

## SILVERADO LITTLE LEAGUE 2022 T-BALL RULES AND LOCAL OPTIONS

### SCOPE OF THE GAME:

1. T-Ball is an instructional, non-competitive division.
2. All T-Ball games end in a tie (everyone is a winner).
3. No scorebook or standings will be kept.
4. No official umpires will be assigned to T-Ball games.
5. Games will be a minimum of 3 innings max or 1 hour and 10 minutes in time.
6. No inning will start after one-hour from the scheduled start time.
7. If an inning is started, both teams must bat.

### TEAMS:

1. Rosters will consist of at least (8) players.
2. Player's age four (4), five (5), or six (6) as of September 1, 2018 shall be eligible for the T-Ball division.
3. All roster players present will be given a defensive position every inning, but no more than six (6) defensive players may be in the infield (1<sup>st</sup> base, 2<sup>nd</sup> base, 3<sup>rd</sup> base, shortstop, pitcher, and catcher).
4. All roster players present will bat every inning. Any player arriving late will be placed at the bottom of the batting order.
5. Managers must have a sponsor for their team.
6. All players will receive a personalized end of season trophy.
7. Manager will notify player agent of team mom/dad's name. Team mom/dad and manager will be responsible for ensuring team cooperation on fundraising/concession needs.
8. Managers must have (3) coach/volunteer per team.
9. All players must wear league issued uniforms. Alterations to any league issued uniform are unacceptable. Should a player choose to use their own batting helmet, the helmet cannot have stickers or be altered from its original purchased state.
10. All players must use an approved USA bat.

### PLAYING RULES:

1. The ball will be placed on the tee by the Manager/Coach.
2. The pitcher must stay in contact with the pitching rubber until the ball is batted.
3. The catcher must be a minimum of five (5) feet away from the batter and preferably up against the back stop fence.
4. The catcher must wear a batting helmet while on the field.
5. Batters will take a full swing, strikeouts are not permitted.
6. No on deck batters. The only player that should have a bat in their hands is the current batter.
7. If the batter throws his/her bat, the batter will be called out by their manager after one (1) warning.
8. If a batter/runner makes an out at any base, the player is removed from the base and returns to the dugout.
9. Play is stopped when the ball is controlled by an infielder. If a runner is more than half way to a base, he/she is allowed to continue to that base. If the runner is not half way, he/she must return to the base they came from.
10. One (1) base advance is allowed on an overthrow that goes into foul territory.
11. A runner cannot leave the base he/she is occupying until the ball is hit.
12. If a runner intentionally removes his/her helmet while running the bases, the runner may be called out.
13. The offensive side is retired when all players on the roster have batted one (1) time.
14. Two (4) defensive coaches will be allowed on the field.
15. The first/third base coaches will umpire their respective bases.
16. An offensive coach will umpire home plate.
17. A defensive coach will umpire second base.
18. **The batting line up must change every game.**

### TEAM CONDUCT & MANAGER RESPONSIBILITIES:

Managers are responsible for their conduct and the conduct of their coaches, players, and parents. As per our code of conduct: any un-sportsmanlike conduct or vulgarity by any of the above will not be tolerated. Reports to the player agent will result in disciplinary action, up to and including removal of the manager, coach or player from the team.

**In addition to conduct, all Managers are responsible for ensuring our Little League rules are followed and adhered to. A Manager will be suspended immediately if a player(s) is found using a non-USA approved bat or non-approved helmet. A Manager will also be suspended if the Manager or his/her coaches or team mom is not wearing a league issued badge. Anyone on the playing field or in constant contact with the children must fill out a volunteer application, be approved by the board and wear their league ID badge in plain view.**

**Please see the website for a list of the 2022 Player Agents contact info.**  
**SILVERADO LITTLE LEAGUE**  
**2022 ROOKIE DIVISION RULES AND LOCAL OPTIONS**

**SCOPE OF THE GAME:**

1. Rookies will be an instructional and competitive division utilizing coach pitch.
2. Scores will NOT be kept the first half of the regular season. The second half of the season will be pool play seeded by the team's draft number. The top 1 or 2 teams of pool play will play in the District TOC tournament at the end of the season if applicable. The remaining teams will participate in the in-house tournament. (The number of teams sent to District 2TOC will be decided and approved by the Board.)
3. Scores will be kept during pool play of the regular season ONLY. Both teams must report game results to concession stand on score sheet provided by the league. Standings will post on website and concession stand weekly. Scores must be texted to informational officer the day of the game as well.
4. (1) Junior Umpire will be assigned to all games.
5. Both teams will be responsible for maintenance of the field prior to each game.
6. Games will consist of six (6) innings or 90 minutes. If an inning is started it must be completed 4 Innings are considered a regulation game. **IF A GAME GOES INTO THE 6<sup>TH</sup> INNING THE 3- RUN RULE IS WAIVED**
7. There will be NO forfeits in Rookies. A player may be shared.
8. The seeding of the "in-house" tournament will be determined by the pool play division standings.

**TEAMS:**

1. Players who will not attain the age of eight (8) on or before August 31, 2018 and players' age five (5) & six (6) with one (1) year of T-Ball experience are eligible for the Rookies division.
2. Managers must have three (3) coaches due to coach pitch.
3. Rosters will consist of at least ten (10).
4. Each team shall have a maximum of eight (8) players of any one eligible age.
5. Each team must provide a sponsor.
6. Manager & 1 coach may hold their child/children only, & one (1) sponsor pick is allowed. All must be submitted prior to tryouts and will be announced at tryouts for each team.
7. All trades, if any, must happen immediately after draft and must be approved by Player Agent and President. Trades must be round for round and each team is allowed only one (1) trade.
8. Manager will notify player agent of team mom/dad's name. Team mom/dad and manager will be responsible for ensuring team cooperation on fundraising needs.
9. All players must wear league issued uniforms. Alterations to any league issued uniform are unacceptable. Should a player choose to use their own batting helmet, the helmet cannot have stickers or be altered from its original purchased state.
10. All players must use an approved USA bat.

**PLAYING RULES:**

1. All players must play at least one (1) infield position and at least one (1) outfield position per game. Should a player be taken out of a game, they must return to a different position than they previously played in the game.
2. Coaches will pitch from the **half-way point**). **A chalk line will be placed on the field between home plate and the mound.**
3. There will be no walks. A batter is out on the third strike swinging.
4. Batters receive a maximum of eight (8) pitches. If the ball is not put into play on the eighth (8<sup>th</sup>) pitch the batter is out.
5. Infield fly rule is not in effect.
6. No bunting will be allowed. Any attempt determined by the umpire and the batter will be called out, no runners advance.
7. No on-deck batters or bats in hands in or outside of the dugouts. Batter may take practice swings prior to stepping into batter's box.
8. If a batter throws a bat, the team will receive one (1) warning, the second offense (strictly umpire's discretion) the batter may be called out.
9. The pitching coach is considered part of the field, same as umpires. If the coach on the field is hit by a batted ball, play continues.
10. The player-pitcher may stand on either side of the pitching coach. The player-pitcher cannot be in front of the mound.
11. Teams may play ten (10) players defensively. The tenth (10<sup>th</sup>) player must be positioned in the outfield, of equal depth and equidistant to the other outfielders. Outfielders must be 5 feet from apron.
12. Line- ups will be given to teams prior to start of game. All players will appear in the batting order, there are No substitutions to the batting order. If a player arrives late he/she is added to the bottom of the batting order.
13. Each player will play a minimum of six (6) consecutive defensive outs per game.
14. A team's offensive inning is considered over when all players have batted OR three (3) runs have been earned OR three (3) outs have been made.
15. A play stops when the ball is in possession of the pitcher, opposing coach or has traveled through the pitching circle. The coach must attempt to receive ball. If the runner is more than half way to a base the base is awarded to the base runner, (strictly umpire's discretion).

16. The pitching coach will not instruct batter after ball is delivered. Umpire will give (1) warning, remaining offenses will result in a strike to the batter.
17. There is no base stealing or runner advancement on a passed ball.
18. Base runners must SLIDE FEET FIRST. Runner will be called out sliding head first, regardless of outcome of play.
19. Runners who remove helmets purposely while running bases may be called out. (umpires discretion)
20. The catcher may use a catcher's glove or a fielder's glove, preferably a catcher's glove. All catchers must wear protective cup.
21. All players and equipment not in play must be in dugout.
22. Managers and coaches/volunteers must stay in coach's box when their team is at bat. There must be one (1) coach in the dugout at all times
23. Players may not wear jewelry.
24. All personal equipment must be Little League approved (i.e. bats, balls, helmets, catcher's equipment)
25. Runners may only advance (1) base per overthrow per play. Ex. Ball hit to SS and over thrown to first- runner can attempt to advance 1 base. If the first baseman in turn over throws back to the pitcher this does NOT constitute an overthrow. The runner may not advance on the second overthrow on the same play.
26. See official Little League Baseball Rule Book for anything not covered above.
27. **The batting line up must change every game.**

**TEAM CONDUCT & MANAGER RESPONSIBILITIES:**

Managers are responsible for their conduct and the conduct of their coaches, players, and parents. As per our code of conduct: any un-sportsmanlike conduct or vulgarity by any of the above will not be tolerated. Reports to the player agent will result in disciplinary action, up to and including removal of the manager, coach or player from the team.

**In addition to conduct, all Managers are responsible for ensuring our Little League rules are followed and adhered to. A Manager will be suspended immediately if a player(s) is found using a non-USA approved bat or non-approved helmet. A Manager will also be suspended if the Manager or his/her coaches or team mom is not wearing a league issued badge. Anyone on the playing field or in constant contact with the children must fill out a volunteer application, be approved by the board and wear their league ID badge in plain view.**

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# SILVERADO LITTLE LEAGUE

## 2022 MINOR DIVISION LOCAL OPTIONS

### SCOPE OF THE GAME:

1. The Minors is an instructional and competitive division utilizing kid pitch.
2. Scores/pitch count will be kept during regular season. Standings are maintained and must be texted to informational officer after each game.
3. Both teams will be responsible for field maintenance prior to each game.
4. Junior Umpires will be provided per game. In the event that no umpires are there a league official must be notified. The game will still be played. Managers must provide umpires with local options prior to start of game or **they may not be followed.**
5. Scheduled games should only be cancelled by umpires due to unacceptable weather conditions
6. A game will consist of six (6) innings; it is a regulation game after four (4) innings. The ten (10) run rule is in effect. No new inning will start after one (1) hour and forty five (45) min. Ties are possible. **3** run rule waived ONLY in 6<sup>th</sup> inning.
7. The team's offensive inning is considered over when **Three (3)** runs have been earned OR three (3) outs have been made or team has batted once through line up.
8. There will be no forfeits in the Minors. If short a player one must be shared.
9. Interleague play games will not count in standings. (Non-Silverado teams)
10. Season standings will be used for seeding in double elimination tournament. Personalized trophies will be given for top 2 winners in each league.
11. A potential division of the Minor league consisting of an AA and AAA may take place if registration numbers for this division allow. This will be based on the discretion of the Board of Directors accordingly. Please see AA and AAA playing rules accordingly.

### TEAMS:

1. Players league age 8 through 11 (not drafted into the Majors division) will be placed in the minors division. 7 year olds may play with board approval.
2. Upon Board approval, eligible Minors division players age 10 & up may be called up to the Majors division to fill a vacancy anytime before the final two weeks of the season. If a Manager loses any player on the roster during the season through illness, injury or if player continuously fails to attend three consecutive days of participation without illness or injury or any board justified reason another eligible 10 years old & up player will be obtained from the minor division as a replacement player. Manager must notify the player agent of the conditions for which he needs to replace a player and will have one week to select his/her replacement player. The board must approve this selection. The player lost due to the injury/illness may return as a player with proper doctors' release at anytime without penalty. Thus carrying more than twelve (12) players on a roster. If Manager does not comply within one (1) week Player agent will select 2 players for a board vote to select the player moving up.
3. Teams must provide a sponsor. Sponsor options must be league age 8-10 years old only. Check must be in President's hand prior to draft.
4. Manager, one (1) coach, brother and sponsor options must be submitted prior to tryouts and will be announced at tryouts for each team.
5. All trades, if any, must happen immediately after draft and must be approved by Player Agent and President.
6. Manager will notify player agent of team mom/dad's name. Team mom/dad and manager will be responsible for ensuring team cooperation on fundraising needs.
7. Manager & (2) coaches/volunteers maximum during games.
8. All players must wear league issued uniforms. Jerseys must be worn with plain GREY pants. (No piping, pinstripes, etc.) Alterations to any league issued uniform are unacceptable. Should a player choose to use their own batting helmet, the helmet cannot have stickers or be altered from its original purchased state.
9. All players must use an approved USA bat.

### PLAYING RULES:

1. Teams will play with ten (10) defensive players (4 outfielders) for the first half of the season. The tenth player must be positioned in the outfield, of equal depth and equidistant to the other outfielders. The second half of the season will be played with nine (9) defensive players (3 outfielders).
2. Teams will bat their entire line up. Players arriving late will be added to the bottom of the line-up. There are no substitutions to the batting order.
3. The offensive team shall station two base coaches on the field during it's time at bat, the one on first base may be a player in uniform wearing a batting helmet or adult coach, a manager or coach must be on third base. A manager or coach is only permitted to occupy first and/or third base coaches boxes provided there is an adult manager/coach in the dugout at all times.
4. Any team that violates the pitching rules (see little league rule book), the manager will receive a minimum one game suspension.
5. The Home team must have an official score keeper the visiting team must provide a pitch counter placed behind the home plate umpire at the table provided by the league. At the end of each game the scorebook and pitch count log must be completed, signed and turned into the concession stand before leaving the ball park.
6. Any option/rule not addressed will follow the Official Regulations and Playing Rules of Little League Baseball.

7. Players must play 6 consecutive defensive outs. All players must meet their playing requirements by the end of the 4<sup>th</sup> inning of each game. If this is not followed Manager will be suspended.
8. If a player does not start in the field, he or she must start the next game.
9. The batting line up must change every game. This rule does not apply during pool play.

**TEAM CONDUCT & MANAGER RESPONSIBILITIES:**

Managers are responsible for their conduct and the conduct of their coaches, players, and parents. As per our code of conduct: any un-sportsmanlike conduct or vulgarity by any of the above will not be tolerated. Reports to the player agent will result in disciplinary action, up to and including removal of the manager, coach or player from the team.

**In addition to conduct, all Managers are responsible for ensuring our Little League rules are followed and adhered to. A Manager will be suspended immediately if a player(s) is found using a non-USA approved bat or non-approved helmet. A Manager will also be suspended if the Manager or his/her coaches or team mom is not wearing a league issued badge. Anyone on the playing field or in constant contact with the children must fill out a volunteer application, be approved by the board and wear their league ID badge in plain view.**

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**SILVERADO LITTLE LEAGUE  
2022 MINOR DIVISION LOCAL OPTIONS**

**Minor League Baseball —AAA and AA Division Play**

**AAA Level is for players league ages 9-11.**

- Managers select their teams through a draft made up of players not selected into the Majors. Each team shall draft 12 players if applicable.
- All league age 11 year olds in the Minor Division must be drafted to an AAA team.
- Regular league play applies according to Little League rules and our Local Options.
- Due to the age determination rule change that went into effect in 2015, 8 year olds are not eligible for AAA baseball.
- AAA will be allowed to play with 4 outfielders through the regular season.
- All league age 11 year olds who do not attend a tryout will be a hat pick for AAA.
- If a Manager\* loses any player on the roster during the season through illness, injury or if player continuously fails to attend three consecutive days of participation without illness or injury or any board justified reason another eligible 9 year old & up will be obtained from the minor AAA division as a replacement player. Manager must notify the player agent of the conditions for which he needs to replace a player and will have one week to select his/her replacement player. The board must approve this selection. The player lost due to the injury/illness may return as a player with proper doctors' release at any time without penalty. Thus carrying more than twelve (12) players on a roster.

**AA Level is for players league age 8-10. This allows league age 8 year old players a safe transition to the Minor Division without playing against children league age 11.**

- Managers select their teams through a draft made up of players not selected into the Majors or Minors AAA team.
- All league age 8 year olds in the Minor Division must be drafted to an AA team.
- Regular league play applies according to Little League rules and our Local Options except runners may not advance home on a steal.
- All league age 8, 9, or 10 year olds who do not attend a tryout will be a hat pick for AA.

**These playing rules are subject to change upon the approval of the Board of Directors.**

**SILVERADO LITTLE LEAGUE**  
**2022 MAJOR DIVISION LOCAL OPTIONS**

**SCOPE OF GAME:**

1. The Majors is a competitive division. Standings are kept.
2. Two (2) Official Umpires will be provided per game. In the event that only one (1) umpire is there a league official must be notified. The game will still be played. Managers must provide umpires with local options prior to start of game. **Or they may not be followed.**
3. Both teams will be responsible for the maintenance of the field prior to each game.
4. Scheduled games should only be cancelled by umpires due to unacceptable weather conditions
5. A game consists of six (6) innings; once four (4) innings have been completed it is considered a regulation game. If after six innings the game is tied it will end in a tie. The ten (10) run rule will apply.
6. A team must play the game with nine (9) players. A team short will have 10 minutes to field a ninth player, or a forfeit will be imposed. The Board Member on Duty must be notified of all forfeits at the time of forfeiture.
7. The top team will receive personalized trophy at end of season. **In case of a tie, a one game playoff will take place. A coin flip will determine the home team.**
8. The top 1 or 2 team/teams from the regular season will advance to District "2" Tournament of Champions. Those remaining may play in Silverado's Tournament. **(Per board decision, depending on number of teams)**
9. Interleague play games will not count in standings. (Non-Silverado teams)

**TEAMS:**

1. Players age 10 and 11 are eligible for the Majors division. All players age 12 by April 30, 2018 will play in the Majors division unless a waiver is filed by parent. The decision must be made by a parent at registration if a 10 yr. old is eligible to be in Majors.
2. All players must be drafted to a Major team therefore they must attend one of two tryouts. Any 12 year old that does not try out will still be placed on a major team. Approved 10 year olds will be available for draft from the 5<sup>th</sup> round on.
3. All players requesting to be released from a team must get managers approval before tryouts, and must re-tryout to be eligible for reselection to a Majors team.
4. Each Major team shall draft a minimum of six (6) twelve (12) year olds. At no time may a team carry more than eight (8) twelve (12) year olds. At no time shall a team have more than three (3) ten (10) year olds. See Teams Reg. III c., above rule is followed as long as all 12 year olds are accounted for. **These rules are subject to change based on the number of available players.**
5. Managers must provide a Sponsor.
6. At Draft, ALL team managers will vote on a 9 player batting line up vs. 12 player batting line up. At such time, the agreed batting line up format will be used through-out the regular season.
7. If a Manager\* loses any player on the roster during the season through illness, injury or if player continuously fails to attend three consecutive days of participation without illness or injury or any board justified reason another eligible 10 yr. old & up will be obtained from the minor division as a replacement player. Manager must notify the player agent of the conditions for which he needs to replace a player and will have one week to select his/her replacement player. The board must approve this selection. The player lost due to the injury/illness may return as a player with proper doctors' release at anytime without penalty. Thus carrying more than twelve (12) players on a roster.
8. Manager will notify player agent of team mom/dad's name. Team mom/dad and manager will be responsible for ensuring team cooperation on fundraising/concession needs.
9. All players must wear league issued uniforms. Jerseys must be worn with plain GREY pants. (No piping, pinstripes, etc.) Alterations to any league issued uniform are unacceptable. Should a player choose to use their own batting helmet, the helmet cannot have stickers or be altered from its original purchased state.
10. All players must use an approved USA bat.

**PLAYING RULES:**

1. **No** on deck batters are allowed.
2. The offensive team shall station two base coaches on the field during it's time at bat, the one on first base may be a player in uniform wearing a batting helmet or adult coach, a manager or coach must be on third base. A manager or coach is only permitted to occupy first and/or third base coaches boxes provided there is an adult manager/coach in the dugout at all times.
3. Any team that violates the pitching rules (see little league rule book), the manager will receive a minimum one game suspension.
4. The Home team must have an official score keeper the visiting team must provide a pitch counter placed behind the home plate umpire at the table provided by the league. At the end of each game the scorebook and pitch count log must be completed, signed and turned into the concession stand before leaving the ball park.
5. Any option/rule not addressed will follow the Official Regulations and Playing Rules of Little League Baseball.

**TEAM CONDUCT & MANAGER RESPONSIBILITIES:**

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