

South Kitsap Southern Little League #447-02-10

2025 SEASON SUPPLEMENTAL RULES

Washington District 2 Little League Approval

Little League Baseball Western Region Approval

These rules are provided to supplement and clarify local implementation of various portions of the Official Little League Rules and Regulations (Official Rules). They are not intended to contradict the Official Rules. They also identify local adoption of optional rules from the Official Rules. In addition, these rules provide some local rules on points not covered by the Official Rules. Rules specific to a Division are also provided in separate sections.

1. ELIGIBILITY & DRAFT

- A. With the exception of SKSLL Majors division, all levels/divisions will have a draft for 100% of the players. The player evaluation/tryouts will be attended by player candidates for the Major & Minor division only. Players ages 8-12 should attend 50% of the player evaluation/tryouts sessions.

Majors division teams can stay intact from the previous season as long as the number of teams remains the same. Any change will require a re-draft of the teams. Any players that wish to re-enter the draft with the possibility of joining another team must advise the SKSLL Board / Player Agent in writing to include the reason for the request.

- B. The managers will draw numbers to determine the order of player Selection. Instead of having two separate drafts (one for the returning players and one for the new players), the league will conduct a regular draft wherein, if a number of returning Major League players have not been drafted by the time that the same number of draft picks remain, those players must be the only players eligible from that point forward in the draft. (Example: With nine picks left in the draft, there are nine players who were Major League players from the previous season still not drafted for the current year. Those nine players become the only players eligible players and must be drafted.)

- D. Hardship Waivers – If family members request that their son(s) and/or daughter(s) play on the same team with another player other than a sibling due to a hardship request, a letter will need to be written and presented the hardship to the Elected Board Members for consideration. The Elected Board Members will vote on whether to allow the hardship request. If the hardship request is approved, it will be treated just like a sibling waiver during the draft. This supplemental rule will apply at all levels.

Please note, players should be evaluated and be at the same level. What is most important to the league is that your player is playing on the appropriate level team and does not present a safety risk to himself/herself or to the team.

- E. Players age 8 are strongly encouraged to attend skills assessments / tryouts for the Minor division, if only to gain experience before the following year where they will be required to move up to the minor division. Managers will be available to provide guidance for the player on what they would benefit from most.

SKSLL Division ages are as follows and noted within this document:

T-Ball (ages 4-7), Minor Prep (ages 6-8), Minors (ages 8-11), Majors (9-12), Juniors (13-14), Seniors (14-16) – Note that in some cases there will be a combined Uppers Program that will take the full age groups onto one team.

2. REPLACEMENT PLAYERS

If vacancies occur during regular season play the manager shall request a replacement player within 7 days of player vacancy or within 5 days after the 14th injury day (see E below and Regulation IIIId for additional specific requirements). The Manager will inform the Board of Directors of the conditions that necessitate the request for a replacement. This may be done by providing such information to the Player Agent in writing. When the Board of Directors approves a request for a replacement, the manager shall identify the selected replacement player to Player Agent within 5 days of notification. (Reg. IIIId) During the regular season there may an occasion to fill a vacancy left by an injured player or player who has selected to be released from the team. As soon as a problem arises, the player agent must be notified immediately. Action to be taken will then be discussed at that point. An injured player can be out for no more than 4 weeks before being released from his/her team. After the 4-week time, a manager may appeal to the board regarding the replacement player. A decision will be made on a case-by case basis as of the status of the player. Once a player is released from the team, the President will provide a written release and invite the player back for the following season to tryout again for his division. It is imperative to try to keep our

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teams even in the number of players at all times. If this is not a possibility due to an injured player or other circumstance, a waiver needs to be applied for from Little League, through the local District Administrator.

- A. Additional Board of Directors approval is not required to replace injured players or to proceed with the chain of replacements from an initial replacement approved by the Board.
- B. The player agent will provide a list of eligible replacement players to the manager.
- C. In Minors & Above - a player defined as injured or ill shall be replaced when said injury or illness prevents participation in League games for twenty eight (28) consecutive calendar days.
- D. If a replacement player is needed, the player agent will make all contact between the player, the player's parent(s) or guardian and the League. Managers shall not make any personal contact with the replacement player.
- E. Replacement players will be selected from the level directly below the level needing to replace a player – i.e.. Minor Prep for Minors, Minors for Majors and Juniors for Senior division. If there is a waiting list of players, they may be selected before pulling from another division. No 9-year-old player will be brought up to the Major Division as a replacement player after the season games have begun.
- F. Replacement players may not be called up during the last two (2) weeks of the regular season unless it is necessary to allow a team to continue to play regular season baseball. (prior to interleague tournament play)
- G. The player agent will appoint a replacement player to the team if the manager does not provide a selection to the player agent within the allotted time frame.

3. MANAGER / COACH RESPONSIBILITIES

In addition to leadership, sportsmanship, training, encouragement and other duties a manager or coach has to his or her team, there are several additional responsibilities the manager/coach has to the League.

- A. The manager is responsible for all equipment signed out from the League.
- B. The manager must coordinate with the parents of his/her team to identify parents to work concessions, be coaches, umpires, official and team scorekeepers, team parents or parent to coordinate fundraisers, pictures, uniforms etc.
- C. Managers are responsible for coordinating with the division VP of their level and organizing work parties for scheduled field maintenance assignments. Every manager is responsible to keep their fields safe for the players.
- D. Managers/coaches are responsible for providing an umpire as scheduled.
- E. Managers are responsible for ensuring that minimum playtime for each player on their team is enforced.
 - 1st violation of minimum play time = a written notice from the President & Board
 - 2nd violation = 1 game suspension
 - 3rd violation = removed as a manager for the remainder of the season.
- F. **Managers are responsible to attend, or assign a team representative, one Board Meeting per month.**
 - 1. Lack of attendance will result in a documented reminder to the Manager from the Board.**
 - 2. Teams who fulfill this requirement will be awarded at the end of the season.**

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4. FIELD DECORUM

A. Managers and coaches shall assist the League Official(s) in maintaining order among spectators. Misconduct is grounds for removal from SKSLL complex with or without a warning.

B. Managers and coaches will remain in the dugout during a game except when:

1. Time has been called by the Umpire and permission is granted by the Umpire for a specific purpose
2. Acting as a base coach
3. Communication with the scorekeeper and pitch count person.
4. Communication with the spectators to maintain order as described in Section A

MINIMUM PENALTY: May be suspended from complex for remainder of the game

C. Players will remain in the dugout during a game except when:

1. On the field of play
2. Permission is granted to use the restroom (Player must proceed directly from dugout to restroom and back)
3. If an Manager/Coach needs to remove a player because of a discipline action, the player must be released to the parent. Once the player has been released to the parent, the player shall not be allowed to re-enter the dugout to continue the game.

MINIMUM PENALTY: May be benched for the next scheduled game

D. Managers, coaches and players will not argue with an Umpire's decision involving a judgment call. If a rule is in question then, after obtaining time out by the Umpire, the manager must specify the rule in question and ask the umpire to review his/her decision. The Umpire may or may not change the call. The manager may protest an umpire's decision regarding a rule by following Rule 4.19 in the Official Rulebook. (Also see 9.02)

E. **Seeds, food and gum are prohibited on the playing field and in the dugout at all times except when medically necessary.**

F. No player will warm-up outside of the playing field during a game except in a designated area.

G. Any non-team member without a cleared Little League background check is not permitted in the dugout or on the field unless there is medical necessity.

5. PLAYER DISCIPLINE GUIDELINES

A. Unexcused absence from practice – a manager may enforce a 1 game benching for the player with written notification to the SKSLL Executive Board

B. Unexcused absence from a game - a manager may enforce a 1 game benching for the player with written notification to the SKSLL Executive Board

6. SAFETY

The "Safety Code" for Little League Baseball will be followed at all times.

A. A manager or coach will remain at the complex or practice site after games or practices until all of his/her players have departed. The visiting manager is to remain on site for up to 45 minutes following the conclusion of the last game to allow concessions to close. If the visiting team is not a SKSLL team, the home team becomes responsible to remain on site. Concessions should not be left alone. **THE LAST PERSON TO LEAVE THE COMPLEX OR PRACTICE WILL VERIFY THAT ALL BUILDINGS AND GATES ARE LOCKED AND SECURE.** Managers and coaches will practice the "buddy system" to avoid being left alone with any player other than their own child. You should always have another adult or another player present and within sight at all times for your protection as well as the players.

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- B. Parents are responsible to be on site with their player at all times unless prior arrangements have been made with the manager of the team.
- C. Only League approved managers and coaches may hold practices and be in the dugout during a game. During any game only the manager and no more than two (2) coaches may be in the dugout; Tee Ball and Minor Prep are allowed a manager and up to three (3) coaches. If necessity demands the absence of all League approved managers and coaches, there must be a formal request for a substitute submitted to the League President and approved in advance of the game or practice in question. A minimum of 24 hours notice is required.
- D. Completed medical release forms must be present at any team practice or game for each individual player.
- E. When an accident/injury occurs, the manager or a coach shall complete an accident form/report (available in the clubhouse & online at LL.org) within 24 hours of the incident. The Safety Officer shall also be notified within 24 hours and a copy of the accident form/report. This applies whether the incident occurs during a practice or game.
- F. Each manager and coach should have First Aid knowledge and basic training in First Aid.
- G. All batters and runners are required to wear batting helmets at all times on all League properties and designated practice sites. Offensive players entering the field of play or batting cages (including player base coaches) shall wear protective batting helmets. Helmets shall be worn until the player reenters the dugout area. Adult base coaches are not required to wear a helmet.
- H. It is strongly encouraged that all batting helmets for T-Ball through the Minors Division have face mask cages installed for the regular season. Ultimately, the decision to use a facemask will be left up to parental discretion. Majors thru the Bigs Divisions - the face mask is up to parental decision. SKSLL provided equipment will have face masks for the minor and t-ball division.
- I. For safety reasons, any player thought to be "shedding" the protective helmet will be subject to the following penalties:
 - FIRST OFFENSE: Verbal warning by the Umpire (one per team per game)
 - SECOND OFFENSE (same game): Removal of player for remainder of game & referral to Board of Directors
- J. In the event of lightning or thunder, play will be suspended immediately. All players, coaches and umpires will leave the field of play and seek appropriate shelter. When one umpire discontinues play for lightning or thunder, no other person or umpire will allow a game to continue. Play will not resume until a minimum of 20 minutes have passed since the last visible lightning or the last audible thunder. The umpire who discontinues play will be the only person to allow play to be resumed on **ALL** fields. This rule also applies to all Little League sanctioned practices.

7. FIELD MAINTENANCE

- A. The Home team is responsible to rake the infield, chalk the lines and place bases before each game. The visiting team will rake the field, cover the field and return the bases to the equipment shed after each game. Both of these responsibilities are considered a TEAM EFFORT. The players should also be taking responsibility and helping managers and coaches. No player will be released until all of the field maintenance is completed.
- B. Each team is responsible for cleaning their dugout and their bleacher area after each game.
- C. Each team is responsible for emptying their respective trashcans after each game. Failure to perform these duties will result in:
 - FIRST OFFENSE: Verbal warning to manager
 - SECOND OFFENSE: Referral to the Board of Directors

8. UNIFORMS / DRESS CODE

- A. Complete uniforms for players provided by the League are mandatory in all League games. Managers, coaches and umpires shall be neatly dressed. Managers and coaches may wear coaching shorts. The manager/coach cannot require any uniform component not provided by the League. For instance, baseball pants can be recommended for a look of uniformity as well as cleats can be recommended for safety, but they cannot be required since the League does not provide them for every player.
- B. Complete uniforms for T-Ball and Minor Prep consists of the Jersey with number and the team hat. Sweatpants, or baseball pants are encouraged to be worn as pants for the "uniform".
- C. No shorts or cut-offs are to be worn during practice or games by the players.
- D. It is encouraged that all umpires wear an appropriate shirt with the Little League Umpire patch and gray or black pants. These are available for use from the League Chief Umpire.
- E. Managers and coaches are not allowed to wear uniforms (Majors and below). See Little League Rule Book for more info.

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9. PRACTICE

Teams are expected to practice a minimum of two (2) times per week prior to the start of the regular season. After regular season games begin; a minimum of one (1) practice per week should be maintained subject to field availability and weather conditions. Additional practice may be held subject to Board Approval and parent/player support and field availability. Team practices may not begin until after team announcements.

10. GAME TIMES/ SCHEDULE

- A. There will be no unauthorized or unscheduled play on the game fields. All play including practices must have an approved manager or coach in attendance. Non-registered children shall not take part in practices or any other play on the game fields or practice sites as part of League play or practice. For a team to use SKSLL Fields for practice, they must participate in the field maintenance and upkeep of the fields.
- B. Pre-season practice games may be played between teams of the same Division and same League provided such games are played without the League provided uniform.
- C. Notification to the Division Vice President or League Vice President 72 hours (3 days) in advance is required if a manager cannot field a team due to a school function. The game will be rescheduled and made up as soon as possible.
- D. Rained out games will be determined ONLY at the field. Games will only be called after field conditions are assessed. NOTE: Field conditions are rarely deemed unsuitable until just before the scheduled start of a game. Make-up games are normally scheduled for Fridays or Sundays due to field availability. Make-up games will be the next available date, unless it results in a 4th game in a 7 day period, as determined by a Board Representative.
- E. TIME LIMITS: No game on a school night (school attendance required the next morning) in the Major division will start an inning after 8:30 PM. Minors, Minor Prep and T-Ball will not start an inning after 8:00 PM. Junior, Senior and Big League will not start an inning after 9:45 PM. NOTE: The field lighting must be turned off at 10:00 PM due to the terms of the League/County agreement unless this agreement is revised. The sole responsibility for calling a game due to darkness belongs to the Plate Umpire only.

MAJOR DIVISION: When a game is scheduled on the same field following the game in progress, no new inning will start after two and a half (2 ½) hours from the recorded start time of the game. However, the game must continue or be suspended if it does not yet meet the requirements for a regulation game (Rules 4.10 and 4.11).

MINOR, MINOR PREP DIVISIONS: on a school night, games will not start a new inning after two (2) hours from *the recorded start time of that game*. On a Saturday, no new inning shall start after 2 ½ hours or 6 innings *if there is a game following*. If there is no game scheduled to follow, the game may continue for the full 6 innings upon agreement by both Managers and Umpire. Exception: Minor Prep division will follow 2 hour time limit for all games, regardless of the day of the week.

NOTE: After the two (2) hour (or 2 ½ on Saturday) time limit the game shall end when the home team is ahead in the bottom of the inning or the inning is completed. To preclude rescheduling, additional innings may be played to break a tie (but not to complete 6 innings), if there is no game following and both Managers and the Umpire agree. Any complete tie game stopped due to time limits shall be recorded as a tie.

T-BALL: No game will start a new inning after 1 ½ hours. NOTE: After the 1 ½ hour time limit the game shall end when the inning is completed.

NOTE: It is held that an inning starts at the moment the third out is made completing the preceding inning. (This means that if the time limit has not been reached when the third out is made, the next inning shall be played unless the game is stopped for other reasons.)

11. UMPIRES

Umpires are volunteers like everyone else in Little League Baseball. Umpires are subject to the League President's approval and the Chief Umpire's discretion.

- A. Each Minor Prep team shall provide an Umpire for each game. People selected to umpire shall be familiar with the rules for that division and the League's supplemental rules. Umpires for these divisions are recommended to be a minimum of 14

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years of age (younger umpire at UIC discretion). Every attempt should be made to have a pool of volunteers so they can be familiar with the rules of the division and also so that they can have a volunteer background check. If the umpire is younger than 19, an adult must be assigned as the umpire in charge. If no adult umpire is available, then an adult must be designated as a Game Coordinator. See Rule 9.03(d).

- B. Each Minor and each Major's team will provide one (1) Umpire per assigned game. Each team will be given a schedule by the Chief Umpire showing their required games.
- C. Each Minor 9-11 and each Major Division home plate umpire must attend a District, League or some other Umpire Clinic. Plate Umpires are recommended to be a minimum of 16 years of age and Field Umpires a minimum of 15 years of age. Younger Umpires are subject to the Chief Umpire's discretion.
- D. Junior & Senior Division plate umpires must have attended a minimum of a District sponsored clinic. Plate Umpire shall be a minimum of 21 years of age and field umpire a minimum of 18 years of age. Younger umpires are subject to the Chief Umpire's discretion.

12. SCOREKEEPING / STARTING THE GAME

- A. To start an official game, the home team should provide Official Scorekeeper present and ready to keep score (starting line-ups and substitutes entered in the official scorebook).
- B. The Official Scorekeeper will keep the official score in an official scorebook, preferably in pencil. The Official Scorebook must be in the score booth (other designated location for T-Ball & Minor Prep 7-9) at the end of the game.
- C. Managers must inform the Official Scorekeeper, the opposing team's manager and the umpire of any player disciplinary actions (i.e. player benching), illness, injury or absence, which prevents a player from playing in that game. These actions are to be recorded in the official scorebook adjacent to that player's name.
- D. Changes and substitutions shall be provided to the umpire and the official scorekeeper prior to the changes being made on the field. This information shall be provided during a time out or change of innings.
- E. The Official Scorekeeper will notify the Complex Supervisor or League Official if a player is ejected or benched as a result of disciplinary action. During Interleague play, The League Official will notify the affected player's League President, Vice President or Player Agent of such actions.
- F. Each team manager or coach and scorekeeper will sign the Official Scorebook after the game.
- G. The Pitching affidavit will be maintained by the manager of each team.
- H. A Pitch Count is mandated by Little League International for all levels of play. The Visiting Team will be responsible for providing a volunteer to be the Official Pitch Count Recorder. This Official Recorder will be responsible for tracking both the home and visitor teams pitch count. The Visiting Team will be issued what is called a Baseball Pitching Affidavit Form (Regulation VI E,F,G).

13. LIGHTS

Due to the current agreement between SKSLL and the County, the following rules apply to the use of the field lighting systems. The lights on the fields must be turned off at no later than 10:00 PM. The lights will normally be turned off at 9:45 PM. The lights are to be used no more that three (3) hours per night and no more than five (5) nights per week.

14. BOARD OF DIRECTOR MEMBERSHIP

Board membership has a term of 1 year, from October 1 until September 30 of the following year. If a Board member has three (3) consecutive unexcused absences from Board Meetings, the Board of Directors may request that the member tender his/her resignation.

All Rules will be in compliance with the Little League Baseball Official Rules and Regulations except for the following allowed options:

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Upper (ages 13-16) Division Supplementary Rules 2025

1. The Upper Division is coordinated and ruled by District 2. They will compete with an Interleague Schedule for the complete season with will be created and coordinated by the District 2 Upper Division ADA. The Division will have their own set of supplemental rules that apply and be provided to the teams by the District 2 DA / ADA.
2. All Stars will be selected as follows: (for Juniors & Senior Division Only)

Given the differences in the division vs the lower divisions and usually not having more than one team at each division, we will have an alternative way of choosing an All Star team for this divisions.

A list will be created by the player agent of all eligible players for All Stars for each division. Depending on the number of players, a team will be formed in each division of the top players to form a team of 12-13 players, if possible.

Each team is encouraged to take the maximum number of players allowed, if available, to account for the amount of games and to be sure they can compete and have sufficient pitching & catching on hand especially if there is any loss of players after the start of the All Star Season

If there are not enough players in each division, there may be the consideration of combining the teams to form a Seniors All Star Team.

3. All Star Players should be active in their league and have volunteered time to the complex beyond their team obligations.

NOTE: SKSLL will NOT implement the 15 run rule for regular season.

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Major (ages 9-12) Division Supplementary Rules 2025

Significant Changes for 2025 Season to note:

- Rule 1.10 – No Alterations or Modifications may be made to the bat. Products, such as, but not limited to, choke-knobs, choke-up assists or thumb protectors are considered alteration to the bat and are not permitted
- Rule 1.11 – Rule 1.11 (j) has been removed permitting jewelry to be worn
- Rule 3.01 Pregame Equipment Inspection removed the requirement for umpires to check equipment prior to the game by placing responsibility for legal and proper equipment on the manager

1. SK Southern Little League elects to have the majors teams follow a continuous batting order and will allow a team to start and play games with (8) players and no out will be called for the missing player/position.

NOTE: Change for 2025 Season – Rule 2.00 Clarifies that when using the continuous batting order, players do not need to meet the running portion of mandatory play.

2. Standings will be determined as follows:

Overall regular season Win-Loss record will be used. In case of a win-loss record tie between two or more teams, the record of those team's games played against each other will be used to determine standings. If a tie still remains, the number of runs scored by each team during the regular season divided by the number of games played will be used to determine team standings. If a tie still remains, the number of runs scored against each team divided by the number of games played will be used to determine team standings with the higher ranking belonging to the team with the lowest average of runs scored against. If a tie still remains, Co-Placeholders will be designated and future draft order will be determined by a coin toss at the next year's draft.

3. TIME LIMITS: No game on a school night (school attendance required the next morning) in the Major division will start an inning after 8:30 PM. When a game is scheduled on the same field following the game in progress, no new inning will start after two and a half (2 ½) hours from the recorded start time of the game. However, the game must continue or be suspended if it does not yet meet the requirements for a regulation game (Rules 4.10 and 4.11).

NOTE: The field lighting must be turned off at 10:00 PM due to the terms of the League/County agreement unless this agreement is revised. The sole responsibility for calling a game due to darkness belongs to the Plate Umpire only.

4. All Stars will be selected as follows:

All Star Players should be active in their league and have volunteered time to the complex beyond their team obligations

LITTLE LEAGUE BASEBALL / MAJORS (10-12)

- A. A list will be created by the player agent of all eligible players for All Stars. The managers will come together for an All Star meeting bringing a list of the top 12 players that they feel should be on the designated Majors All Star Team. A tally will be made of each manager's list, and the top 10 players will make the designated All Star Team.

The All Star Manager of the designated team will be able to choose the 11th, 12th and 13th player (depending on the decision of team size). Those additional players must be within the list of the majority votes. If the 11th, 12th or 13th players are the manager's son/daughter, then a majority vote by the board will be needed for approval. If the Mangers son/daughter is in the top 10 vote getters no board approval is needed.

Each team is encouraged to take the maximum number of players allowed, if available, to account for the number of games and to be sure they can compete and have sufficient pitching & catching on hand especially if there is any loss of players after the start of the All Star Season. A minimum roster of 12 players should be selected unless prior written approval from the SKSLL Executive Board and District 2 has been obtained.

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In case of injury or withdrawal of a player from the team, the manager may select from a list of remaining eligible players provided by the player agent to be added to the All Star Team. Only the number of players lost will be replaced.

In certain circumstances, if another of the All Star teams is out of the tournament already, the replacement players may be selected from those teams. Only the number of players lost will be replaced.

9-10-11 (if a team is to be fielded - at the E-Board's discretion)

- A. All Star team will be selected as above. (See Majors A.)
- B. A list will be created by the player agent of all eligible players for All Stars. The managers will come together for an All Star meeting of both the Major & Minor divisions who will bring a list of the top 12 players that they feel should be on the designated 9,10 & 11 All Star Team. A tally will be made of each manager's list, and the top 10 players will make the designated All Star Team.

The All Star Manager of the designated team will be able to choose the 11th, 12th and 13th player (depending on the decision of team size). Those additional players must be within the list of the majority votes. If the 11th, 12th or 13th players are the manager's son/daughter, then a majority vote by the board will be needed for approval. If the Mangers son/daughter is in the top 10 vote getters no board approval is needed.

Each team is encouraged to take the maximum number of players allowed, if available, to account for the amount of games and to be sure they can compete and have sufficient pitching & catching on hand especially if there is any loss of players after the start of the All Star Season. A minimum roster of 12 players should be selected unless prior written approval from the SKSLL Executive Board and District 2 has been obtained.

NOTE: SKSLL will NOT implement the 15 run rule for regular season.

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Minor (ages 8-11) Division Supplementary Rules 2025

Significant Changes for 2025 Season to note:

- Rule 1.10 – No Alterations or Modifications may be made to the bat. Products, such as, but not limited to, choke-knobs, choke-up assists or thumb protectors are considered alteration to the bat and are not permitted
- Rule 1.11 – Rule 1.11 (j) has been removed permitting jewelry to be worn
- Rule 3.01 Pregame Equipment Inspection removed the requirement for umpires to check equipment prior to the game by placing responsibility for legal and proper equipment on the manager

1. **Five Run Rule** - Five runs or three outs will determine a completion of an inning. During the play of the fifth run scored, all scoring initiated by that batter will be scored (IE: Until play is stopped or a third out is made). If a runner does not continue to advance play shall be stopped by the umpire. It is possible that 8 runs could score each inning.
2. SK Southern Little League elects to allow a team to start and play games with (8) players and no out will be called for the missing player/position as noted in the rule book.
3. **Time Limit** – Minors will not start an inning after 8:00pm. There will be a 2½-hour time limit on all weekend games, with no inning starting after 2½ hours from the scheduled start of the game if there is a game scheduled to follow. A game may be played for no more than 6 innings, if no game is scheduled to follow, the game may continue for the full 6 innings upon agreement by both Managers and the umpire. Any complete tie game stopped due to time limits shall be recorded as a tie.
4. Managers and coaches are not allowed on the field during a live ball situation. One or two adult base coaches are allowed. Except for the base coach(s) in the coach's box, umpire permission is required for a manager or coach to leave the dugout and enter the field.
5. Runners cannot be called out for leaving a base early.
6. Standings will be determined as follows:

Overall regular season Win-Loss record will be used. In case of a win-loss record tie between two or more teams, the record of those team's games played against each other will be used to determine standings. If a tie still remains, the number of runs scored by each team during the regular season divided by the number of games played will be used to determine team standings. If a tie still remains, the number of runs scored against each team divided by the number of games played will be used to determine team standings with the higher ranking belonging to the team with the lowest average of runs scored against. If a tie still remains, Co-Placeholders will be designated.

7. All Stars will be selected as follows:

All Stars should be active in their league and have volunteered time to the complex beyond their team obligations

8-9-10 Team (if a team is to be fielded - at the E-Board's discretion)

- A. A list will be created by the player agent of all eligible players for All Stars. The managers will come together for an All Star meeting of both the Major & Minor divisions who will bring a list of the top 12 players that they feel should be on the designated 9,10 & 11 All Star Team. A tally will be made of each manager's list, and the top 10 players will make the designated All Star Team.

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The All Star Manager of the designated team will be able to choose the 11th, 12th and 13th player (depending on the decision of team size). Those additional players must be within the list of the majority votes. If the 11th, 12th or 13th players are the manager's son/daughter, then a majority vote by the board will be needed for approval. If the Mangers son/daughter is in the top 10 vote getters no board approval is needed.

Each team is encouraged to take the maximum number of players allowed, if available, to account for the amount of games and to be sure they can compete and have sufficient pitching & catching on hand especially if there is any loss of players after the start of the All Star Season. A minimum roster of 12 players should be selected unless prior written approval from the SKSLL Executive Board and District 2 has been obtained.

NOTE: SKSLL will NOT implement the 15 run rule for regular season.

South Kitsap Southern Little League #447-02-10

2025 SEASON SUPPLEMENTAL RULES

Minor Prep (ages 6-8) Division Supplementary Rules 2025

Significant Changes for 2025 Season to note:

- Rule 1.10 – No Alterations or Modifications may be made to the bat. Products, such as, but not limited to, choke-knobs, choke-up assists or thumb protectors are considered alteration to the bat and are not permitted
- Rule 1.11 – Rule 1.11 (j) has been removed permitting jewelry to be worn
- Rule 3.01 Pregame Equipment Inspection removed the requirement for umpires to check equipment prior to the game by placing responsibility for legal and proper equipment on the manager

1. The batters shall be listed in the order in which they will bat throughout the game. The first nine (9) batters will be the players starting in the field. All players on the team will remain in the same batting order throughout the entire game. Batting order may not change for the team although field positions may change. A continuous batting order is in effect for the Minor Prep Division. No player should sit out more than one inning per 4 inning game. This is contrary to minimum play rules but it will result in players playing 3 innings in the field per game.

2. The Five Run Rule per inning does apply. The side will retire after three (3) outs or Five (5) runs are scored. No more than Five runs may be scored in an inning except all runs scored on an out-of-the-park homerun will be counted. (In view of this rule a game could be considered a regulation game with only 3 ½ innings completed if called due to time or darkness with the visiting team ahead by more than nine (9) runs when the bottom of the 3rd inning was begun.) No Ten Run Rule applies in the Minor Prep Division.

- **Exception #1 to the 5 run rule;** on weeknights, and only when a player is pitching, the side will retire after three (3) outs or three (3) runs.
- **Exception #2 to the 5 run rule;** each player shall only bat one time per inning. Batting around in the order will end an inning prior to the lead off batter coming to the plate a second time.

3. Starting on May 1st, the first inning will be player pitch. Balls and strikes will be called and strike outs will count. Encourage your players to look for good pitches. Those players planning on moving up next season need to have an idea of what to look for in a pitch.

Players shall pitch from the pitcher's mound & pitcher's plate/rubber. It is encouraged that you begin developing their arm strength and pitchers from the start of the season.

4. From the second inning on each game will be played with a coach pitching from a knee. Each player will have a minimum of one at bat from their coach or coach's designee, with a limit of 10 pitches per player before May 1st, and a limit of 7 pitches starting May 1st.

Coaches are not permitted to be on the field while their players are on defense other than the coach pitching from a knee..

The player in the pitcher position is not permitted to leave the mound until the ball is pitched by the coach

*May 1st

5. On a well hit ball, defined as any ball which lands fair in the grass of the outfield, it is good to encourage the player to take an extra base at their own risk. This is not meant for balls that are poorly handled by infielders.

Players are not permitted to advance on an overthrown ball.

6. All managers/teams should be keeping a scorebook. This is a good way to keep track of who you are playing in what position. The scorebook is also necessary to keep track of runs for the 5 run rule & pitch count. We are NOT keeping track of wins and losses at this level. Visiting managers need to remember to keep the official pitch count during the player pitch inning.

7. Do not feel that it is necessary to push your game beyond 4 innings. Take the cue from your players and their parents. As the season progresses and the kids get better the innings will go quicker. Then if you feel like going that extra inning that is fine. The idea is to keep the game moving and kids having fun.

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8. Most importantly, take the opportunity to teach these young players good sportsmanship. Do not allow your players to talk in a degrading or demeaning way to their opponents. Some of these kids are new or have just come up from t-ball and their skill level is not going to be the same as kids who have played at this level a couple of years. Stress good sportsmanship above everything else!

9. **TIME LIMITS:** Minor Prep will not start an inning after 8:00 PM. On a Saturday, no new inning shall start after 2 ½ hours or 6 innings *if there is a game following*. If there is no game scheduled to follow, the game may continue for the full 6 innings upon agreement by both Managers and Umpire.

NOTE: After the two (2) hour (or 2 ½ on Saturday) time limit the game shall end when the home team is ahead in the bottom of the inning or the inning is completed. To preclude rescheduling, additional innings may be played to break a tie (but not to complete 6 innings), if there is no game following and both Managers and the Umpire agree. Any complete tie game stopped due to time limits shall be recorded as a tie.

NOTE: SKSLL will NOT implement the 15 run rule for regular season.

South Kitsap Southern Little League #447-02-10

2025 SEASON SUPPLEMENTAL RULES

Tee-Ball (Ages 4-6) Division Supplementary Rules 2025

Significant Changes for 2025 Season to note:

- Rule 1.10 – No Alterations or Modifications may be made to the bat. Products, such as, but not limited to, choke-knobs, choke-up assists or thumb protectors are considered alteration to the bat and are not permitted
- Rule 1.11 – Rule 1.11 (j) has been removed permitting jewelry to be worn
- Rule 3.01 Pregame Equipment Inspection removed the requirement for umpires to check equipment prior to the game by placing responsibility for legal and proper equipment on the manager
- Regulation II has been updated to reflect that starting with the 2025 Season, children at the youngest level of the program (League Age 4-7) will have the ability to register for any league they chose without respect to any geographic or school related eligibility requirements. Those players who register under this option will also be fully eligible to participate in all aspects of league play, including International Tournament play, for the duration of their Little League careers provided they have continuous and unbroken participation within the specific league where initially registered.

1. Bases distance will be set at fifty (50) feet.
2. A minimum of three (3) innings will be played but as the season progresses, we encourage more innings and longer games be played within the established time limits outline below.
3. Starting on May 15th, the first innings will be played with the Tee and then the remainder of the game is underhand coach pitch. The coach-pitcher will stand within ten (10) feet of the pitchers rubber. Each player will be thrown four (4) pitches. If the player does not put the ball in play within the allotted pitch count, the Tee will be used for that batter.
4. Although there are no strikeouts allowed in Tee-Ball, each batter will be limited to seven (7) swings/attempts to hit the ball.
5. Players shall not play the same position for more than two (2) innings per game. Players will be provided opportunities to play each position during the season.
6. Players will be provided an opportunity to bat in various positions in the batting order throughout the season.
7. The batter runner will be allowed to advance at their own risk to second base on any ball hit to the outfield fence.
8. Throwing the bat shall result in a verbal warning to the player for the first offense in a game. A second offense will result in the player missing their next at bat
9. TIME LIMITS: Tee Ball will not start an inning after 8:00 PM. On a Saturday, no new inning shall start after 2 ½ hours or 6 innings *if there is a game following*. If there is no game scheduled to follow, the game may continue for the full 6 innings upon agreement by both Managers and Umpire.

NOTE: After the two (2) hour (or 2 ½ on Saturday) time limit the game shall end when the home team is ahead in the bottom of the inning or the inning is completed. To preclude rescheduling, additional innings may be played to break a tie (but not to complete 6 innings), if there is no game following and both Managers and the Umpire agree. Any complete tie game stopped due to time limits shall be recorded as a tie.

NOTE: Minimum game time will be 1 hours. Most games will only go 1 ½ hrs – based upon agreement by both Managers

NOTE: SKSLL will NOT implement the 15 run rule for regular season.

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Signed Electronically by:

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Leah French
SKSLL Vice-President