



**TEE BALL MINORS DIVISION
LOCAL RULES & GUIDELINES**

These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Official Regulations and Playing Rules Book (the “Green Book”). The rules and regulations within the Green Book allow the local leagues some room for modifications. The following are the permissible options or modifications that SSSL has adopted:

GENERAL:

1. The Tee Ball Minors Division is a non-competitive division. Neither standings nor scores will be kept during the season.
2. If at the scheduled game time or at any time during the game either team does not have 9 players on the field of play, the game is to be played anyway by utilizing a player from the opposing team. However, the team with fewer than 9 players must utilize a player chosen by the opposing manager to play on their team. The opposing manager may switch players each inning. There should be at least 9 fielders in the field at all times.
3. All managers, coaches and volunteers must have a completed background check prior to participating in practices and games with the team. Managers and coaches must wear the League-issued jersey (with name on back) and League-issued ID badge during games and the League-issued badge during practices. Volunteers who have not been approved as coaches and issued a coach's jersey may not be on the field or in the dugout at any time.
4. Prior to the start of the game, the infield shall not be used for warm ups or practice. All warm-up activity should take place outside of the 1st and 3rd baselines towards the outfield.
5. Managers shall use the official SSSL line-up card.
6. Each team can have only one manager and three coaches in the dugout. One of the managers or coaches must be in the dugout at all times, even if it means the loss of a base coach or field coach in the event that any manager or coach is not at the game.
7. Postponement of games will only be allowed in the event of inclement weather, power failure, acts of God, etc. Only an authorized Board member can make the determination to postpone a game prior to the game starting. Once the game has begun, the umpire and an authorized Board member, if available, shall make such decision jointly. If no authorized Board member is available at the fields or by phone, the umpire is authorized to postpone a game for the above-stated reasons.
8. The use of artificial noisemakers is not permitted.

TIME LIMITS:

The Tee Ball Majors Division will have a drop-dead time of 1:00 from the scheduled game time.

PLAYING RULES:

1. The batting order will consist of all players on the team roster. A player that arrives late must be placed at the bottom of the batting order with no penalty.
2. All players play in the field every inning.
 - i. A maximum of five infielders are permitted (pitcher, 1st base, 2nd base, 3rd base and shortstop).
 - ii. At the beginning of each play, the outfielders must start play standing in the outfield.
 - iii. At the beginning of each play, no infielder (besides the pitcher and catcher) is allowed in the infield grass.
 - iv. The player/pitcher must start each play by standing with at least one foot on the dirt area of the mound.
3. No player shall play the same position for more than one inning per game. The goal is to give all players an opportunity to experience as many positions as possible. Because the player at first base will have balls thrown



to them, it is strongly suggested that, for safety reasons, only players with adequate skill levels be assigned to this position. This rule requires managers to develop “skilled position” players and rotate them.

4. The catcher position is not used in the Tee Ball Minors Division.
5. The infield fly rule is not in effect.
6. On a batted ball that does not leave the infield, the batter and existing runners may not advance more than one base.
7. On a batted ball that reaches the outfield, the batter and existing runners may advance until the ball is returned to the dirt infield.
8. Stealing of bases is not allowed. A base runner may not advance on an overthrown ball.
9. No bunting and no half swings are permitted.
10. The team’s at bat is over as soon as the last batter’s “normal play” has stopped. DO NOT instruct base runners and/or the batter to run all the way home.
 - i. Normal play is defined as: Play begins with the successful hit into fair territory by the batter and ends when the runners have advanced as far as legally possible without being put out or having been put out, whereupon time is called and both the play and inning are over.
11. Runners that are put out in the field of play are removed from the bases and instructed to return to their dugout.
12. If a batted ball does not go further than 10 feet from home plate, it is considered a foul ball.
13. If the batter hits the batting tee, it is considered a foul ball. The ball must be hit cleanly off the tee.

COACH PITCHING:

There is NO coach pitching in the Tee-Ball Minors division. All players will hit from the tee at all times.

OFFENSIVE COACHING POSITIONS:

1. One coach at home plate operating the tee or pitching to the batter (see pitching rules below).
2. One 1st base coach.
3. One 3rd base coach.
4. One coach will stay in the dugout.

DEFENSIVE COACHING POSITIONS:

1. One coach in the infield behind the pitcher assisting infielders.
2. One coach in right-center field assisting fielders.
3. One coach in left-center field assisting fielders.

UMPIRING THE GAME:

There is no Umpire provided. Managers and coaches will be responsible for umpiring the game as follows:

1. The offensive 1st base coach will be responsible for 1st base calls.
2. The defensive infield coach will be responsible for 2nd base calls.
3. The offensive 3rd base coach will be responsible for 3rd base calls.
4. The offensive home plate coach will be responsible for home plate calls and assisting the catcher and batter. He/she is also responsible for removing and operating the tee after each play.



TEE BALL MAJORS DIVISION LOCAL RULES & GUIDELINES

These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Official Regulations and Playing Rules Book (the “Green Book”). The rules and regulations within the Green Book allow the local leagues some room for modifications. The following are the permissible options or modifications that Summerlin South Little League has adopted:

GENERAL:

1. The Tee Ball Majors Division is a non-competitive division. Neither standings nor scores will be kept during the season.
2. If at the scheduled game time or at any time during the game either team does not have 9 players on the field of play, the game is to be played anyway by utilizing a player from the opposing team. However, the team with fewer than 9 players must utilize a player chosen by the opposing manager to play on their team. The opposing manager may switch players each inning. There should be at least 9 fielders in the field at all times.
3. All managers, coaches and volunteers must have a completed background check prior to participating in practices and games with the team. Managers and coaches must wear the League-issued jersey (with name on back) and League-issued ID badge during games and the League-issued badge during practices. Volunteers who have not been approved as coaches and issued a coach's jersey may not be on the field or in the dugout at any time.
4. Prior to the start of the game, the infield shall not be used for warm ups or practice. All warm-up activity should take place outside of the 1st and 3rd baselines towards the outfield.
5. Managers shall use the official SSLL line-up card.
6. Each team can have *only* one manager and three coaches in the dugout. One of the managers or coaches must be in the dugout at all times, even if it means the loss of a base coach or field coach in the event that any manager or coach is not at the game.
7. Postponement of games will only be allowed in the event of inclement weather, power failure, acts of God, etc. Only an authorized Board member can make the determination to postpone a game prior to the game starting. Once the game has begun, the umpire and an authorized Board member, if available, shall make such decision jointly. If no authorized Board member is available at the fields or by phone, the umpire is authorized to postpone a game for the above-stated reasons.
8. The use of artificial noisemakers is not permitted.

TIME LIMITS:

The Tee Ball Majors Division will have a drop-dead time of 1:00 from the **scheduled game time**.

PLAYING RULES:

1. The batting order will consist of all players on the team roster. A player that arrives late must be placed at the bottom of the batting order with no penalty.
2. All players play in the field every inning.
 - i. A maximum of five infielders are permitted (pitcher, 1st base, 2nd base, 3rd base and shortstop).
 - ii. At the beginning of each play, the outfielders must start play standing in the outfield.
 - iii. At the beginning of each play, no infielder (besides the pitcher and catcher) is allowed in the infield grass.
 - iv. The player/pitcher must start each play by standing with at least one foot on the dirt area of the mound.



3. No player shall play the same position for more than one inning per game. The goal is to give all players an opportunity to experience as many positions as possible. Because the player at first base will have balls thrown to them, it is strongly suggested that, for safety reasons, only players with adequate skill levels be assigned to this position. This rule requires managers to develop “skilled position” players and rotate them.
4. The catcher position is not used in the Tee Ball Majors Division for the Spring 2021 season.
5. The infield fly rule is not in effect.
6. On a batted ball that does not leave the infield, the batter and existing runners may not advance more than one base.
7. On a batted ball that reaches the outfield, the batter and existing runners may advance until the ball is returned to the dirt infield.
8. Stealing of bases is not allowed. A base runner may not advance on an overthrown ball.
9. No bunting and no half swings are permitted.
10. The team’s at bat is over as soon as the last batter’s “normal play” has stopped. DO NOT instruct base runners and/or the batter to run all the way home.
 - i. Normal play is defined as: Play begins with the successful hit into fair territory by the batter and ends when the runners have advanced as far as legally possible without being put out or having been put out, whereupon time is called and both the play and inning are over.
11. Runners that are put out in the field of play are removed from the bases and instructed to return to their dugout.
12. If a batted ball does not go further than 10 feet from home plate, it is considered a foul ball.
13. If the batter hits the batting tee, it is considered a foul ball. The ball must be hit cleanly off the tee.

COACH PITCHING:

1. A player may hit from the tee or have the coach pitch to him/her. If a player begins his/her at bat by hitting from the tee, he/she has a maximum of six attempts to put the ball into play.
2. If the coach pitches to the batter, the coach should stand or kneel approximately 30 feet from home plate.
3. If the coach pitches to the batter, the batter gets six pitches to put the ball into play.
4. If the batter has not put the ball into play after six pitches, the batter will hit from the tee and put the ball into play.

OFFENSIVE COACHING POSITIONS:

1. One coach at home plate operating the tee or pitching to the batter (see pitching rules below).
2. One 1st base coach.
3. One 3rd base coach.
4. One coach will stay in the dugout.

DEFENSIVE COACHING POSITIONS:

1. One coach in the infield behind the pitcher assisting infielders.
2. One coach in right-center field assisting fielders.
3. One coach in left-center field assisting fielders.

UMPIRING THE GAME:

There is no Umpire provided. Managers and coaches will be responsible for umpiring the game as follows:

1. The offensive 1st base coach will be responsible for 1st base calls.
2. The defensive infield coach will be responsible for 2nd base calls.
3. The offensive 3rd base coach will be responsible for 3rd base calls.
4. The offensive home plate coach will be responsible for home plate calls and assisting the catcher and batter. He/she is also responsible for removing and operating the tee after each play.



BASEBALL MINORS A DIVISION LOCAL RULES & GUIDELINES

These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Official Regulations and Playing Rules Book (the “Green Book”). The rules and regulations within the Green Book allow the local leagues some room for modifications. The following are the permissible options or modifications that Summerlin South Little League has adopted:

GENERAL:

1. The Minors A Division is not considered competitive. The primary focus of managers and coaches should be on the development of the players. However, scores and standings will be kept and there will be a postseason tournament in this division.
2. All managers, coaches and volunteers must have a completed background check prior to participating in practices and games with the team. Managers and coaches must wear the League-issued jersey (with name on back) and League-issued ID badge during games and the League-issued badge during practices. Volunteers who have not been approved as coaches and issued a coach's jersey may not be on the field or in the dugout at any time.
3. Each team can have *only* one manager and three coaches in the dugout. One of the managers or coaches must be in the dugout at all times. If only the manager and one coach is at the game, only one of them may be a base coach on offense and the other must remain in the dugout. A player may coach a base but must wear a helmet.
4. Prior to the start of the game, the infield shall not be used for warm ups or practice. All warm-up activity should take place outside of the 1st and 3rd baselines towards the outfield.
5. Managers shall use the official SSSL line-up card. Managers shall provide a complete 6 inning lineup to the opposing manager or scorekeeping before the game that lists the batting order ANY defensive positions for each player in each inning. The lineup must comply with the Line-Up Rules listed below. In the event the lineup needs to be changed due to a player's absence or injury, the opposing scorekeeper and manager shall be notified of the change. Any such changes must still comply with the Line-Up Rules listed below.
6. Scores must be submitted by the winning team (or home team in the event of a tie) to the SSSL website within 24 hours of the end of the game.
7. Postponement of games will only be allowed in the event of inclement weather, power failure, acts of God, etc.. Only an authorized Board member can make the determination to postpone a game prior to the game starting. Once the game has begun, the umpire and an authorized Board member, if available, shall make such decision jointly. If no authorized Board member is available at the fields or by phone, the umpire is authorized to postpone a game for the above-stated reasons.
8. The use of artificial noisemakers is not permitted.

TIME AND RUN LIMITS:

1. No new inning may commence after 1:30 **from the scheduled game time** (regardless of whether the game starts late).
2. There is a 5-run limit per inning with the exception of the 6th inning, where unlimited runs are allowed, until such time as three outs are made or the offensive team bats through its entire order, whichever occurs first. No other inning will allow for unlimited runs even if any such inning is the last inning of the game due to time constraints.
3. The 10-run rule is NOT in effect.
4. During the regular season, if the game is tied after 6 innings and/or the final inning after the time limit has been



reached, the game will be considered complete and will end in a tie.

LINE-UP RULES:

1. Ten players will play defense. (P, C, 1B, 2B, SS, 3B, LF, LCF, RCF, and RF). Outfielders must be positioned at least 20 feet behind the fringe (10 feet at Vistas Park).
2. **Players must play at least four defensive innings during the game, and may not sit out consecutive innings. During both the regular season and the tournament, every player on the team must sit at least one defensive inning in a game (unless the team has less than 12 players on the lineup for that game). In no event shall a player sit a second time before every other player on the roster has sat out an inning**
3. A player can only play the same position for a maximum of two innings per game.
4. **Each player must play at least two innings at one or more of the following positions: P, 1B, 2B, 3B, SS. Playing catcher does *not* fulfill this requirement.**
5. Each player may play a maximum of four innings at any combination of the following positions: P, 1B, 2B, 3B, or SS.
6. **An uncorrected violation of these line-up rules shall result in a forfeit. But the opposing team has the responsibility to notify the manager and umpire of a violation to permit any potential violation to be corrected. A protest may be raised only after a manager refuses to correct the illegal lineup. Thus, an opposing team is not permitted to remain silent about the violation and then protest the game. Repeated violations of this rule will result in additional disciplinary action against the manager, including but not limited to, suspension.**
7. The player/pitcher must start each pitch by standing with at least one foot inside the pitching mound dirt behind the front feet of the pitching machine. The player/pitcher must never cross over from left to right or right to left in front of the pitching machine.

PLAYING RULES:

1. The batting order will consist of all players on the team roster regardless of whether they are currently playing in the field. A player that arrives late must be placed at the bottom of the batting order with no penalty. The last three batters in the order may not be among the last three batters in the order in consecutive games.
2. Provided the batter has not struck out (see #3 below), the batter is given seven pitches to make contact with the ball. If no fair ball has been hit after seven pitches, then an out is recorded and the at bat concludes.
3. Three strikes is an out (provided that any foul ball will not be considered a 3rd strike).
4. If the 7th pitch (and any subsequent pitch) results in a foul ball, another pitch is allowed.
5. The infield fly rule is not in effect
6. On a batted ball that does not leave the infield, the batter and existing runners may not advance more than one base, even if there is an overthrow (see #8 below).
7. On a batted ball that reaches the outfield, the batter and existing runners may advance until the ball is in the possession (glove or bare hand) by any defensive player. When the ball is in the possession of a defensive player, the batters and runners may advance or return to the closest base at their own peril but may not advance beyond the next base under any circumstances, even if there is an overthrow (see #8 below).
8. A base runner may never advance on an overthrown ball. This rule is intended to encourage defenses to attempt put outs.
9. Stealing of bases is not allowed.
10. No bunting and no half swings are permitted.
11. Batted balls striking the pitching machine or the pitching coach are live balls regardless of whether they bounce foul. Balls settling under the pitching machine are immediately dead balls and time is called.



12. The batter must keep one foot in the batter's box during the entire at bat pursuant to Green Book Rule 6.02(c) unless one of the exceptions in Rule 6.02(c) applies.
13. Defensive shifts that move an infielder from his/her traditional position to the other side of the infield are not permitted. This rule is not intended to restrict the positioning of defensive players within their traditional positions. For example, managers are free to move their short stop deeper into the hole or closer to the bag, but in no event shall the short stop be permitted to cross over second base and play on the right side of the infield while playing the short stop position.

PITCHING MACHINES:

1. **THE PITCHING MACHINE WILL BE SET AT LEVEL 5 AT ALL TIMES. THIS MAY NEVER BECHANGED.**
2. Before the start of each game, both managers must agree that the machine is in good working order and the pitches are being pitched at the correct speed and as accurately as possible. The machine shall not be adjusted for different players, but may be adjusted at the beginning of an inning by agreement of both managers if it is no longer consistently throwing strikes.
3. Teams must use the pitching machine assigned to the field on which their game is scheduled. In the event of malfunction, teams may use the backup machine, if available. At no times shall a pitching machine not owned by SSSL and labeled for game use be used.
4. If the pitching machine is unavailable or is malfunctioning or erratic because of high winds, play will commence without delay with an offensive coach or manager pitching to his/her team. No rescheduling or postponements of the game due to pitching machine issues will be allowed.

OFFENSIVE COACHING POSITIONS:

1. One coach operating the pitching machine.
2. One 1st base coach.
3. One 3rd base coach.
4. One coach will stay in the dugout and is responsible for making sure the next batter is ready to hit and to keep control of the other players in the dugout.

DEFENSIVE COACHING POSITIONS:

1. One coach behind the umpire helping shag balls and return them to the offensive coach.
2. One coach in right-center field assisting fielders.
3. One coach in left-center field assisting fielders.
4. One coach will stay in the dugout.

APPROVED BATS:

1. All bats must be approved under Green Book regulations and bear a SSSL-issued sticker indicating that the bat complies with such standards and has been approved for use by SSSL.
2. Information on approved bats is contained at www.summerlinsouthll.org.
3. SSSL-issued bat stickers issued during previous seasons are still valid.
4. The use of an illegal bat in a game will result in the violating team losing one eligible adult base coach for the duration of the game. For the second infraction in a given game, the manager of the violating team will be ejected. Any subsequent infraction in a given game will result in the newly-designated manager being ejected from the game.



BASEBALL MINORS AA DIVISION LOCAL RULES & GUIDELINES

These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Official Regulations and Playing Rules Book (the “Green Book”). The rules and regulations within the Green Book allow the local leagues some room for modifications. The following are the permissible options or modifications that Summerlin South Little League has adopted:

GENERAL:

1. The Minors AA Division is considered competitive. However, the primary focus of managers and coaches should be on the development of the players. There will be a postseason tournament in this division.
2. All managers, coaches and volunteers must have a completed background check prior to participating in practices and games with the team. Managers and coaches must wear the League-issued jersey (with name on back) and League-issued ID badge during games and the League-issued badge during practices. Volunteers who have not been approved as coaches and issued a coach's jersey may not be on the field or in the dugout at any time.
3. Each team can have *only* one manager and two coaches in the dugout. One of the managers or coaches must be in the dugout at all times. If only the manager and one coach is at the game, while on offense, only one of them may be a base coach and the other must remain in the dugout. A player may coach a base but must wear a helmet.
4. Prior to the start of the game, the infield shall not be used for warm ups or practice. All warm-up activity should take place outside of the 1st and 3rd baselines towards the outfield.
5. Managers or coaches are permitted to warm up a pitcher at home plate or in the bullpen or elsewhere at any time including in-game warm-up, pre-game warm-up, and in other instances. They may also stand by to observe a pitcher during warm-up in the bullpen.
6. Managers shall use the official SSSL line-up card.
7. Pitch counts and scores must be submitted by the winning team (or home team in the event of a tie) to the SSSL website within 24 hours of the end of the game.
8. Postponement of games will only be allowed in the event of inclement weather, power failure, acts of God, etc.. Only an authorized Board member can make the determination to postpone a game prior to the game starting. Once the game has begun, the umpire and an authorized Board member, if available, shall make such decision jointly. If no authorized Board member is available at the fields or by phone, the umpire is authorized to postpone a game for the above-stated reasons.
9. The use of artificial noisemakers is not permitted.

TIME AND RUN LIMITS:

1. No new inning may commence after 1:45 from the scheduled game time (regardless of whether the game starts late). There is no drop dead time.
2. There is a 5-run limit per inning with the exception of the 6th inning, where unlimited runs are allowed, until such time as three outs are made or the offensive team bats through its entire order, whichever occurs first. No other inning will allow for unlimited runs even if any such inning is the last inning of the game due to time constraints.
3. If after (3) innings, two and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If after four (4) innings, three and one-half innings, if the home team is ahead, 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. If after five (5) innings, four and one-half, if the home team is ahead, one team has a lead of eight (8) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
 - NOTE: (1) If the visiting team has a lead of fifteen (15), ten (10), or eight (8) runs or more respectively, the home



team must bat in its half of the inning. A game determined by the 15-run rule, 10-run rule, or 8-run rule shall be considered a regulation game.

4. During the regular season, if the game is tied after 6 innings and/or the final inning after the time limit has been reached, the game will be considered complete and will end in a tie.

PLAYING RULES:

1. The batting order will consist of all players on the team roster regardless of whether they are currently playing in the field. A player that arrives late must be placed at the bottom of the batting order with no penalty.
2. The infield fly rule is in effect
3. Base stealing (on pitched and/or passed balls) is permitted, subject to the following:
 - i. Base runners attempting to steal on a pitched ball may not leave their respective bases until the pitched ball has reached the batter.
 - ii. Base runners may not advance past 3rd base on any steal attempt. Any base runner violating this rule is considered live (i.e., may be tagged out) until the point when either the umpire stops play and sends the base runner back to third base or the base runner has successfully returned to third base without being tagged out.
4. Players shall play every other inning. Players may not sit two consecutive innings.
5. The batter must keep one foot in the batter's box during the entire at bat pursuant to Green Book Rule 6.02(c) unless one of the exceptions in Rule 6.02(c) applies.

PITCHING LIMITS:

1. Pitching limits are governed by the Green Book, subject to the modifications described below. Pitching limitations have two components; (1) maximum number of pitches a player can pitch based on his "League Age;" and (2) rest requirements after a player has pitched.
2. Maximum Pitches Based on Age: Green Book Regulation VI(c) provides that 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 (**note that the maximum pitches allowed for ages 9 and up have been reduced from the Green Book limits by SLL for the Minors AA division only**):

League Age 11-12	75 pitches per day
League Age 9-10	65 pitches per day
League Age 7-8	50 pitches per day
3. Rest Requirements: Pitchers must adhere to the rest requirements stated in the Green Book:
4. Pitching/Catching: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the day.
5. Penalty for violation: The use of an illegal player/pitcher will NOT automatically result in a forfeit of the game in which the player is used but may be referred to the protest committee for decision pursuant to Green Book Regulation VI(h) and Rule 4.19. But, REGARDLESS OF INTENT, any manager that does not STRICTLY ADHERE TO THE PITCH RULES shall be suspended as follows:
 - 1st Offense – Suspended for the next played game.
 - 2nd Offense – Suspended for the next and consecutive played games.
 - 3rd Offense – Suspended for the remainder of the season.Multiple violations and/or intentional violations may warrant additional discipline by the League.

APPROVED BATS:

1. All bats must be approved under Green Book regulations.
2. The use of an illegal bat in a game will result in the violating team losing one eligible adult base coach for the duration of the game. For the second infraction in a given game, the manager of the violating team will be ejected. Any subsequent infraction in a given game will result in the newly-designated manager being ejected from the game



MINORS AAA DIVISION LOCAL RULES & GUIDELINES

These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Official Regulations and Playing Rules Book (the “Rule Book”). The rules and regulations within the Rule Book allow the local leagues some room for modifications. The following are the permissible options or modifications that Summerlin South Little League has adopted:

GENERAL:

1. The Minors AAA Division is considered competitive. However, the primary focus of managers and coaches should be on the development of the players. There will be a postseason tournament in this division.
2. All managers, coaches and volunteers must have a completed background check prior to participating in practices and games with the team. Managers and coaches must wear the League-issued jersey (with name on back) and League-issued ID badge during games and the League-issued badge during practices. Volunteers who have not been approved as coaches and The use of artificial noisemakers is permitted, however may not interfere with any games being played. Teams playing music or using noisemakers that has disrupted a game may be asked to cease such disturbances. issued a coach’s jersey may not be on the field or in the dugout at any time.
3. Each team can have *only* one manager and two coaches in the dugout. One of the mangers or coaches must be in the dugout at all times. If only the manager and one coach is at the game, while on offense, only one of them may be a base coach and the other must remain in the dugout. A player may coach a base but must wear a helmet.
4. Prior to the start of the game, the infield shall not be used for warm ups or practice. All warm-up activity should take place outside of the 1st and 3rd baselines towards the outfield.
5. Managers shall use the official SSSL line-up card.
6. Managers or coaches are permitted to warm up a pitcher at home plate or in the bullpen or elsewhere at any time including in-game warm-up, pre-game warm-up, and in other instances. They may also stand by to observe a pitcher during warm-up in the bullpen.
7. Pitch counts and scores must be submitted by the winning team (or home team in the event of a tie) to the SSSL website within 24 hours of the end of the game.
8. Postponement of games will only be allowed in the event of inclement weather, power failure, acts of God, etc. Only an authorized Board member can make the determination to postpone a game prior to the game starting. Once the game has begun, the umpire and an authorized Board member, if available, shall make such decision jointly. If no authorized Board member is available at the fields or by phone, the umpire is authorized to postpone a game for the above-stated reasons.
9. The use of artificial noisemakers is permitted, however may not interfere with any games being played. Teams playing music or using noisemakers that has disrupted a game may be asked to cease such disturbances. .

TIME AND RUN LIMITS:

1. No new inning may commence after 1:45 **from the scheduled game time** (regardless of whether the game starts late). There is no drop dead time.
2. There is a 5-run limit per inning with the exception of the 6th inning, where unlimited runs are allowed, until such time as three outs are made or the offensive team bats through its entire order, whichever occurs first. No other inning will allow for unlimited runs even if any such inning is the last inning of the game due to time constraints.
3. If after (3) innings, two and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If after four (4) innings, three and one-half innings, if the home team is ahead, 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. If after five (5) innings], four and one-half, if the home team is ahead, one team has a lead of eight (8) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.



• NOTE: (1) If the visiting team has a lead of fifteen (15), ten (10), or eight (8) runs or more respectively, the home team must bat in its half of the inning. A game determined by the 15-run rule, 10-run rule, or 8-run rule shall be considered a regulation game.

4. During the regular season, if the game is tied after 6 innings and/or the final inning after the time limit has been reached, the game will be considered complete and will end in a tie.

PLAYING RULES:

1. The batting order will consist of all players on the team roster regardless of whether they are currently playing in the field. A player that arrives late must be placed at the bottom of the batting order with no penalty.
2. The infield fly rule is in effect. Teams may start and finish a game with eight players.
3. Base stealing (on pitched and/or passed balls) is permitted. Base runners attempting to steal on a pitched ball may not leave their respective bases until the pitched ball has reached the batter.
4. Players shall play every other inning. Players may not sit two consecutive innings.
5. The batter must keep one foot in the batter's box during the entire at bat pursuant to Green Book Rule 6.02(c) unless one of the exceptions in Rule 6.02(c) applies.

PITCHING LIMITS:

1. Pitching limits are governed by the Rule Book. Pitching limitations have two components; (1) maximum number of pitches a player can pitch based on his "League Age;" and (2) rest requirements after a player has pitched.
2. Maximum Pitches Based on Age: Rule Book Regulation VI(c) provides that the manager must remove the pitcher when said pitcher reaches the limit for his/her age group, but the pitcher may remain in the game at another position.
3. Rest Requirements: Pitchers must adhere to the rest requirements stated in the Rule Book:
4. Coaches must be aware of limits Pitching/Catching: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the day.
5. Penalty for violation: The use of an illegal player/pitcher will NOT automatically result in a forfeit of the game in which the player is used but may be referred to the protest committee for decision pursuant to Green Book Regulation VI(h) and Rule 4.19. But, REGARDLESS OF INTENT, any manager that does not STRICTLY ADHERE TO THE PITCH RULES shall be suspended as follows:

1st Offense – Suspended for the next played game.

2nd Offense – Suspended for the next and consecutive played games.

3rd Offense – Suspended for the remainder of the season.

Multiple violations and/or intentional violations may warrant additional discipline by the League.

APPROVED BATS:

1. All bats must be approved under Rule Book regulations.

The use of an illegal bat in a game will result in the violating team losing one eligible adult base coach for the duration of the game. For the second infraction in a given game, the manager of the violating team will be ejected. Any subsequent infraction in a given game will result in the newly-designated manager being ejected from the game.



MAJORS DIVISION LOCAL RULES & GUIDELINES

These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Official Regulations and Playing Rules Book (the “Rule Book”). The rules and regulations within the Rule Book allow the local leagues some room for modifications. The following are the permissible options or modifications that Summerlin South Little League has adopted:

GENERAL:

1. The Majors Division is considered competitive. However, the primary focus of managers and coaches should be on the development of the players. There will be a postseason tournament in this division.
2. All managers, coaches and volunteers must have a completed background check prior to participating in practices and games with the team. Managers and coaches must wear the League-issued jersey (with name on back) and League-issued ID badge during games and the League-issued badge during practices. Volunteers who have not been approved as coaches and issued a coach's jersey may not be on the field or in the dugout at any time.
3. Each team can have *only* one manager and two coaches in the dugout. One of the managers or coaches must be in the dugout at all times. If only the manager and one coach is at the game, while on offense, only one of them may be a base coach and the other must remain in the dugout. A player may coach a base but must wear a helmet.
4. Prior to the start of the game, the infield shall not be used for warm ups or practice. All warm-up activity should take place outside of the 1st and 3rd baselines towards the outfield.
5. Managers or coaches are permitted to warm up a pitcher at home plate or in the bullpen or elsewhere at any time including in-game warm-up, pre-game warm-up, and in other instances. They may also stand by to observe a pitcher during warm-up in the bullpen.
6. Managers shall use the official SSSL line-up card.
7. Pitch counts and scores must be submitted by the winning team (or home team in the event of a tie) to the SSSL website within 24 hours of the end of the game.
8. Postponement of games will only be allowed in the event of inclement weather, power failure, acts of God, etc. Only an authorized Board member can make the determination to postpone a game prior to the game starting. Once the game has begun, the umpire and an authorized Board member, if available, shall make such decision jointly. If no authorized Board member is available at the fields or by phone, the umpire is authorized to postpone a game for the above-stated reasons.
9. The use of artificial noisemakers is permitted, however may not interfere with any games being played. Teams playing music or using noisemakers that has disrupted a game may be asked to cease such disturbances.

TIME AND RUN LIMITS:

1. Each game shall be a “regulation game” as described in the RuleBook with no drop dead time. However, during the regular season, if the game is tied after 6 innings, the game will be considered complete and will end in a tie.
2. There is no run limit in any inning.
3. If after (3) innings, two and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If after four (4) innings, three and one-half innings, if the home team is ahead, 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. If after five (5) innings], four and one-half, if the home team is ahead, one team has a lead of eight (8) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
 - NOTE: (1) If the visiting team has a lead of fifteen (15), ten (10), or eight (8) runs or more respectively, the home team must bat in its half of the inning. A game determined by the 15-run rule, 10-run rule, or 8-run rule shall be considered a regulation game



PLAYING RULES:

1. A team may begin and end a game with 8 players.
2. The batting order will consist of all players on the team roster regardless of whether they are currently playing in the field. A player that arrives late must be placed at the bottom of the batting order with no penalty.
3. The infield fly rule is in effect
4. Base stealing (on pitched and/or passed balls) is permitted, subject to the following:
 - i. Base runners attempting to steal on a pitched ball may not leave their respective bases until the pitched ball has reached the batter.
5. Players shall play every other inning. Players may not sit two consecutive innings.
6. Players may advance to 1st base on an uncaught third strike pursuant to Rule Book Rule 6.09.
7. The batter must keep one foot in the batter's box during the entire at bat pursuant to Rule Book Rule 6.02(c) unless one of the exceptions in Rule 6.02(c) applies.

PITCHING LIMITS:

1. Pitching limits are governed by the Rule Book. Pitching limitations have two components; (1) maximum number of pitches a player can pitch based on his "League Age;" and (2) rest requirements after a player has pitched.
2. Maximum Pitches Based on Age: Rule Book Regulation VI(c) provides that the manager must remove the pitcher when said pitcher reaches the limit for his/her age group, but the pitcher may remain in the game at another position
3. Rest Requirements: Pitchers must adhere to the rest requirements stated in the Rule Book:
4. Pitching/Catching: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the day.
5. Penalty for violation: The use of an illegal player/pitcher will NOT automatically result in a forfeit of the game in which the player is used but may be referred to the protest committee for decision pursuant to Rule Book Regulation VI(h) and Rule 4.19. But, REGARDLESS OF INTENT, any manager that does not STRICTLY ADHERE TO THE PITCH RULES shall be suspended as follows:
 - 1st Offense – Suspended for the next played game.
 - 2nd Offense – Suspended for the next and consecutive played games.
 - 3rd Offense – Suspended for the remainder of the season.Multiple violations and/or intentional violations may warrant additional discipline by the League.

APPROVED BATS:

1. All bats must be approved under Rule Book regulations.
2. The use of an illegal bat in a game will result in the violating team losing one eligible adult base coach for the duration of the game. For the second infraction in a given game, the manager of the violating team will be ejected. Any subsequent infraction in a given game will result in the newly-designated manager being ejected from the game.