropriate to support the committee.

5. Manager/Coaching Selection, Policies and Responsibilities

5.1. Managers/Coach

Also known as head coach is defined as the responsible representative overseeing a rostered team of players and carrying out the responsibilities of a Manager/Coach (See 5.2). Coach is defined as the responsible representative that oversees a rostered team under the direction of the Manager and fulfills the Requirements of a manager in their absence (See 5.2).

- 5.1.1. Managers are given consideration for appointment by the SHLL President and approved by the Board of Directors.
- 5.1.2. The President and Board of Directors shall take into consideration the years of experience, skill level, and performance of each manager or coach applicant, documented complaints on file, return rate of players, and previous compliance with requirements as set forth by the rules and governing documents of the SHLL Board of Directors. Managers or coaches must be deemed to be in good standing with the league. New manager or coach applicants may be interviewed by the Manager Selection Committee for the express purposes of determining the knowledge, skill, and experience level of the applicant

- 5.1.3. Manager Applicants can only apply to be a manager of one team in a division. No applicant will be nominated as a manager in two (2) separate divisions unless specifically approved by the SHLL President.
- 5.1.4. A decision approving the applicant to manage two teams in two different divisions must be approved prior to the interview process as it is an important topic / question to bring up during the interview process to determine capacity to manage two teams.

5.2. Requirements for Managers and Coaches

- 5.2.1. Managers and coaches shall be required to comply with all Local and National Little League Rules. The following guidelines and criteria must be met in order to remain in good standing with the league.
- 5.2.2. Managers and coaches are required to attend manager, coach, umpire, safety meetings and mandatory training dates hosted by SHLL. One manager and at least one coach from each team must be present. Exceptions shall be requested no later than three days prior to the date of the event and will be approved by the Board of Directors, on a case by case basis.
- 5.2.3. Managers and coaches are responsible for umpiring games as scheduled by the Umpire in Chief of SHLL. The umpiring may be performed by anyone from the team or community, who has been approved by the SHLL Umpire in Chief.
- 5.2.4. All managers and coaches are responsible to provide a minimum of two (2) adults to attend the SHLL Field Maintenance Day as scheduled by the league. Manager's gear will be issued to Field Maintenance attendees following completion of the fields.
- 5.2.5. All Managers are responsible for misused and lost SHLL gear. SHLL gear must be returned at the end of the year event, or other date designated by the league.
- 5.2.6. All managers/coaches are responsible to provide a minimum of one (1) adult to attend the end of the year Field Break-down Day as designated by the league.
- 5.2.7. All managers and coaches will be responsible for field and mound upkeep, for their respective division, throughout the season, and shall coordinate field and maintenance needs with the Field Maintenance Manager.
- 5.2.8. All managers and coaches will be required to conduct a minimum of two practices, and a maximum of three practices per week, prior to the start of the season. A minimum of one team practice per week is required during the regular season, weather and field availability permitting, or if three games are scheduled in one week. Exceptions shall be made for emergency situations. The Tee Ball division is not required to have a practice when they have two games in a week. One practice per week is advised for this division.

- 5.2.9. Managers and coaches shall be responsible for informing their team of all school and league rules, including the restriction of dogs on school property, prior to the start of the season.
- 5.2.10. All managers and coaches will be required to sign a written agreement at the managers meeting stating that they understand and agree to these terms prior to accepting the position.
- 5.2.11. If a manager or coach fails to fulfill these obligations, that individual may be subject to disciplinary action and/or may not be considered as a tournament manager/coach or for a team the following year.

6. Uniforms and Safety Equipment

6.1. Uniforms

Defined as the required articles of clothing to be worn during any official game or interleague scrimmage.

- 6.1.1. One (1) Jersey, one (1) SHLL Baseball Cap, One (1) Navy Blue Belt and One (1) Navy pair of socks will be provided to every registered player by SHLL(Spring Season). One (1) Jersey, one (1) SHLL Baseball Cap will be provided to every registered player by SHLL(Fall Season). (SHLL does not provide Baseball Pants).
- 6.1.2. Baseball Pants approved colors are White and Grey and must coincide with the teams set uniforms color ways. The desired pant leg size is at the discretion of the player. (SHLL does not provide pants)
- 6.1.3. SHLL will provide all team Managers one (1) SHLL hat and a Coach's shirt (up to three coaches), that coincides with their teams uniform style.
 - 6.1.3.1. Managers wishing to add/alter their team uniform must make such a request through the Coaches Coordinator and be brought before the BOD, The President will have final approval.
- 6.1.4. All Players and Coaches shall wear league uniform when playing Official Games or Inter League Scrimmages.
- 6.1.5. All uniforms must be clean and in good working order at the start of every game.
- 6.1.6. If any part of the uniform is lost or damaged a replacement will be required at the cost of the registered player.

6.2. Safety Equipment

- 6.2.1. All protective gear stated in section 6.2.2 to 6.2.10 shall pertain to practices and games,
- 6.2.2. Catchers must wear a catcher's helmet (with face mask and throat guard), chest protector, and shin guards. Male catchers must wear a protective supporter and cup at all times.
- 6.2.3. SHLL requires supporters (i.e., protective "cups") must be worn by all male players to all games and practices. A soft cup is recommended in lieu of a hard cup, for Tee Ball and Rookies players.

- 6.2.4. Protective helmets must be worn while batting on the playing field, preparing to hit, working in and around the batting cages, running bases, and during any pregame batting.
- 6.2.5. All batting helmets are provided by the parents. Personal equipment may be used as long as it complies with Little League and SHLL local policies.
- 6.2.6. All players are highly encouraged to wear rubber based cleats during all practices or games on the baseball field. Closed toe shoes are required no matter the play type and the player will be required to sit out and be prohibited from playing if they do not have closed toe shoes.
- 6.2.7. Catcher's helmet/mask must be worn by a player performing catcher's duties during pitching practice or pitcher warmup. Catcher's helmet must include a throat guard.
- 6.2.8. Stickers other than approved manufacturer emblems are allowed on batting helmets. Secondary market stickers must follow Little League rule 1.16 and must be approved by the League President before use.
- 6.2.9. Only Little League International Authorized (USA Stickered) bats shall be used during practices and games during any season, Spring or Fall. Refer to Little League Baseball Rule 1.10
- 6.2.10. The use of mouth guards for players with braces is at the discretion of such players' parents.

7. Field Preparation and Cleanup

7.1. Fields

SHLL Fields pertain to Baseball Fields 1,2,3,4,5 located at Granite Hills High School 1719 E Madison Ave, on the corner of Fourth and Granite Hills Drive, and Kennedy Rec Center Field 1 located at 1675 E Madison.

- 7.1.1. The manager of each team is responsible for their team to adhere to game and practice field set up and maintenance
- 7.1.2. The home team is responsible for obtaining Game Balls.
- 7.1.3. The home team is responsible for the Official Scorebook, as applicable to that division. The home team shall record the information in the Official Scorebook and must return the Official Scorebook immediately following completion of the game. Away games must be submitted to the Head Scorekeeper no later than five days following completion of the game, with an exception being the last game of the season, which shall be submitted within two days. Screenshots e-mailed to the Head Scorekeeper shall be acceptable forms of submission.
- 7.1.4. Both teams are responsible for visually inspecting the entire field to identify any potential safety issues.
- 7.1.5. The home team will occupy the First base dugout.
- 7.1.6. The home team is responsible for keeping score and pitch counts, as applicable to that division.
- 7.1.7. Field Set up and Clean up.(7.1.8 and 7.1.9 refer only to both playing teams are from SHLL, see 7.1.10 for visiting Interleague Opponent)

- 7.1.8. Pre-game Game/Field Set-Up: The Home Team manager shall arrive at a time sufficient to complete all pre-game field prep tasks as prescribed below. Walk field and check for safety issues prior to field use. Remove and properly store any field protective tarps or mats. Water playing surfaces. Chalk field. Set bases. Manicure pitchers' mound, batters' box and around bases.
- 7.1.9. Post-game Game/Field Set-Up: The Visiting team manager shall remain after the completion of each of his/her games to complete post-game field maintenance tasks as described. Drag Field, manicure pitchers' mound, batters' box and around bases. Properly replace any field protective tarps or mats. Ensure all sheds, scorekeeper booths, and gates are closed and locked.
- 7.1.10. Post-game General Duties (Interleague Play): In the event that SHLL host and interleague game, the SHLL hosting Manager will be responsible for both duties described in Section 7.1.8 and Section 7.1.9
- 7.1.11. General clean up after each game, practice or event is the responsibility of ALL team managers and coaches. Required "general clean-up" tasks include, but are not limited to, Return all equipment and bases to the storage shed and lock shed, Clean up bleachers, Manicure both bullpens, Check and lock batting cages, field gates and parking lot gates if last game of the day, empty all trash cans as needed.

8. Game Rules

Any situation not covered by these rules will be governed by the 2026 Official Regulations and Playing Rules issued by Little League International Inc.

8.1 Juniors Game Rules

- 8.1.1. Any player league age twelve (12) or fourteen (14) years old. Age exceptions of (15) fifteen may be approved by the SHLL Player Agent and League President, with approval from the SHLL Board of Directors.
- 8.1.2. Regulation Game: 7 Innings or 2.5Hrs. Games considered Complete after 5 Innings. Games called due to weather, darkness or curfew after one complete inning, but before regulation criteria are reached, shall be resumed from the exact point of play at which they were suspended.
- 8.1.3. Minimum of 8 must be available to start and continue a game.
- 8.1.4. Players will follow pitching restrictions as defined by age as outlined in Regulation VI, whether or not the player participates in two divisions, i.e., the pitcher's record "follows" the pitcher from one division to the next. Additionally, players must adhere to the catching restrictions also outlined in Regulation VI. A pitcher who has thrown at least 41 pitches in a game cannot play catcher the remainder of the day. A catcher who has caught in all or part of 4 innings cannot pitch the remainder of the day.

- 8.1.5. A pitcher remaining in the game moving to a different position can return to the mound once in the game. If they leave the lineup after pitching they cannot return as a pitcher.
- 8.1.6. Balks / Illegal Pitches offenses will be enforced.
- 8.1.7. Leading and Stealing Allowed. No requirement for a runner to slide at any base at any time. Interference is an act by a member of the team at bat which interferes with, obstructs, impedes, hinders or confuses any fielder attempting to make a play. Obstruction rules require the fielder including catchers to not block access to the baseline or base without possession of the ball.
- 8.1.8. Dropped 3rd Strike: Enforced
- 8.1.9. Mercy Rule: 10 Run's after 5 innings or 4 ½ if the home team is ahead.
- 8.1.10. Bat Regulations: If a bat's barrel has no composite materials in it, it may be used in the Intermediate (50/70) Baseball Divisions, provided it is labeled with a BPF (bat performance factor) of 1.15 or less, and meets the standards for length, handle diameter, etc. (NOTE: Solid wooden barrel bats do not require a BPF label) If the bat has composite materials in the barrel, a 2 1/4-inch barrel MAY NOT be used; only a 2 5/8-inch BBCOR bat may be used
- 8.1.11. Equipment: Helmets required by batter and on base paths. Cleats with metal spikes are permitted (No metal Cleats allowed on Synthetic Pitchers Mound).

8.2. Intermediate Game Rules

- 8.2.1. Any player league age eleven (11) to thirteen (13) years old.
- 8.2.2. Regulation Game: Seven(7) Innings or two (2) Hrs. Games considered Complete after five (5) Innings. Games called due to weather, darkness or curfew after one complete inning, but before regulation criteria are reached, shall be resumed from the exact point of play at which they were suspended.
- 8.2.3. Minimum of eight (8) must be available to start and continue a game.
- 8.2.4. Players will follow pitching restrictions as defined by age as outlined in Regulation VI, whether or not the player participates in two divisions, i.e., the pitcher's record "follows" the pitcher from one division to the next. Additionally, players must adhere to the catching restrictions also outlined in Regulation VI. A pitcher who has thrown at least 41 pitches in a game cannot play catcher the remainder of the day. A catcher who has caught in all or part of 4 innings cannot pitch the remainder of the day.
- 8.2.5. A pitcher remaining in the game moving to a different position can return to the mound once in the game. If they leave the lineup after pitching they cannot return as a pitcher.
- 8.2.6. Balks / Illegal Pitches: 1st Offense will receive a warning future offenses will be enforced.
- 8.2.7. Leading and Stealing Allowed. No requirement for a runner to slide at any base at any time. Interference rules require the runner to take action to

avoid contact when a tag is being attempted in them. Obstruction rules require the fielder including catchers to not block access to the baseline or base without possession of the ball.

- 8.2.8. Dropped 3rd Strike: Enforced
- 8.2.9. Mercy Rule: 10 Run's after 5 innings or 4 ½ if the home team is ahead.
- 8.2.10. Bat Regulations: If a bat's barrel has no composite materials in it, it may be used in the Intermediate (50/70) Baseball Divisions, provided it is labeled with a BPF (bat performance factor) of 1.15 or less, and meets the standards for length, handle diameter, etc. (NOTE: Solid wooden barrel bats do not require a BPF label) If the bat has composite materials in the barrel, a 2 1/4-inch barrel MAY NOT be used; only a 2 5/8-inch BBCOR bat may be used
- 8.2.11. Equipment: Helmets required by batter and on base paths. Cleats with metal spikes are permitted (No metal Cleats allowed on Synthetic Pitchers Mound).

8.3. Majors Game Rules

- 8.3.1. Any player league age eleven (11) or twelve (12) years old and exceptional ten (10) year olds shall be eligible to participate in the Majors division. Age exceptions may be approved by the SHLL Player Agent and League President, with approval from the SHLL Board of Directors.
- 8.3.2. Games will be six (6) innings unless necessary based on field limitations.
- 8.3.3. No time limit will be imposed on games unless necessary based on field limitations.
- 8.3.4. There is no five (5) run rule.
- 8.3.5. If the game is tied after six (6) innings, a maximum of two (2) extra innings will be played.
- 8.3.6. If the game ends in a tie, each team receives ½ win and ½ a loss.
- 8.3.7. All uniformed players in attendance shall be in the batting line-up. No changes may be made to the batting line-up.
- 8.3.8. All players shall play a minimum of six (6) defensive outs and receive a minimum of one (1) at bat per game.
- 8.3.9. The mercy rule will be in effect, per LL Rules. (10 runs after 4 innings; 15 runs after 3 innings)
- 8.3.10. The dropped third strike rule will be observed, per LL Rules.
- 8.3.11. Stealing of all bases is permitted.
- 8.3.12. Lead off of bases is prohibited
- 8.3.13. No on deck batters.
- 8.3.14. A maximum of three (3) approved volunteers shall be permitted in the dugout during games. At least one (1) league approved adult volunteer must be in the dugout at all times.
- 8.3.15. Every effort will be made to keep Majors teams at a maximum of twelve (12) players.

8.4. Minor A Division Rules

- 8.4.1. Any player league age nine (9) or ten (10) years old shall be eligible to participate in the Minor A division. Age exceptions may be approved by the SHLL Player Agent and League President, with approval from the SHLL Board of Directors.
- 8.4.2. All games will be a maximum of six (6) innings. No new inning will be started ten (10) minutes prior to two (2) hours. If there is an additional game scheduled that day, the game before it will need to be completed or called due to time constraints, no later than one-half hour before the 1st pitch of the next scheduled game.
- 8.4.3. All half innings will end after three (3) outs or five (5) runs have been scored (whichever comes first). Once five (5) runs have been scored the half inning is over, even if the play is still in progress. Exception is if more than 5 runs cross the plate due to over the fence home run or ground rule double, all forced runs will count.
- 8.4.4. The last inning is considered open, the last inning is determined by the umpire.
- 8.4.5. If the game is tied after six (6) innings, a maximum of two (2) extra innings will be played. If the game ends in a tie, each team receives ½ win and ½ a loss.
- 8.4.6. All uniformed players in attendance shall be in the batting line-up. No changes may be made to the batting line-up.
- 8.4.7. All players shall play a minimum of six (6) defensive outs and receive a minimum of one (1) at bat per game.
- 8.4.8. All players must play a minimum of three (3) full games. A full game consists of fielding every defensive out of a game and every at-bat during one game.
- 8.4.9. The mercy rule will be in effect per LL Rules. (10 runs after 4 innings; 15 runs after 3 innings)
- 8.4.10. Stealing of all bases is permitted.
- 8.4.11. Leading off of bases is prohibited
- 8.4.12. No on deck batters.
- 8.4.13. A maximum of three (3) approved volunteers shall be permitted in the dugout during games. At least one (1) league approved adult volunteer must be in the dugout at all times.
- 8.4.14. Every effort will be made to keep Minor A teams to a maximum of twelve (12) players.
- 8.4.15. Minor A players league age 8, are eligible for Little Star Selection.

8.5. Minor B Division Rules

- 8.5.1. Any player league age seven (7) or eight (8) years old and league age nine (9) year olds shall be eligible to participate in the Minor B division. Age exceptions may be approved by the SHLL Player Agent and League President, with approval from the SHLL Board of Directors.
- 8.5.2. All games will be six (6) innings unless the game is shortened by time limit.

- 8.5.2.1. No new inning can start after 1 hour and 30 minutes for the start of play.
- 8.5.2.2. An inning begins at the moment the last out of the preceding inning is made.
- 8.5.3. Every uniformed player present on the offensive team will be in the batting line-up and Continuous batting order (CBO) shall be utilized. (No substitutions allowed).
- 8.5.4. The defensive team will consist of all players present and the fielding line-up will consist of the ten (10) positions on the field, six (6) infielder positions and four (4) outfield positions, with the remaining players occupying the dugout.
 - 8.5.4.1. The outfielders must be out of the infield and play on the outfield grass.
 - 8.5.4.2. All players shall play a minimum of two (2) innings per game, with at least one (1) of those innings being played in the infield.
- 8.5.5. No protest of Minor B games will be allowed.
- 8.5.6. Players will be required to attend at least one (1) pitching clinic if multiple clinics are offered by SHLL.
- 8.5.7. All half innings will end after three (3) outs or four (4) runs have been scored (whichever comes first). Once five (4) runs have been scored the half inning is over, even if the play is still in progress. Exception is if more than 5 runs cross the plate due to an over the fence home run or ground rule double, all forced runs will count.
- 8.5.8. The last inning is considered open, the last inning is determined by the umpire. If no umpire is present both coaches must agree on a last inning twenty (20) minutes prior time limit.
- 8.5.9. The coaches will be responsible for providing an umpire for the first two parts of the season. In the event that an umpire is not obtained, the offensive team Coach pitching will call balls and strikes and will also make the base out and safe calls.
- 8.5.10. If the game is tied after six (6) innings, a maximum of two (2) extra innings will be played. The two (2) hour time limit will still be in effect.
- 8.5.11. Runners may steal after the pitch has reached home plate
- 8.5.12. No stealing home. The runner on third may only advance home on a hit ball.
- 8.5.13. Definition of passed balls: A catcher is charged with a passed ball when he fails to control a legally pitched ball that, with ordinary effort, should have been caught.
- 8.5.14. A ball to the outfield advancement of a runner stops when it is controlled in the infield. A runner is to not advance after first overthrow in the infield.
- 8.5.15. No Bunting will be allowed.
- 8.5.16. The mercy rule will be in effect per LL Rules. (10 runs after 4 innings; 15 runs after 3 innings)

- 8.5.17. One (1) manager and two (2) coaches shall be allowed in the dugout. There will be no on field coaching.
- 8.5.18. No on deck batters.
- 8.5.19. At least one (1) league approved adult volunteer must be in the dugout at all times.
- 8.5.20. Every effort will be made to keep the Minor B teams to a maximum of twelve (12) players.

Minor B Game Play- 1st and 2nd Half of Season

- 8.5.21. The Minor B Division season shall be split into two halves. Dates will be assigned by the Coaches Coordinator prior to the start of the season.
 - 8.5.21.1. Season halves will be divided by Season Opening Day to Mid Season Break (Spring Break) = 1st half, Mid Season Break to Closing Day = 2nd Half.
 - 8.5.21.2. Each season the Coaches Coordinator will be responsible for assigning calendar dates for half season of play and make them known prior to opening day.
- 8.5.22. The first half of the season will be a combination of player/coach pitch.
 - 8.5.22.1. A pitcher will throw until a hit or strikeout is recorded or the pitcher throws four (4) balls; after four (4) balls the pitcher will assume a defensive position on either side of the mound.
 - 8.5.22.2. A coach from the offensive team will resume pitching and complete the at bat
 - 8.5.22.3. The strike count will carry over.
 - 8.5.22.4. The coach will have up to a maximum of three (3) pitches unless the batter fouls off the last pitch (in which they get an additional pitch).
 - 8.5.22.5. The batter is out if the batter misses or does not swing at the 3rd pitch.
 - 8.5.22.6. There will be no walks. There is no exception to this rule, including pitches that are delivered and deemed unhittable.
 - 8.5.22.7. The coach must pitch in an overhand method.
 - 8.5.22.8. The coach must wear a glove at all times as protection against batted balls.
 - 8.5.22.9. The batting team coach will pitch to their own players once summoned by the coach calling balls and strikes.
 - 8.5.22.10. Bunting is not allowed
 - 8.5.22.11. Runners may only steal second or third base on a passed ball or a ball that touches the dirt before touching the catcher's glove.
 - 8.5.22.11.1. Runners may not advance on a cleanly caught ball.
 - 8.5.22.12. Home may not be stolen at any time.
 - 8.5.22.13. A runner may advance on one overthrow per play (batter) but may only advance one base. (i.e., player puts a ball in-play, and an overthrow is made at first, the player may choose to advance to 2nd, but is still subject to being tagged out. However, in the

process of trying to tag out the advancing runner, the defense makes another overthrow, the batter must hold their position at 2nd and cannot advance again.)

8.5.22.14. The play becomes dead when the ball is properly returned to the pitcher in the vicinity of the pitcher's mound and will be the call of the coach on the pitching mound.

8.5.22.14.1. The ball must be secured prior to the play called "Dead"

8.5.22.15. If the pitching coach is hit with a batted ball, the ball is dead and the player will receive first base.

8.5.22.15.1. If the pitching coach catches the batted ball, the ball is dead and the batter is out

8.5.22.16. The only coach allowed on the field is the "umpiring" coach behind the pitcher and those in the coaching boxes on first and third baseline.

8.5.22.17. There is a four (5) run limit imposed per inning except the sixth or last inning, when either team has a chance to win the game.

8.5.22.17.1. In the sixth inning all runs will count towards the official game score.

8.5.22.17.2. Exception- if a run limit has been reached due to an over the fence home run, any runs in excess of the run limit shall count.

8.5.22.18. The 6th inning will be an automatic open inning.

8.5.22.18.1. If due to time or light constraints a game will not reach the sixth inning, then an open and last inning can be declared by the umpire at the start of the inning and will therefore be open.

8.5.22.18.2. If the inning was not declared "last" or "open" then the inning will adhere to the 4 run rule above, even if the game is shortened and therefore never reaches the 6th inning.

8.5.22.18.3. Pitching Rest Requirements will be based upon the current Little League Rule Book.

Second Half of the Season

8.5.22.18.4. Player pitch only. No coach pitch

8.5.22.18.4.1. Teams cannot change this rule for any reason regardless of pitcher/player availability or current skill level.

8.5.22.18.5. Walks are now allowed

8.5.22.18.6. Runners cannot steal home but can steal on any pitch.

8.5.22.18.6.1. Third base is "frozen" unless a runner is walked or batted in on a routine and reasonable play.

8.5.22.18.6.2. If the runner can routinely and reasonably advance home during a play, then third base is not frozen.

8.6. Rookies Division Rules (Caps)

- 8.6.1. Any league age five (5), six (6), or seven (7) year old shall be eligible to participate in the Rookies division. League age five (5) and six (6) year olds must have a minimum of one (1) year in Tee Ball to advance to Rookies per Little League International Regulation 1.0. Age exceptions may be approved by the SHLL Player Agent and League President, with approval from the SHLL Board of Directors.
- 8.6.2. There is no scorekeeping or standings in the Rookies division.
- 8.6.3. All games will be one and a half (1½) hours or six (6) innings, whichever comes first. No new inning shall be started twenty (20) minutes prior to the time limit.
- 8.6.4. All players on the defensive team will consist of all players present, and the fielding line-up will consist of the six (6) infield positions, with the remaining players occupying the outfield.
- 8.6.5. A half inning will end when the defensive team in the field makes either 3 outs or when the offensive team bats once through the line-up.
- 8.6.6. Adult coaches are permitted in the outfield when their team is playing defense. Adult coaches are permitted at first, third, and home plate when their team is at bat.
- 8.6.7. The offensive team will consist of all players present and the batting line-up will consist of all players present, using the “bat around” system, where the entire line-up will bat.
- 8.6.8. The Rookies season will be split into two equal parts for pitching. 1. The first half will be pitching machine or coach pitch if pitching machine is not available. If a batted ball strikes the pitching machine the ball is considered “dead/base hit” and the batter takes first. The Manager or coach from the offensive team will pitch (“Coach as Pitcher”). Each batter will be allowed five (5) pitches for the first half of the season. If the batter does not put the ball in play after the 5th pitch, the batter will get one attempt to hit off the tee. If the batter doesn’t put the ball in play, the batter is out. A foul ball on the last pitch will extend the at-bat. For the second half of the season, each batter will be coach pitched five (5) pitches. After the 5th pitch is pitched and the ball is not put in play, the batter is out. A foul ball on the last pitch will extend the at-bat. 2. The second half of the season will utilize a pitching machine. If a batted ball strikes the pitching machine the ball is considered “dead/base hit” and the batter takes first. If a coach needs to relieve, they may do so.
- 8.6.9. There will be no walks in this division.
- 8.6.10. There will be no bunting in this division.
- 8.6.11. There will be no base stealing in this division.
- 8.6.12. To enhance the learning experience of the Rookies division, advancement of runners will stop as soon as an infielder is in control of the ball in the infield and makes a step toward the pitcher to return the ball. If the ball passes through the outfielder, it will be considered a ground rule double. The runner can advance from first to second at their discretion.

- 8.6.13. No runner advancement on an overthrow A soft-core ball must be used at all times.
- 8.6.14. Due to field size constraints, bases shall be 45 feet apart and the pitcher's mound 35 feet from home plate.
- 8.6.15. No games will be protested.
- 8.6.16. The base coach or coach from either team closest to the play will act as umpire for that play.
- 8.6.17. No on deck batters.
- 8.6.18. At least one (1) league approved adult volunteer must be in the dugout at all times.
- 8.6.19. Every effort will be made to keep Rookies teams to a maximum of twelve (12) players.

8.7. Tee Ball Division Rules

- 8.7.1. Any player league age four (4) or five (5) years old and first year six (6) year olds shall be eligible to participate in the Tee Ball division. Age exceptions may be approved by the SHLL Player Agent and League President, with approval from the SHLL Board of Directors.
- 8.7.2. There is NO scorekeeping or standings in the Tee Ball division.
- 8.7.3. Games will be 1½ hours or three (3) innings, whichever comes first.
- 8.7.4. All players on the defensive team will field a position. A standard infield will be fielded and the remaining players will occupy a position in the outfield.
- 8.7.5. Each player on the offensive team shall bat in their half of the inning.
- 8.7.6. Coaches of the defensive team shall be permitted in the outfield while their team is on defense.
- 8.7.7. Coach pitch may be used for players at the managers discretion.
- 8.7.8. A batter/runner must stop at first base on balls hit. Base runners shall advance one base only, regardless of fielding or throwing errors.
- 8.7.9. The last batter in each half inning shall be allowed to run full bases, including anyone on base in front of them. The defensive team may attempt to make out, however all runners shall be allowed to run the complete cycle of bases.
- 8.7.10. A soft-core ball must be used at all times.
- 8.7.11. The coach closest to each play shall be the umpire for that play.
- 8.7.12. No player will play the catcher position.
- 8.7.13. No games will be protested.

8.8. Challenger Division

- 8.8.1. The purpose of the Little League Challenger Division is to provide children, teens, and young adults with physical or intellectual challenges the opportunity to enjoy the full benefits of participation in an athletic environment structured to their abilities.
- 8.8.2. The Division shall be governed by the League's Board of Directors, with a designated **Challenger Division Coordinator** appointed annually by the President and approved by the Board.

- 8.8.3. All rules and regulations of Little League Baseball, including those governing conduct, safety, and eligibility, shall apply unless specifically modified by these bylaws.
- 8.8.4. Players must be **at least 4 years old** by **August 31** of the current year and no older than (18) eighteen (exception (22) Twenty two if currently enrolled in high school.
- 8.9. Team Composition
 - 8.9.1. Teams shall be organized to promote inclusion, safety, and fun, rather than competitive balance.
 - 8.9.2. Rosters should ideally include 8–12 players per team, though flexibility is permitted based on enrollment and volunteer availability.
 - 8.9.3. Each team may be assigned one or more Buddies, who are able-bodied volunteers that assist Challenger players during games and practices.
- 8.10. Buddies and Volunteers
 - 8.10.1. Buddies shall be at least 12 years of age and must complete required volunteer applications and background checks in accordance with Little League policy.
 - 8.10.2. Buddies' roles include assisting players on the field, providing encouragement, and ensuring safety at all times.
 - 8.10.3. Volunteers, managers, and coaches are required to attend safety and inclusion training organized by the Challenger Coordinator or League Safety Officer.
- 8.11. Game Length
 - 8.11.1. Games should last 1 to 2 innings, or no more than 1 hour, whichever comes first.
 - 8.11.2. Time limits ensure players remain engaged and avoid fatigue.
 - 8.11.3. There are no extra innings
- 8.12. Batting
 - 8.12.1. Every player bats each inning in the same order.
 - 8.12.2. The last batter in the lineup clears the bases.
 - 8.12.3. A coach or Buddy may assist the player with hitting the ball off a tee or by soft toss/pitch.
 - 8.12.4. Each batter continues to swing until they put the ball in play.
 - 8.12.5. When the ball is hit, all runners advance one base at a time (or as safely possible).
 - 8.12.6. Base RunningRunners advance one base per hit.If a player is unable to run, a Buddy or coach may assist or push their wheelchair.
 - 8.12.7. There are no outs on base paths — if a runner is tagged or forced out, they remain safe on the base.
 - 8.12.8. When the last batter hits, all players advance around the bases to home plate.

Goal: Everyone hits. Everyone runs. Everyone scores.

- 8.13. Defense

- 8.13.1. All players take the field each inning (positions can be adjusted to accommodate everyone)
- 8.13.2. Buddies may assist with fielding but should let players make the play when possible.
- 8.13.3. When a fielder retrieves the ball, play stops and the next batter comes to bat.
- 8.13.4. Defensive positioning can be flexible to ensure player safety and engagement.
- 8.14. Umpires
 - 8.14.1. Challenger games **do not require official umpires.**
 - 8.14.2. Coaches, Buddies, or volunteer umpires may help manage the flow of the game and ensure fair play.
 - 8.14.3. All calls should favor inclusion and safety.
- 8.15. Modifications
 - 8.15.1. Each Challenger Division may modify these rules to best fit the abilities of their players, provided safety and inclusion remain the top priorities.
- 8.16. Pool Players
 - 8.16.1. Pool players are allowed in Minor A, Majors, Intermediate, Juniors and Seniors.
 - 8.16.2. Pool players are only allowed to play in the division they are currently registered in for that season.
 - 8.16.3. Pool Players list must be established prior to the start of the regular season of play by the Player Agent.
 - 8.16.4. Pool Players are to be requested in writing by managers to the player agent.
 - 8.16.5. Pool player selection will be by availability and rotation of listed players developed by the Player Agent.
 - 8.16.6. Pool players may only be utilized to ensure a team has at least ten (10) players available for a game.
 - 8.16.7. Pool Players may play any position except pitcher, must bat at least once and may bat in any order of the lineup, and play (9) consecutive outs.

9. **Draft Process**

9.1. **Draft Process**

Defined as the selection process used for player team placement for the spring baseball season, for divisions Juniors, Intermediate, Majors, Minor A, Minor B.

9.2. Try-outs and the draft will be for all players league age 7 and up. Tee ball and Rookies Division players are excluded.

9.3. 6-year-olds are not permitted to be on a Minor B team unless there is a rare circumstance where a MANAGER or PRIMARY COACH of a MINOR B team has a 6 year old son or daughter and the player is capable of playing safely and able to protect themselves in that level amongst 7-10 year olds.

- 9.3.1. To be considered the player must have played in the immediate division below Minor B (Rookies) the Spring season prior to the current season the request is made
- 9.3.2. Requires the unanimous approval of the Player Agent, Coaches Coordinator and Safety Officer in order to send to the President for final approval.
- 9.4. 8-year-olds are not permitted to be on a Minor A team unless there is a rare circumstance where a MANAGER or PRIMARY COACH of a MINOR A team, has an 8 year old son or daughter and the player is capable of playing safely and able to protect themselves in that level amongst 9- 12 year olds.
 - 9.4.1. To be considered the player must have played in the immediate division below Minor A (Minor B) the Spring season prior to the current season the request is made
 - 9.4.2. Requires the unanimous approval of the Player Agent, Coaches Coordinator and Safety Officer in order to send to the President for final approval.
- 9.5. There can be consideration if the player is considered an exceptional player during tryouts, can safely play amongst 9- 12 year olds and is approved by the President. 9-year-olds will not be considered for a Majors team unless there is unanimous approval from the Player Agent, Coaches Coordinator, and Safety Officer and then approved by the President. This is an extremely rare situation to be approved and doesn't matter if the parent of the player is applying to be or is a Manager or Coach in the Majors Division.
- 9.6. All players considering playing in Minor, Majors, Intermediates and Juniors divisions must attend at least one tryout to be considered for the draft.
- 9.7. SHLL BOD shall make the Draft Rules available to all Managers and Coaches, no later than three (3) days prior to the draft.
- 9.8. Managers and coaches are expected to keep all matters pertaining to the draft confidential and professional. Under no circumstances are players or their parents to be informed what round a player was drafted in.
- 9.9. SHLL follows "Plan A-Conventional Draft Plan" from the approved list of methods in the Little League Operating Manual. Draft order follows the "Serpentine Method" and is determined the day of the draft just before the selection process begins. The order shall be determined by a blind (e.g., from a box or a hat) number draw.
 - 9.9.1. Draft order can be chosen in a different way only if all coaches agree unanimously what order to go in. This also then requires the approval of the President to be initiated
- 9.10. Team Requesting**
 - 9.10.1. SHLL will not approve any player or team requesting.
 - 9.10.2. SHLL does recognize that there may be an instance in which a player may need to request an exemption Rule 9.12.1. In the event of a hardship, that said player can make a request through the player agent to the BOD. The BOD will have final approval.

9.11. Coach Pick

- 9.11.1. Coaches pick is defined as a draft pick used to select a player with a direct relation to the manager and (or) coaches prior to the start of the draft..
- 9.11.2. The player selected by a coaches pick must have a direct relationship of kin (ie. Son, Daughter, Foster Child or Legal Guardian) to the coaching staff.
- 9.11.3. Coach Pick shall not be utilized for players of non relation (ie Property Players)
- 9.11.4. Each Manager (Seniors, Juniors, Intermediate, Majors) may have up to two (2) Coach Picks, one (1) for the Managers child and no more than one (1) more for the coaching staff children. Each Manager (Minor A, Minor B) may have up to three (3) Coach Picks, one (1) for the manager's child and no more than two (2) more for the coaching staff children. No more Coaches Pick shall be awarded for any other reason
- 9.11.5. Each manager for the respected divisions will mutually agree prior to the start of the draft on which round they wish to use their Coach Pick. If a round can not be mutually picked then each manager will use their first pick(s) for their Managers Pick.
- 9.11.6. If a manager is unable or wishes not utilized any number or all of the coaches pick the Player Agent will decide the appropriate and fair allocation of coaches picks for all managers involved in said draft.
- 9.11.7. Any protest of coaches' picks must be submitted before the start of the draft. No protest will be allowed after the start of the draft.
- 9.11.8. The Coaches Coordinator, Player Agent, and Secretary will have the responsibility of organizing, conducting, recording the draft selections and rulings.

9.12. Sibling pick

Siblings are defined as relatives that share the same parents through blood relations or marital relations (i.e. stepchild). Relatives (i.e. cousins, In-laws, family friends) do not count as a sibling relation.

- 9.12.1. Any player eligible for any division requiring a player draft is not guaranteed the same team sibling pairing.
 - 9.12.2. SHLL will advise all drafting managers of players requesting sibling team pairing.
 - 9.12.3. SHLL will advise all drafting managers of possible scenarios to allow and even distribution of sibling pairing.
 - 9.12.4. Drafting Sibling will constitute two draft picks
 - 9.12.5. If a manager elects to draft siblings as a Manager Pick, the total number of siblings selected will be deducted from the allotted Coach Picks.
- 9.13. Only the Manager may attend the draft.
 - 9.14. Only Officers of the Board of Directors with specific draft related duties may attend the draft.

- 9.15. All Drafting Managers shall not notify any player of their team selection until SHLL has verified every player's allocation and officially posted the rosters to the SHLL website.

10. Player Release and Replace Policy

- 10.1. Players shall not be dropped from the team for disciplinary reasons without the approval of the Player Agent and Board of Directors and in accordance with the procedures set forth in the SHLL Constitution.
- 10.2. Managers shall notify the Player Agent of any players that quit. The Player Agent shall contact all parties involved and report back to the board regarding the situation. The Board of Directors shall make a decision regarding the matter. If a decision is made that the player shall be removed from the roster, that player may not be returned or assigned to any team roster for the remainder of the season, with the exception of injuries or relocations. Exceptions will only be made if there is availability.
- 10.3. In the event that a team loses a player, the manager of that team shall be responsible for notifying the player agent within two days of being informed. The manager shall confer with the Player Agent on the replacement of that player. The replacement player shall be selected from the waiting list. All negotiations for players must be conducted through the Player Agent. Managers shall not make any effort to arrange their own replacements.

11. TOC Team Selection

TOC is Defined as Tournament of Champions. TOC is tournament play hosted by District 41, held at the conclusion or Spring Season Regular Season Play. Each League is allowed to elect one team in divisions, Intermediate, Majors and Minor A, to represent their league in a one week single game elimination tournament.

- 11.1. SHLL TOC team Selection
- 11.1.1. The criteria for TOC team selection will be best overall team record for each Intermediate, Majors and Minor A.
- 11.1.2. If the team with the overall best record can not commit to the time and responsibility requirements, the Head coach of such a team should contact the player agent immediately.
- 11.1.3. With recommendations from the Player Agent, Coaches Coordinator and other coaches within the division, the SHLL Board of Directors will select a replacement team.
- 11.1.4. Teams selected for TOC shall use the original roster from their current season.
- 11.1.5. 12 member rosters are required for TOC
- 11.1.6. In the event a roster of 12 can not be fulfilled due to injury, illness or commitment, that said information shall be made known to the player agent immediately.

- 11.1.7. Teams selected to TOC do not receive a different uniform and will continue to use their uniform issued by SHLL for the current season.

12. All-Star Tournament Team/Coach Selection Process

12.1. ALL Star Selection Committee

- 12.1.1. SHLL will have a President appointed All-Star Committee each Spring Season designed to ensure the SHLL All-Star program functions at the highest standards and aims to put SHLL in the best position to compete for a successful post season.
- 12.1.2. The All-Star committee shall consist of the President, Player Agent, Coaches Coordinator and at least three (3) other members, appointed by the President.
- 12.1.3. Team Managers can be utilized by the All Star Committee in an advisory capacity only.
- 12.1.4. The All-Star Committee will ensure that all Little League Tournament rules are followed by SHLL pertaining to eligibility, merchandise, field hosting, and game play rules
- 12.1.5. The All-Star Committee will be responsible for ensuring the selection process is adhered to following Little League Baseball Tournament rules as well as local enhanced SHLL eligibility policy. Also the Committee will determine the seasons logo design, merchandise and uniform style and offering strategy, All-Star budget creation, Tournament hosting decisions, and any other event/team type decision needs
- 12.1.6. Each year the All-Star Committee who will be assigned by the President to determine and handle specialized Team and Player selection decisions for the All-Star season.
- 12.1.7. All Star Committee can be selected as early as mid-season but shall not be selected no later than three weeks prior to the completion of the season.

12.2. All-Star Player Selection Eligibility

- 12.2.1. All players in all divisions are eligible to apply to be an all-star and be taken seriously upon their candidacy as long as their age is within the eligibility requirements.
- 12.2.2. In order to be eligible to make the SHLL All-Star Team, the following requirements will be strictly enforced by the All-Star Committee
 - 12.2.2.1. All players who apply must meet Little League Baseball Tournament Eligibility Rules
 - 12.2.2.2. All players must understand that if selected on a SHLL All-Star team, their roster position takes precedence over all other teams outside SHLL, aka Travel Teams
 - 12.2.2.3. Players on TOC Tournament Teams are exempted from All-Star practices if they conflict with their TOC team practice or games. All-Star players who are also TOC players are NOT allowed to

perform any bullpens (pitching) at All-Star practices or scrimmage games.

12.2.2.4. All players who apply are expected and required to sign an All-Star commitment contract that states the following:

12.2.2.4.1. If more than (2) practices are missed during the teams all-star season (includes scrimmages) not only will they not be in a position to expect a starting role in the next game but also the All-Star Committee has the ability to immediately replace them on the team with the very next eligible player from the All Star selection pool.

12.2.2.4.2. If a player misses more than 1 game due to anything but a medical emergency for themselves or an immediate family member (parents, sibling) or an act of God they are subject to removal from the team.

12.2.2.4.3. No player can be voted on and approved to be on an All-Star team if they cannot knowingly attend all games. No player will be allowed to join a team "later" to ensure fairness is given to those players who can and will make their commitment to SHLL All-Stars.

12.2.2.4.4. Any player who plays or participates on another organized baseball team (ie: travel ball; any practice, game, or tournament) during the All-Star season (dates determined by the SHLL All-Star Committee and Board prior to season start) will be automatically removed from the All-Star team and replaced promptly. NO EXCEPTIONS!

12.2.3. All decisions, determinations on selection are encouraged to be done by a collaborative process by the All-Star Committee and Managers but the President does have the ultimate authority over all decisions should he/she see a need to do so because of a threat to the integrity of the process as per Little League Baseball rules.

12.3. APPROVAL & SELECTION OF ALL-STAR MANAGERS

12.3.1. The Board shall notify all eligible members of the deadline to apply to become an All-Star Manager or Coach via all communication channels available.

12.3.2. The expectation and requirement as a League Manager is that they are willing to make themselves available to manage an All-Star team when Tournament time approaches. If an applying manager cannot commit to this additional timeframe for the league then it could lead to them being bypassed as a manager of a team.

12.3.3. Managers for each All-Star team shall be nominated by the following process:

12.3.3.1. All managers are nominated by the All-Star Committee for SHLL with final approval required by the President. All Majors and

Minors division managers will be eligible to be a manager if meeting all eligibility requirements.

- 12.3.3.2. As per Little League Baseball rules, the President has the ultimate authority in the final choosing of the league All-Star managers and coaches. At Singing Hills Little League the philosophy for choosing an All-Star manager starts and ends with who can exhibit the best leadership and coaching capability on the field while exemplifying the best of the league through his or her actions on and off the field.
- 12.3.3.3. All personal characteristics and attitude, baseball coaching and leadership proven skillsets, the ability to work with other league coaches cordially, and exhibition of exemplary sportsmanship amongst opposing teams coaches during the season and past seasons will be taken into consideration when manager selection and nominations are made to the President for Approval.
- 12.3.3.4. The All-Star Committee and Manager of the All-Star teams shall participate together in selecting the coaches.
- 12.3.3.5. The All-Star Committee shall review each Manager nomination and either approve or deny the candidate by a majority vote and then shall be sent to the President for final approval. The President has the power to veto and determine managers as per Little League International rules.
- 12.3.3.6. Division managers not chosen to be the manager of a SHLL All-Star team are expected to remain available for the remaining coach's position for one of the All-Star teams. Final approval of coaches will be done by the President.
- 12.3.3.7. If a manager or coach has an unexpected event in their career or family and not a vacation or pleasure-based need will be excused from coaching or managing obligations of an All-Star team.

12.4. **ALL-STAR TEAM (12U, 11U, 10U, Little Stars) Selection Process**

- 12.4.1. Once the All-Star Committee is selected, All-Star Commitment Forms will be sent out to all eligible players. (Note, receiving an All-Star Commitment Form does not constitute an All-Star Selection).
- 12.4.2. Fourteen (14) days will be allowed for completion and return of All-Stars Commitment Forms.
- 12.4.3. Upon Completion and return of all All-Star Commitment forms, the All Star Committee will review all applicants, verify player eligibility, and allocate each player applicant to the appropriate division of play and create a total number of players for each division.
- 12.4.4. The determination of the amount of positions for the 12U, 11U, 10U, and Little Star All-Star Team shall be made by the All-Star Committee and be in accordance with District 41 and Little League Tournament Rules.
- 12.4.5. After completion of Manager selection and completion of review of all All-Star Commitment Forms, Managers and players will be notified of the

leagues consideration for their respective All-Star Team according to their eligibility. (This notification does not constitute an All-Star Selection)

- 12.4.6. Each Manager and Coach will select or mark the names of the allotted players whom he or she believes possess the skills and traits necessary to be an All-Star. The All-Star Committee will make the determination on how to rank and rate the all-star candidates.
- 12.4.7. After the nominations are completed by the Managers and coaches, the All-Star Committee and the All-Star Managers will discuss and nominate final selectees for the team during the All-Star Selection Meeting. Once all players are confirmed by the Committee and Manager, the final roster will require President approval.

12.5. All-Star Assessment Practices (Optional)

- 12.5.1. All-Star Assessment Practices are an optional assessment process that All-Star Manager can elect to hold to help with player evaluation and team selection.
 - 12.5.1.1. All-Star Managers can choose to have up to three (3) assessment practices with all All-Star applicants. Note. Attending ALL-Star assessment practices does not constitute an ALL-star Selection.
 - 12.5.1.2. Assessment practices shall make a reasonable effort to take into account regular season practice/game schedules.
 - 12.5.1.3. No player shall be penalized for not attending All-Star assessment practices if there is a conflict with their current season SHLL team, illness, family illness or act of God.
 - 12.5.1.4. If an eligible All-Star player does miss one (1) scheduled All-Star assessment practice with no reasonable exemption, it may be taken into consideration for commitment towards the team but shall not disqualify them for consideration.
 - 12.5.1.5. If an eligible All-star candidate miss three (3) scheduled All-Star practices, without a reasonable exemption, that said player will be removed from eligibility for All- Stars

12.6. Alternate All-Star Players

- 12.6.1. There shall be no alternate All-Star players once the final All-Star roster is submitted, per Little League rules.
- 12.6.2. The All-Star Committee will select 1 alternate player per team during the selection process. These players shall be unannounced and kept secret unless the need to replace a selected player on an All-Star team is activated during the All-Star selection process and prior to the final roster submittal to District 41.
- 12.6.3. All decisions on alternate players and other needs of All-Stars after practice commences for the teams will need to be reviewed by the All-Star Committee and the SHLL President will have ultimate authority to approve and decide what to do in the best interest of the league.

13. Officials and Scorekeepers

13.1. Umpires

- 13.1.1. SHLL permits youth 13 years of age and older to serve as base umpires for any Minor B regular season game. Youth umpires 13 years of age and older are eligible to work as home plate umpires as long as there is an adult (Crew Chief) umpire on the field. Youth umpires serve on a voluntary basis and must be approved by the SHLL Umpire-in-Chief. In any case where a Jr. umpire works, there must be an adult (Crew Chief) umpire on the field.
- 13.1.2. Umpires shall receive umpiring instruction directed by the League's Umpire In- Chief as needed or required by the Umpire-In-Chief. Managers and coaches from each team are expected to attend umpire training as deemed necessary and act as an umpire in a designated number of games per team, per season, as directed by the Umpire-In-Chief. Any manager or coach who does not fulfill his/her umpiring duties during the current season will not be considered as an All-Star coach or Manager, will be noted and most likely prohibit that individual from managing or coaching the next Spring Season, and is also subject to suspension the current season at the discretion of the Board of Directors.
- 13.1.3. To help ensure equity throughout the League, the Umpire-In-Chief shall schedule volunteer umpires in such a manner so that one person does not umpire a disproportionate amount of regular season games for any one team.
- 13.1.4. The Umpire-In-Chief shall make every effort to schedule two (2) umpires for every Majors and Minors game. However, if only 1 umpire is available, Managers of the teams playing can agree to proceed with only 1 umpire.
- 13.1.5. The plate umpire shall stand behind the catcher.
- 13.1.6. Scorekeeping: The Home team will be responsible for keeping the official scorebook.
- 13.1.7. The visiting team will be responsible for keeping track of the pitch count and operating the scoreboard.

THESE BYLAWS REPEALS ALL PREVIOUSLY ISSUED BY BYLAWS.

These Bylaws were approved by the Singing Hills Little League on November 4, 2025 and will remain in effect until November 4, 2027.

Alex Gonzales, President

Kimberly Francis, Secretary

League ID# LEAGUE NUMBER 4054105, STATE ID # 424444, FEDERAL ID #51-0256173

Simple decision log

Amendments	Owner	Status
3.5 Add Juniors Division	Alex Gonz...	Approved
3.6 Curfew Definition to be added	Person	Approved
3.6.1 End time for lighted fields	Person	Approved
3.6.2 Juniors Seniors added, 7 innings	Person	Approved
3.6.6 No more 6 innings added	Person	Approved
6.1.1 Defined spring and fall uniforms	Person	Approved
6.2.8 Helmet stickers	Person	Approved
7.1 Fields updated 4,5	Person	Approved
7.1.8 Tarps and Watering added	Person	Approved
7.1.9 Tarps and mats	Person	Approved
8.1 Juniors Division Added	Person	Approved
8.3.9 moved to Rule 8.16 added catcher position	Person	Blocked
8.5.17 Remove Rule of hitting batters minor B	Person	Approved
8.5.7 Re wrote to match D41 interleague rules	Person	In progr...
8.16 pool player rewritten	Person	Approved
9 Challenger division Added	Person	Approved
10.11.1 Manager Coach Pick	Person	Blocked
13.1.3 managers in advisory capacity	Person	Approved
12.5.1.3 remove rule	Person	Approved