

# Shadow Mountain Little League, District 3

## By-Laws 2023

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Shadow Mountain Little League (SMLL) and the Board of Directors have adopted our own set of by-laws, local rules, or ground rules (the terms are interchangeable) for the 2023 season. This document addresses those guidelines and rules left to the discretion of the individual league and will expire at the end of the fiscal year. Updates to this document will be made annually. No part of SMLL's by-laws, local rules, or ground rules conflict with or supersede any Little League rule, regulation, or policy.

SMLL's by-laws, local rules or ground rules are distinguished from SMLL's local Little League's Constitution. The constitution spells out the duties and responsibilities of each officer on the board, definition of membership, election procedures, meeting requirements such as quorum.

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### **SMLL Home Game Policy and Regulations (All Divisions)**

1. Home Team
    - a. Field Setup and Prep
      - i. Includes chalking field, putting out bases, lining trash cans, preparing infield dirt for game and watering field for dust control.
  2. Visiting Team
    - a. Field Tear Down
      - i. Includes removal of bases, dragging infield (adults only), raking (baselines, plate area and mound), watering grass, removal of all trash in dugouts/field, field equipment storage and powering down field lights if last game.
- Snack Bar Duty: The "Home" Team is required to work the snack bar during the game. The Team Mom will coordinate two sets of parents for each game and one parent will work the first half of the game and the second parent will work the second half of the game.

*Note: SMLL is required for both field setup & prep/snack bar duty and tear down during Inter-League play on home fields. Managers need to ensure sheds, bathrooms, cage, and the snack bar are locked, and all lights are off when leaving the fields.*

## **Juniors Rules Clarifications**

- LL Age 12 - 14
  - SMLL has optioned not to let LL Age 12 play in Juniors unless needed to fill a spot. LL Age 12 will remain in Little League (Majors). If LL Age 12 requests to play up, player subject to secondary skills evaluation to determine eligibility. Player will be drafted to a Major team first and if needed in Juniors, player may be transferred.
    - All Junior and Major division coaches required to be present at secondary skills evaluation along with Player Agent, Coaches Coordinator, and League President. Player Agent, Coaching Coordinator and President will make the final decision on where player(s) will be placed for the season.

*Note: No LL Age 12 player will be permitted to play up if there are enough LL Age 13/14 players to fill teams. All LL Age 13/14 players will be drafted first before any LL Age 12 player is considered. If a LL 12-year-old is approved to play up and is needed after the Major draft, he/she may be called up.*

## **Little League (Majors) Rules Clarification**

- LL Age 11, 12
  - If LL Age 10 requests to play up, the player is subject to secondary skills evaluation to determine eligibility.
    - All Major and Minor coaches required to be present at secondary skills evaluation along with Player Agent, Coaches Coordinator, and League President. Player Agent, Coaching Coordinator and President will make the final decision on where player(s) will be placed for the season.
    - No LL Age 10 player will be “drafted” to a Majors team. All LL Age 11/12 players will be drafted first. If at a later date a player is needed, a LL Age 10 player who requested to play up, may be considered to transfer to Majors to fill a spot “if” it will not cause issues in Minors.

*Note: No LL Age 10 player will be permitted to play up if there are enough LL Age 11/12 players to fill teams. All LL Age 11/12 players will be drafted first before any LL Age 10 player is considered. If a LL 10-year-old is approved to play up and is needed after the Major draft, he/she may be called up.*

- Teams will bat the roster (except in Tournament Play)
- Subsequent Games (Double Headers)
  - Game #1 – Time Limit: 2 HRs (two hours)
    - Game must complete 3 ½ Innings
    - No new inning after 1:45 (one hour forty-five minutes). Inning will be completed if time limit is reached.
  - Game #2 – No time limit
- 10 Run Rule
  - 4 Innings Completed: A team ahead by 10 runs or more (3 ½ Innings for the Home Team), the game will be called and considered a complete game.

## **Minors Kid Pitch Rules Clarification (AA)**

- LL Age 9, 10
  - If LL Age 8 requests to play up, the player is subject to secondary skills evaluation to determine eligibility.
    - All Minor Kid Pitch Division Coaches (AA) and Minor Machine Pitch coaches (AAA) are required to be present at secondary skills evaluation along with Player Agent, Coaches Coordinator, and League President. Player Agent, Coaching Coordinator and President will make the final decision on where player(s) will be placed for the season.
    - No LL Age 8 player will be “drafted” to a Minors team. All LL Age 9/10 players will be drafted first. If at a later date a player is needed, a LL Age 8 player who requested to play up, may be considered to transfer to Minors to fill a spot “if” it will not cause issues in the Farm Division.

*Note: No LL Age 8 player will be permitted to play up if there are enough LL Age 9/10 players to fill teams. All LL Age 9/10 players will be drafted first before any LL Age 8 player is considered. If a LL 8-year-old is approved to play up and is needed after the Minor draft, he/she may be called up.*

- Game Rules / Details
  - No New Inning After 2:00 (two hours)
    - Any inning started after 2 hours, inning must be completed w/in 2:15 (two hours, fifteen minutes)
    - If the Home Team is losing at the 2:15 mark, the inning will be completed.
    - Rule 4.10 will apply if the game is tied after the 6<sup>th</sup> inning.
  - Max Number of Runs Per Inning: 5 Run Limit
  - During the final inning of play (either by inning or due to time), the max number of runs (5) is eliminated for both teams.
  - Game Protests
    - All protests must be resolved during the game and before the next pitch or play. Rule 4.19 (g).
  - Teams will bat the roster

### **Machine Pitch (FARM) Rules Clarification (AAA)%**

- LL Age 7, 8
  - If LL Age 6 requests to play up, player subject to secondary skills evaluation to determine eligibility.
    - All Minor Kid Pitch Division Coaches (AA) and Minor Machine Pitch coaches (AAA) are required to be present at secondary skills evaluation along with Player Agent, Coaches Coordinator, and League President. Player Agent, Coaching Coordinator and President will make the final decision on where player(s) will be placed for the season.
    - No LL Age 6 player will be “drafted” to a FARM team. All LL Age 7/8 players will be drafted first. If at a later date a player is needed, a LL Age 6 player who requested to play up, may be considered to transfer to FARM to fill a spot “if” it will not cause issues in the Coach Pitch Division.

*Note: No LL Age 6 player will be permitted to play up if there are enough LL Age 7/8 players to fill teams. All LL Age 7/8 players will be drafted first before any LL Age 6 player is considered. If a LL 6-year-old is approved to play up and is needed after the Minor draft, he/she may be called up.*

## Game Rules / Details

- o Time Limit
  - No new inning after 1:45 (one hour and forty-five minutes).
    - Any inning started after 1:45 must be completed within 2:00 (2 hours)
      - o If the Home Team is losing at the 2 HR mark, the inning will be completed.
    - Rule 4.10 will apply if the game is tied after the 6<sup>th</sup> inning.
- o Teams will bat the roster
- o Max Number of Runs Per Inning – 5
- o Max Number of Defensive Players on Field – 10 (if either team has less than 9 but more than 7 and both managers agree to play, the game will be considered a game played in regulation).
  - Each team must field a catcher
  - Outfielders (LF, LC, RC, RF) must play at least 45' from infield baselines before the ball is pitched.
  - Pitcher must have at least one foot in/on the pitching circle.
  - All players must play the infield (catcher excluded) by the 4<sup>th</sup> inning.
- o Base Sliding is permitted (head first slides are prohibited)
- o Runner cannot advance on an overthrow
- o Base Stealing is not permitted
- o Infield Fly Rule will NOT be enforced
- o An offensive player, on a batted ball into the outfield, may advance as many bases as possible until the ball is thrown back into the infield. *\* The definition of "Back into the Infield" means that the ball must cross the infield/outfield cut line. Once the ball is back "in the infield", not necessarily in the possession of an infielder, the play is considered dead.*
  - Runners may only advance one base at that point (if already past the base and on their way to the next base).
- o Players will hit from a Pitching Machine placed at 38' – 40' from home plate
  - Ball Speed (Fall Ball): 38 MPH
  - Ball Speed (Spring Ball): 40-42 MPH
- o Coaches are not permitted on the field during play unless coaching 1<sup>st</sup> / 3<sup>rd</sup> base. Coaches must remain in the coaching box unless time is called to assist a player.
  - Fall Ball: Coaches may assist players into position but must remain "in the outfield". Only two (2) coaches are permitted on the field at any given time. Coaches cannot stand behind the plate at any given time.
- Pitching Machine Operator
  - o Will assume on-field umpire during game. All calls are final!
    - Machine Operator should have knowledge of baseball rules of play
  - o Game protests are not permitted.
    - With no umpires besides the machine operator, team managers are encouraged to assist in "getting the call right".

- o Will deliver a Max Number of 5 “hittable” pitches or 3 strikes, whichever occurs first. If batter fouls off the final pitch, batter will continue to receive a pitch until a strike out occurs or a batted ball is put in play.
  - If at anytime the machine throws a ball in the dirt or over the head of the batter, the operator may declare “No Pitch” and award the batter another pitch.
- o Will declare a “Dead Ball” if the batted ball hits any part of the pitching machine before it comes in contact with a player.
  - On a “Dead Ball”, runner(s) will be awarded one base (only if a runner is occupying the preceding base).
    - *Example: A runner on 2<sup>nd</sup> base without a runner on 1<sup>st</sup> base, will not be awarded 3<sup>rd</sup> base if the batted ball comes in contact with the machine. The runner on 2<sup>nd</sup> will only be awarded 3<sup>rd</sup> base if at the time the ball is hit and comes in contact with the machine AND there is a runner on 1<sup>st</sup> base.*
  - Pitching Machine Operator, Power Cord / Electrical Box will not be considered part of the machine.

**Note: The pitching machine can only be adjusted at each half inning if necessary. Under no circumstances can the pitch speed be adjusted.**

## **Minors Coach Pitch**

### Game Rules/Details

- o LL Age 5, 6 (Must have played one year of TBall to be eligible to play in this division)
  - Time Limit
    - No new inning after 1:30 (one hour thirty minutes)
    - Any inning started after 1:30 must be completed within 1:45 (one hour, forty-five minutes)
- o Teams will bat the roster
- o Max Number of Runs Per Inning – 5
- o Max Number of Defensive Players on Field – 10 (if either team has less than 10 but more than 7 and both managers agree to play, game will be considered a game played in regulation).
  - Each team must field a catcher
  - Outfielders (LF, LC, RC, RF) must play at least 45’ from infield baselines before ball is pitched.
  - Pitcher must have at least one foot in/on pitching circle.
  - All players must play the infield (catcher excluded) by the 4<sup>th</sup> inning.
- o Base Sliding is permitted (head first slides are prohibited)
- o Runner cannot advance on an overthrow
- o Base Stealing is not permitted
- o Infield Fly Rule will NOT be enforced
- o On a batted ball, a runner may only advance 2 bases (unless a HMRN is hit over the fence/cones on the fly).

- An offensive player, on a batted ball into the outfield, may advance two bases until the ball is thrown back into the infield. \* The definition of “Back into the Infield” means that the ball must cross the infield/outfield cut line. Once the ball is back “in the infield”, not necessarily in the possession of an infielder, the play is considered dead.
- Runners may not advance once ball is back in the infield
  - If runner is more than half way to the next base, the runner may advance.
  - If runner is not more than half way when the ball reaches the infield, the runner will return to the previous base.

### **TBall Rules Clarification**

- LL Age 4
  - o Game Rules / Details
    - Time Limit
      - No new inning after 1:00 (one hour) or 4 innings
      - Game must end at 1:15 (one hour and fifteen minutes)
  - o Teams will bat the roster
    - Half Inning will end once team bats the roster.
    - Once half of the season is over, outs will be recorded. All batters will still bat in the half inning.
  - o Infield Fly Rule will not be enforced.
  - o A batted ball is FOUL if...
    - Ball is not hit off the tee
    - Ball does not travel past the 15-foot dead ball area
  - o No Score will be kept
  - o Adult Base Coaches only
  - o A max of 2 coaches may be on the field (outfield cut line) during defense.
  - o No bunting
  - o Score will not be kept