

South County Little League (SCLL) Bylaws for 2025 Season

Voted and Approved by the SCLL Board January 5th, 2025

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Section 1: Overview

Each local Little League's Board of Directors is responsible for adopting its own bylaws. The bylaws are local rules and policies that each local Little League has the authority to change and they only require board consent. No part of the bylaws can conflict with or supersede any Little League rule, regulation or policy.

A copy of the South County Little League (SCLL) Bylaws will be posted on the SCLL website. This document will be revised as needed and approved by the SCLL Board of Directors at least annually. Any revisions and approval will generally be made prior to the beginning of registration. However, the Bylaws can be revised anytime the Board believes a revision is required to address an error.

Section 2: League Boundaries

All players must comply with Little League residency rules. In order to be eligible to play baseball at SCLL, the player's legal parent/guardian must reside within the boundaries defined for this league, must have an approved waiver allowing them to play in this league, or attend a Little League qualifying school within the SCLL boundaries.

Schools in the SCLL Boundaries are:

- Boonsboro Elementary School
- Boonsboro Middle School
- Boonsboro High School
- Greenbrier Elementary School
- Pleasant Valley Elementary
- Sharpsburg Elementary School
- Rockland Woods Elementary (address dependent)

Section 3: Board of Directors and Officers

The SCLL Board of Directors (BOD) shall be responsible for approving the Constitution, Bylaws, and Budgets. The SCLL Officers are responsible for the day-to-day operations of SCLL consistent with the rules, regulations, and policies of Little League and the Board of Directors' approved Constitution, Bylaws, and Budgets. **A brief description of some of the roles and responsibilities can be found here:**

<https://www.littleleague.org/university/articles/roles-responsibilities-of-local-board-of-directors/>

Annually, the regular membership of the league is required to meet and elect the Board of Directors (BOD). The BOD will consist of not less than fifteen (15) members. The BOD term will run from October 1st through September 30th the following year.

A BOD quorum is 2/3 of its eligible voting members. A BOD member is eligible to vote as long as they have attended in person at least 50% of the scheduled meetings as of the time of any vote. A SCLL BOD Member CANNOT be a BOD or Officer of any other Baseball and/or Softball Organization. Any BOD member that has a POTENTIAL for conflict of interest with respect to the outcome of any item being voted on must recuse themselves from the subject vote and the quorum required is adjusted accordingly.

The SCLL Officers can include any positions needed to effectively and efficiently manage the day-to-day operations of SCLL. However, the minimum required positions are marked by an asterisk (*) in the current list below. The positions marked by an * must be held by an elected BOD member. A BOD member can serve as any Officer. More than one individual can cover the required roles and responsibilities. The elected BOD members and officers for the 2025 Season are as follows:

- President* - Michael Rinebolt
- Vice President* - Ricky Hilderbrand
- Vice President of Baseball* - Carl Palmer
- Vice President of Softball* – Ricky Watson
- Coaching Coordinator* - Jill Shiffler
- Treasurer* - Destinee Palmer
- Secretary* - Kim Graham
- Safety Officer* - Brad Stotemyer
- Player Agent* Baseball – Amy Rinebolt
- Player Agent* Softball – Jordyn Himes
- Equipment Manager/Uniforms* - Kyle Brashears
- Information Officer* - Destinee Palmer
- Concession Manager* - Jessie Brashears
- Grounds Manager* - Drew Olden
- Facilities Manager* - Preston Graham
- Sponsor/Fundraising Chair – Niki Falzone
- Umpire in Chief* - Ben Rudman

For the 2025 Season, all the individuals listed above are elected BOD members.

Section 4: League Structure / Divisions of Play

The Baseball Divisions of play at SCLL will be structured as follows:

1. Tee Ball Division – a Tee Ball Division, which is targeted for players that are league age 4-7.
2. Coach Pitch Division – a minor league division, which consists of coach pitch or machine pitch. Targeted for players that are league age 5-9. Younger players, league age 5, must have completed one year of Tee Ball Division Play to be eligible for this division of play. The diamond used is a 60-foot diamond and the pitching distance is 46 feet.
3. Minor Division – a minor league division, which consists of player pitch only. Targeted for players that are league age 7-9 however can go up to 11 if not drafted by a majors team.. Tryout is required for play in this division. The diamond used is a 60-foot diamond and the pitching distance is 46 feet. 12 year old's may play in the Minor Division if their parent(s) submit a letter of concern to the BOD and it is approved. However, they are not allowed to pitch.
4. Majors Division – a major league division targeted for players that are league age 9-12 Ages 10 and older must register for the majors division. If not drafted by a majors team, the player will then be drafted by a minors division team. Tryout is

required for play in this division (those already on a Major Division team roster are exempt from tryouts). The diamond used is a 60-foot diamond and the pitching distance is 46 feet.

5. Intermediate Division – an intermediate division targeted for players that are league age 12-13. Tryout is required for play in this division. The diamond used is a 70-foot diamond and the pitching distance is 50 feet.
6. Junior Division – a junior league division targeted for players that are 12-14 years of age. Tryout is required for play in this division. It uses a conventional 90-foot diamond with a pitching distance of 60 feet 6 inches.
7. Senior Division – a senior league division targeted for players that are 13-16 years of age. It uses a conventional 90-foot diamond with a pitching distance of 60 feet 6 inches.
8. Advanced Travel Team (ATT) Division – a league division targeting players registered in any regular play division that are interested in additional play opportunities with other Little League ATTs or similar non-Little League teams under an approved special game request.

The Softball Divisions of play at SCLL will be structured as follows:

1. Tee Ball Division – a Tee Ball division, which consists of a combination of Tee Ball and coach pitch. Targeted for players that are league age 4-7.
2. Coach Pitch Division – a minor league division, which consists of coach pitch. Targeted for players that are league age 5-9. Younger players, league age 5, must have completed one year of Tee Ball to be eligible for this division of play. The diamond used is a 60-foot diamond and the pitching distance is 35 feet.
3. Minor Division – a minor league division, which consists of player pitch only. Targeted for players that are league age 7-9, however can be up to age 11 if not drafted by a majors team.. Tryout is required for play in this division. The diamond used is a 60-foot diamond and the pitching distance is 35 feet.
4. Majors Division – a major league division targeted for players that are league age 9-12. Ages 10 and older must register for the majors division. If not drafted by a majors team, the player will be drafted by a minor division team.. Tryout is required for play in this division (those already on a Major team roster are exempt from tryouts). The diamond used is a 60-foot diamond and the pitching distance is 40 feet.
5. Junior Division – a junior league division targeted for players that are 12-14 years of age. Tryout is required for play in this division. The diamond used is a 60-foot diamond and the pitching distance is 43 feet.
6. Senior Division – a senior league division targeted for players that are 13-16 years of age. Tryout required for play in this division. The diamond used is a 60-foot diamond and the pitching distance is 43 feet.
7. Advanced Travel Team (ATT) Division – a league division targeting players registered in any regular play division that are interested in additional play opportunities with other Little League ATTs or similar non-Little League teams

under an approved special game request.

Section 5: League Fees

1. Registration / Late Fees
 - a. Regular Season
 - i. Minors Divisions and UP:
 1. \$100 per player Early Bird (Before 2/1/2025)
 2. \$130 Regular (After 1/31/2025)
 3. \$20 discount for the 2nd child and \$60 discount per child for 3rd child and more.
 - b. Tee ball and coach pitch divisions
 - i. \$60 per player Early Bird (Before 2/1/2025)
 - ii. \$80 Regular (After 1/31/2025)
 - iii. \$20 discount for the 2nd child and \$60 discount per child for 3rd child and more.
 - c. All Stars
 - i. All All-star Teams - registration cost determined by BOD before applications are made available.
 - ii. If a player plays in more than one division, they must pay a separate fee to cover the uniform cost for each additional division.
2. Fundraising
 - a. Fundraisers are a vital source of revenue for the league. Each player is required to participate in a minimum of one fundraiser per season but encouraged to participate in all fundraising activities.
 - b. The mandatory fundraiser for the current year is a Cash Raffle. At registration, each player will be required to pay upfront (at registration) for ten \$5 raffle tickets (total of \$50). Players that are eligible and register for more than one Division will be responsible for selling ten \$5 raffle tickets for each division they participate.
3. Concession Requirements
 - a. REGULAR SEASON - Parents are required to work one (1) complete shift (game) in the concession stand for each registered child. NOTE: Games postponed or cancelled due to rain or other circumstances do not constitute a complete shift. A \$250 check ("security deposit") per player is required at the time of registration and will be held by the league. NOTE: A separate check is required for each registered player. Once the parents fulfill all of their concession stand work shifts, the check(s) will be returned to the parents, or shredded at the parent's request. On the last day of the regular league season, if parents have failed to fulfill all of their concession stand work shifts, then their check will be cashed and deposited by SCLL.

- i. No one under the age of sixteen (16) shall be allowed to work in the concession stand. A volunteer must be 18 or older to operate grills and fryers.
 - b. ALLSTARS - Parents are required to work two (2) complete Shifts (games) in the concession stand/press box/field maintenance for each child selected to an All-Star team. NOTE: Games postponed or canceled due to rain or other circumstances do not constitute a complete shift. In addition, a separate \$100 (“security deposit”) per player is required at the time of selection to an All- Star team. Once the parents fulfill all their required work shifts, the check will be returned, or shredded at the parent’s request. On the last day of All-Star’s if parents have failed to work the required two shifts then their check will be cashed and deposited by SCLL.
- 4. Refund policy
 - a. In order to receive a refund of registration fees, the parent/legal guardian of the player must submit a letter to the Board specifying the reason why the player is resigning. No refunds will be processed without this letter. The amount refunded will be based on the following:
 - i. Full refund – If letter is submitted anytime between the actual Maryland District 1 Little League slated registration dates and the first day of the Maryland District 1 Little League slated tryout dates.
 - ii. 50% refund – If letter is submitted anytime between the start of tryouts and seven (7) calendar days after the Maryland District 1 Little League slated draft date.
 - iii. No refund – If letter is submitted anytime beyond seven (7) calendar days after the Maryland District 1 Little League slated draft date.
 - iv. All other money collected from fundraisers, sponsorships, late fees, etc. are not refundable.
 - v. Concession “security deposits” are refundable up until 2 weeks prior to the start of the season. After that time, concession “security deposits” are only refundable provided that all required concession stand shifts have been worked.
- 5. Returned Check Fee
 - a. Any checks returned for insufficient funds will be charged a banking fee that is minimally based upon the fee structure at the bank where SCLL’s account currently resides.
- 6. Membership Dues
 - a. \$10 per person
 - b. Applies to any person interested in active participation to further the objectives of this local league.

- c. All Board of Director members, Officers, Managers, Coaches, Team Moms, Concession Managers, & Umpires are automatic members (no dues required).

Section 6: Registration & Tryouts

The following registration and tryout procedures will be adhered to by SCLL:

1. The dates for pre-registration and tryouts are mandated by the Maryland District 1 Little League International, Inc.
2. All players, new and returning, are required to register. A player is not considered registered and allowed to participate with SCLL until the registration fee and fundraising fees are collected.
3. No request for a specific coach for any division, the only exception will be for a hardship that must be requested in writing to the league president.
4. Three forms of proof of current residency (dated between February 1st of the prior year and February 1st of current year) or a school enrollment form are required for each player to register. Examples of acceptable documents are a driver's license, federal/state/local government records and insurance documents or school enrollment indicating the child was registered at a school in the SCLL boundary prior to October 1 of the current school year.
5. All player candidates (ages 7-16), not on a Major League Division team, must try out and attend at least 50% of the tryout sessions.
6. During tryouts, each candidate should be given the opportunity to demonstrate the following skills and will be graded on a 1 to 5 scale. A total score of 25 points is the highest rating
o Hitting/bunting o Fielding fly balls o Fielding ground balls o Throwing/Pitching from the mound o Running

Section 7: Draft

To establish an equitable distribution of player talent, Little League has devised two draft selection systems. The purpose of these plans is to provide a balance in player talent between teams in a local league and for protection of players assigned to the Major League Division level. The following draft procedures will be adhered to by SCLL:

1. A complete redraft is done for all teams within each division every year, except for the Baseball and Softball Major Divisions.
2. Each team will have a maximum of 5 players of any given age group. Managers must not select more than five (5) players in any given age group. Exception: If the teams in a division will only have 10 players per team, then managers must not select more than four (4) players in any given age group.
3. For the Baseball & Softball Majors Division, Plan A in the Little League Operating Manual will be followed. Existing teams from the previous season will remain intact with its returning players and the selection of new players will be drafted. The last place team of the preceding season will get the first choice in every round of the draft, the next to last place team gets the second selection in

every round and the remaining teams follow along, selecting in the reverse order of standing. If expansion or reduction is necessary, one of the options from the Little League Operating Policies will be chosen.

4. For all Minors, Intermediate, and Jr's divisions Plan B in the Little League Operating Manual will be followed. The manager's will draw numbers to determine the draft order and the rotation will be sequential in the first round (e.g. 1, 2, 3, etc.), followed by the reverse order in the second round (e.g. 3, 2, 1), and continuing to switch back and forth each round.
5. For the Tee Ball and Coach Pitch divisions, players are placed on teams randomly with an effort to distribute the same number of players in each age group across the teams and to accommodate special requests by parents for players to be on the same team.
6. For Majors Baseball and Softball only returning coaches or new coaches without children being drafted can attend the draft.
7. If a Major Division Manager has a child playing and the child is eligible for the draft, then the Manager must submit the option in writing 48 hours prior to the draft and draft their child in or before Round 3. If the manager does not exercise the option, the child is then available to be drafted by any team.
8. When there are two or more siblings in the draft, and the first brother or sister is drafted by a manager, that manager automatically has an option to draft the other brother or sister in the next round. If the Parents request to have the kids on the same team the manager must draft them (unless they are not qualified enough for that division).
9. When a sibling of a rostered Major League Division player is eligible for the draft, the manager of the Major League Division rostered player must submit the option in writing prior to the draft and draft the sibling in or before round 3 of the draft.
10. Per regulation III (e) of the Little League Rule Book, managers may request to release players for any justifiable reason (subject to Board approval), between the conclusion of one season and seven days prior to the tryout session.
11. For any player(s) that register after the draft is complete, each player(s) will be assigned to the team(s) that would have had the next subsequent pick in the draft order.

Section 8: Trades

As a general rule, trades are NOT allowed. However, if there are any extenuating circumstances, the Board will evaluate the particular situation. Subject to Board approval, any trades will be done in accordance with the following procedures outlined in the Little League Operating Manual:

Following the draft, trades can occur until 14 days after the first scheduled game. ALL TRADES SHALL be made THROUGH AND WITH THE APPROVAL of the PLAYER AGENT. The following restrictions also apply:

1. Minor league players may not be traded for Major division players

2. All trades must be player for player only (e.g. Two players from Team A could not be traded for one player on Team B)
3. Trades involving a player for draft choices are not permitted

The Player Agent must monitor any attempts by managers and parents to create an imbalance in the league. ALL TRADES MUST BE FOR JUSTIFIABLE REASONS and BE APPROVED BY THE LOCAL BOARD.

Section 9: Schedules, Rainouts and Postponed Games

The Player Agent, with the assistance of the Vice President, will be responsible for creating a game and practice schedule for all divisions. The schedules must be fair and equitable and submitted to the Board of Directors for approval. Teams in each division are required to play all of the other teams in the same division an equal number of times. At least one (1) hour before game time, the President or designee is responsible for determining whether the field is playable due to inclement weather conditions. If the game is to be canceled, the Board is responsible for immediately contacting the managers in all of the divisions that are scheduled to play that day in addition to the Umpire in Chief, the Concessions Manager, the Chief Information Officer, and the Player Agent. The managers, the Umpire in Chief and the Concessions Manager are then responsible for contacting their respective team members to inform them of the decision. The Chief Information Officer is responsible for posting the decision on the website.

Once a game has started, the home plate umpire on each field is the authority with respect to game delays and postponements.

Non-weather-related cancellations - All games must be played and cannot be canceled or moved without the approval from the Board (President, League VP, Player Agent, and Division VP). Any game canceled/moved without approval will be considered a forfeit and the season's record will reflect a loss.

Examples but not limited to:

- Not enough Players - The league's pool play system must be used before an attempt to move.
- Manager missing – Manager will Designate one of their coaches to Manage for that game.


Rainouts and approved postponed games will be rescheduled for play within the same calendar week if at all possible. The Player Agent is responsible for working with the managers to establish a date/time for any make-up or continuation games. Only a team manager or a designated coach in the absence of the manager, may communicate with an opposing team or league with regards to scheduling/rescheduling within league and/or inter-league play.

Section 10. General Provisions

1. President Responsibilities
 - a. Annually, the President will request that a SCLL Status and Plans for the upcoming Season Agenda Item be added to the Towns of Boonsboro and Sharpsburg January Working Meeting Agendas or as close to January as possible. The President or designee will make the Presentation to the Mayor and Council. Additionally, the President will ensure that the Towns' Mayor and Council are informed of any topic as warranted and/or decided by the SCLL Board.
 - b. Annually, the President or designee will meet with the neighbors across the street from the Sharpsburg Complex before practices or games begin to provide them with a briefing of the plans for the upcoming season and provide SCLL contact information should they have any issues throughout the season.
 - c. Little League Insurance: SCLL will purchase Accident, Liability, and Crime Insurance from the Little League identified carrier annually.
2. Annually, the Safety officer will give a safety presentation to all Managers before practices begin. This will consist of but not limited to Any required training, heat related prevention and actions, safety equipment locations, Injury process.
3. Regular Season Uniforms
 - a. Uniforms provided by the league will consist of jerseys and hats for baseball and jerseys and socks for softball. Players will be responsible for purchasing their own baseball pants, belts, and colored socks. Colors are determined by Sponsors then team manager if Sponsor has no preference. All baseball players will be allowed to keep their hats and jerseys and all softball players will be allowed to keep their jerseys and socks at the end of the season.
4. Officer of the Day:
 - a. SCLL will establish an "Officer of the Day" (OOD) for each day on the game schedule. The OOD will be responsible for being at the field prior to and during the games to oversee all operations. The OOD should contact the league President or board member if any problems arise that cannot be resolved immediately.
5. Field Lights
 - a. Use of the lights on fields for any unscheduled practices will require the approval of the President, Vice President, Proper Division VP, or Coaching Coordinator.
6. Practice Curfew
 - a. Practices on any night in which there is school the next day, will conclude at 9:45 PM and fields will be vacated by 10:00 PM.

Section 11. Pre-and Post-Game Duties

The following pre-and post-game rules will be adhered to by SCLL:

1. Home team responsibilities:
 - a. The home team occupies the 1st base dugout (baseball) 3rd base dugout (softball).
 - b. For a 6 PM game time, batting practice will occur in the batting cages from 5:30 – 5:50.
 - c. For a 6 PM game time, infield practice will occur on the field from 5:10 – 5:30.
 - d. For a 6 PM game time, final field preparation will occur from 5:50 – 6:00.
 - e. All pre-game field preparations: 
 - i. Remove tarps from field
 - ii. Drag and/or rake the field
 - iii. Line batter's boxes and base paths
 - f. Provide a game announcer in the press box.
 - g. For a 6 PM game time, the game will be announced at 5:55 followed by the playing of the National Anthem and reciting the Little League Pledge
 1. Manager shall report final game results to the Information Officer and the Herald Mail via phone 301-733-5131) or email (sports@herald-mail.com).
2. Visiting team responsibilities:
 - a. The visiting team occupies the 3rd base dugout (baseball) and 1st base dugout (softball).
 - b. For a 6 PM game time, batting practice will occur in the batting cages from 5:10 – 5:30.
 - c. For a 6 PM game time, infield practice will occur on the field from 5:30 – 5:50.
 - d. Provide a pitch counter/scorekeeper in the press box. In the event of interleague play, Home team must provide.
 - e. All post-game field duties:
 - i. Rake the field
 - ii. Put tarps on the field
3. Officer of the day responsibilities:
 - a. American flag duty - raise the flag before the game and lower it after the game.
 - b. Unlock the Restrooms – lock Restrooms at the end of night.
 - c. Fill water coolers and place them in the dugouts.
 - d. Assist in Concession Stand, if needed.
 - e. Empty, clean, and return water coolers to the concession storage area.
 - f. Clean out the dugouts and empty ALL trash cans.

- g. Ensure locks are secured for all gates to fields, dugouts, batting cages and buildings.
- h. Remain at the complex until all is safe and secure.

Section 12. General Rules Governing Baseball and Softball Play

1. Minor Divisions and below, there will be a two (2) hour time limit and the game will not start a new inning one (1) hour and forty five (45) minutes after the start of the game.
 - a. There are no time limits or hard stops for playoffs.
2. No inning will start after 10 PM on weekdays (Monday thru Thursday and Sunday's). A new inning starts at the completion of the third out of the previous inning. The results of the game will be determined based upon the score of the last complete full inning. The 10 PM curfew does not apply for Friday and Saturday games.
3. On weekdays when there is an early 5:30 PM and a late (7:30 PM) game scheduled, there will be a 2-hour time limit placed on the first game – NO EXCEPTIONS. The first game will not start a new inning one (1) hour and forty five (45) minutes after the start of the game, the game will promptly stop play at 7:30 PM and the results of the game will be determined based upon the score of the last complete full inning.
 - a. NOTE:
 - i. If there is a game or practice scheduled after the game, there will be a two hour hard-stop. The score will revert to that of the last full inning. If there is no scheduled use for the field, the current inning should be completed, even if the game time exceeds two hours.
 - ii. At the conclusion of the first game, Division Managers must rake and assist with field preparation for the late game.
4. Use of the lights on fields is at the discretion of the home plate umpire during games.
5. As stated above, in an effort to reduce the number of games being rescheduled or canceled due to the lack of available players on a team's roster, pool play will be utilized at the Major and Minor Divisions. A pool of players from existing teams within the division will be created with players that are willing to participate in extra games when teams face a shortage of rostered players. The guidelines are as follows:
 - a. All players interested in joining the player pool must fill out a Pool Play Registration Form and turn it into the Board of Directors (during registration).
 - b. The league's Player Agent will place those registered players in a pool within the division in which they currently play, or next division up if age requirement is met.

- c. Pool players may only fill roster spots within the division in which they are assigned.
 - i. The player pools are blind pools. All registered players will be randomly assigned a number, within their respective pool by the Player Agent. Only the Player Agent will be aware of the order of the pool players.
 - ii. Teams may start or end a game with a minimum of 8 players.
 - iii. When a manager has seven (9 majors/ 10 Minors) or fewer players for a game, the manager must contact the Player Agent as soon as practical but no less than 2 hours in advance of the game and provide the game information. The Player Agent will assign the next available player(s) in the player pool to the game and request that the player(s) arrive at the field in his/her regular team uniform at least one hour before game time.
- d. Once a pool player has been contacted about playing in a game, whether he/she is able to play or not, that player moves to the bottom of the Player Agent's contact list.
- e. Managers may not decline to use a pool player once they have been assigned to that game - each pool player must start and play the required minimum innings and number of bats.
- f. Pool players are NEVER to be used as pitchers.
- g. All pool play must go through a Player Agent or the team with unassigned players will forfeit.

Section 13. Rules Governing Play in the Baseball and Softball Tee Ball Division

1. The President will appoint, and the Board will approve one Manager and three rostered Coaches for Teams in the Tee Ball Division, with the third coach being used for instructional purposes.
2. As per Rule 4.04 in the Little League Rule Book, a continuous batting order will be used.
3. Any player(s) who arrives after their team has begun batting will be added to the end of the batting order.
4. Each team will bat through the entire batting order in every inning, regardless of how many outs are recorded.
5. There will be no stealing bases, no advancing on passed balls, etc. Runners may not advance unless the batter puts the ball in play and must remain in contact with the base until the pitch reaches home plate.
6. All proper infield positions will be played except for pitcher; there may be two players at that position.
7. As per Rule 2.0 in the Little League Rule Book, the Infield Fly Rule does not apply.

8. All games are twenty (20) minutes of drills/warmups followed by a maximum of (3) innings of play, which should equate to a one (1) hour time limit.
9. The defensive team shall position their players, so they are not in direct contact with the baseline. The baselines must remain clear to avoid collisions and injuries at these younger ages.
10. The number of defensive coaches on the field at any time shall be no greater than the number of players on the field. A team may use one (1) coach behind the plate to assist in retrieving passed balls.
11. Each team is allowed one (1) defensive timeout per inning per game.
12. Score and standings will not be kept.
13. There will be no Umpires scheduled for any games.

Section 14. Rules Governing Play in the Baseball and Softball Coach Pitch Division

1. The President will appoint, and the Board will approve one Manager, two rostered Coaches, and one non-rostered Coach for Teams in the Minor Coach Pitch Division, with the third coach being used for instructional purposes.
2. Mechanical pitching machines will be used for all baseball and softball coach pitch games. All mechanical pitching machines will be provided by South County Little League.
3. During coach pitch swinging strikes will be called. However, the player is still only allowed three (3) swinging strikes and will receive a maximum of five (5) pitches to put the ball in play. If the batter has not put the ball in play after five pitches, he/she is out. If the batter fouls off the last pitch they may continue receiving pitchers until they no longer contact the ball. There are no walks during coach pitch.
4. All players must play proper infield positions, no extra players may be allowed in the infield positions.
5. During coach pitch, the defensive pitcher will keep at least one foot in the pitcher's circle until the ball reaches home plate.
6. A continuous batting order will be used.
7. Any player(s) who arrives after their team has begun batting will be added to the end of the batting order.
8. When a batted ball hits the pitching machine, the ball is live.
9. Runners will only advance to the next base one at a time unless the ball is hit into the outfield then they may advance two bases at their own risk.
10. The half inning is over after 3 outs or the offensive team has scored 5 runs.
11. There will be no stealing bases, no advancing on passed balls, etc. Runners may not advance unless the batter puts the ball in play and must remain in contact with the base until the pitch reaches home plate.
12. The infield fly rule is not in effect during coach pitch play.

13. The defensive team shall position their players, so they are not in direct contact with the baseline. The baselines must remain clear to avoid collisions and injuries at these younger ages.
14. Two defensive coaches are recommended to instruct players from the field of play behind the infield on the grass.
15. There will be no official umpires scheduled for the games. Prior to the start of each game, managers should be in mutual agreement as to who they are willing to perform these roles for the game.
16. Score and standings will not be kept.

Section 15. Rules Governing Play in the Baseball and Softball Minors Division (detailed rules and definitions can be found here

https://docs.google.com/document/d/1_LYWvtjW8gX0OWZwWJfxOccy-fu3F64/edit?usp=sharing&oid=100907977514179014478&rtpof=true&sd=true)

1. Managers and Coaches
 - a. Managers will apply for the position, be appointed by the President, and approved by the BOD.
 - b. Managers may select and roster two coaches with players on the team. A third coach will be drafted along with their player. All coaches will be approved by the BOD.
2. Game Times, Runs, Etc.
3. Umpiring
 - a. In general, there is a two hour time limit on games in the Minors Division.
 - b. No new inning will begin after 1:45 of gameplay.
 - c. If there is a game or practice scheduled after the game, there will be a two hour hard-stop. The score will revert to that of the last full inning.
 - i. If there is no scheduled use for the field, the current inning should be completed, even if the game time exceeds two hours.
 - d. There will be a five run per inning limit to every offensive inning.
 - e. Games will end automatically if a team is leading by
 - i. 15 runs after three complete innings, or;
 - ii. 10 runs after four complete innings, or;
 - iii. Eight runs after five complete innings.
4. Umpiring
 - a. Managers and coaches should expect to umpire their games.
 - i. A manager/coach from the defensive team will umpire from behind the pitcher for their defensive inning. A manager/coach from the offensive team will serve as the field umpire.
 - ii. Managers may solicit volunteer umpires as long as that person is a registered SCLL volunteer.
5. Playing Time
 - a. There will be a continuous batting order.
 - b. If a player arrives after the start of the game, they will be added to the end of the line up.
 - c. If a player has to exit the game, the lineup will move up to fill the gap with no penalty.

- d. Players should not sit out more than one consecutive defensive inning.
- 6. General Gameplay
 - a. The infield fly rule is not in effect.
 - b. Batters may not attempt to take first base on a dropped third strike.
 - c. When possible, there should be 10 defenders, to include four outfielders.
 - i. Outfielders should be positioned in the grass.
 - d. A manager/coach from the offensive team will relieve the child pitcher when they have:
 - i. walked three batters, or;
 - ii. Hit two batters with pitches, or;
 - iii. Any combination thereof, in one defensive inning.
 - e. A child pitcher may resume pitching the next defensive inning, even if relieved by a manager/coach the previous inning.
 - f. When a manager/coach is pitching, batters will be given seven pitches or three strikes (called or swinging) to attempt a hit. If there is no successful attempt, the batter will be called out. No walks.
 - g. Batters will not be called out on foul balls, regardless of the pitch count.

Stealing/Baserunning

- 1. A team may attempt a steal 3 times an inning, only one of which may be an attempt, successful or not, on home plate.
 - a. A steal includes passed balls and caught pitches
- 2. Runners may not advance an extra base if a returned pitch is not caught by the pitcher.
- 3. Runners may attempt to advance bases on overthrows. Play stops when the pitcher has possession of the ball in their area (mound or circle).
- 4. If a baserunner is more than halfway to the next base when the pitcher gains possession of the ball in their area, they are awarded the base. If the base runner is less than halfway to the next base, they will be sent back.
- 5. In the absence of hash marks, this will be an umpire judgement call
- 6. Runners may not steal when a manager/coach is pitching.

Playoffs

- 1. No time limits/hard-stops.
- 2. Ties will be broken by Little League Tie-Breaker Rules.
- 3. All other ground rules still apply.

Section 16. Rules Governing Play in the Baseball and Softball Majors Division

1. The President will appoint, and the Board will approve one Manager and two rostered Coaches for Teams in the Major Division.
2. The eight (8), ten (10) and (15) run rules are imposed.
3. The SCLL will attempt to have two (2) Umpires scheduled for all games.
4. A continuous batting order will be used.

Section 17. Rules Governing Play in the Baseball Intermediate Division

1. The President will appoint, and the Board will approve one Manager and two rostered Coaches for Teams in the Intermediate Division.
2. The eight (8), ten (10) and (15) run rules are imposed.
3. The SCLL will attempt to have two (2) Umpires scheduled for all games.
4. A continuous batting order will be used.

Section 18. Rules Governing Play in the Baseball and Softball Junior and Senior Divisions

1. The President will appoint, and the Board will approve one Manager and two rostered Coaches for Teams in the Junior and Senior Divisions.
2. The eight (8), ten (10) and (15) run rules are imposed.
3. The SCLL will attempt to have two (2) Umpires scheduled for all games.
4. A continuous batting order will be used (Junior division only), Senior league may use a continuous batting order only if announced when the line-up is presented.
NOTE: One, both or neither team may choose this option.

Section 19. General Rules Governing Managers and Coaches

1. Managers are completely responsible for the conduct of their coaches and players and players' families.
2. Only the players, the manager, and coaches (number allowed per division) are allowed on the field or in the dugout during a game. Siblings of players or children of coaches (not on the team) shall not be allowed in the dugouts for their safety. Players may not leave the dugout during the game unless excused to do so by the manager or coach. Note: Tee ball, Coach Pitch and Minor divisions only, may use one (1) additional coach to assist with coaching responsibilities. T ball and Coach Pitch may also have a team mom or an approved individual in the dugout to help with organization and keeping the game moving.
3. For the Tee ball and Coach Pitch Divisions only, the pitching coach may instruct the batter, but must stay on the mound unless attempting to avoid interfering with the play. After the ball is put into play, the pitching coach is allowed to vocalize his thoughts and emotions in the same manner as every other adult or child in the bleachers, outside the fence, in the dugout or anywhere else.
4. Only the Manager may question a call with an Umpire. No coaches may question an umpire about a particular call during the game. Managers are not permitted to question a judgment call by an umpire.

5. Managers and coaches from the other higher divisions are encouraged to umpire games for the Coach Pitch and Minors Division. Protective gear (face mask and chest protector) must be worn and is available in the equipment room.
6. Manager may elect to substitute a coach if a regular season coach is unable to attend a game. However, the substitute must be an approved adult volunteer with a background check.
7. All Managers and coaches are required to complete the Little League Diamond Training and submit completion certificate to the league President before opening day.
8. All managers and coaches should plan on attending Field Maintenance days which includes but not limited to Opening the complexes and closing the complexes.
9. A Manager is responsible for getting the field ready for their games or coordinating folks to do so. If the fields are wet, then they should make every effort to get there early or the day before to try and prepare for their game.
10. Managers are responsible for ensuring team participation for their assigned field cleanup duty.
11. It is recommended that Managers and Coaches attend Winter Clinics and Umpire clinics given each January and February.
12. Managers are responsible for following the officer of the day schedule and attending their assigned day or finding a replacement. If a replacement is found the board needs to be notified.

Section 20. Rules Governing All-Stars

1. Post season play can consist of the following league teams with the possibility of an A (District All-Star) and B (Other Tournament) Team for each:
 - a. 7&8 All-Star team (Baseball and Softball)
 - b. 8 to 10 All-Star team (Baseball and Softball)
 - c. 9 to 11 All-Star team (Baseball and Softball)
 - d. 10 to 12 All-Star team (Baseball and Softball)
 - e. Intermediate All-Star team (Baseball)
 - f. Junior All-Star team (Baseball and Softball)
 - g. Senior All-Star team (Baseball and Softball)
2. As per tournament rules, the All-Star/Tournament Managers and Coaches shall be regular season Managers and/or Coaches from the respective division.
3. Post season play can consist of the following league teams with the possibility of an A (District All-Star) and B (Other Tournament) Team for each:
4. The prospective All-Star/Tournament Managers must submit a resume and detail why they should be chosen. Appointment will be made by the President and approved by the Board of Directors.
5. The All-Star and Tournament coaches will be recommended by the All-Star/Tournament Managers and approved by the Board of Directors.
6. Each All-Star/Tournament Team will consist of at least twelve (12), but no more than fourteen (14) players. Each manager must state in writing (prior to team selection), the number of players he/she will be selecting. Any change to the number of players after the teams have been selected will require Board approval.

7. As per tournament rules, players must have played in at least 60% of the regular season games to be eligible for an All-Star/Tournament team.
8. Managers shall nominate all eligible players on their team that have returned the player availability and eligibility form. A draft list will be created based on those who have returned forms and meet eligibility requirements.
9. All-Star/Tournament Managers will make player selections at their discretion.
10. Selection of teams will take place as is convenient, however, teams may not be announced until all player's requirements have been met or before the date mandated by Little League International.
11. A SCLL travel allowance may be established, as finances permit, for any venue series that is more than 100 miles distance from both the Sharpsburg and Boonsboro facilities one-way.