

SOUTH SHORE LITTLE LEAGUE RULES & REGULATIONS

Rev. April 1, 2013

Safety First

All adults are expected to take safety as the number responsibility as a Little League Volunteer, act as the Safety Officer of their own team, and be aware of possible dangers to all youngsters around them. All levels of play should adhere to everyday basic safety standards

Batting Helmets – All youngsters are to wear a batting helmet, with face cage, any time they are warming up, at bat, during batting practice, including soft pitch. There aren't any exceptions. In addition, the children should be taught to keep the helmet on from the beginning of an at bat until they are in the dugout. Helmets are not to be stickered, painted on or altered in any way, unless approved by the League's Equipment Director.

No On Deck Batter – Only the current batter should be swinging a bat, and only on the field when they are preparing to take their turn at bat. No player should be swinging a bat in the dugout. Players are not to leave the dugout into the spectator area to 'warm up' for their next turn at bat.

Catchers – Any youngster assuming a catchers position must wear a catchers mask (not batting helmet) with a dangling neck protector. This includes warming up a pitcher, catching infield warm-up with an adult batting around and as catcher during the game. There isn't any other variation to the dangling neck protector. It is either dangling from the bottom of the mask or the mask cannot be used.

(It is understood that some families may purchase equipment that the League normally supplies, such as batting helmets. All equipment must be marked Little League approved. If not it should be cleared with the Division or Equipment Director before a youngster is permitted to use it.)

Dugout – All team members are to remain in the dugout until they leave for their position on the field. There are no guests in the dugout, during or before a game. A team can have up to three adults approved for the coaching staff. If all three are present for a game, two may be on the bases when the team is at bat. If two are present only one adult may be on the bases. If only one is at the game that person must be in the dugout. The adult in the dugout is to monitor the behavior of the players. No ball playing in the dugout. No standing on the bench. No climbing the fence. All team members are to remain in the dugout. Under no circumstance is any adult to be included in any coaching capacity, such as a practice fourth or fifth coach, unless they have completed the Adult Volunteer background check form.

Field/Dugout Gates – All gates are to remain closed prior to and during ball games. When a team is on defense all members are to remain in the dugout and not outside gates on the field, including adults.

Safety and the well being of the children in our care is our number one priority. Any member of any team that is aware of an ineligible player, either age inappropriate or residence issue, that does not bring this to the attention of the League, puts the child in jeopardy, exposes the family to direct liability and may expose the adult who had prior knowledge.

RULES & REGULATIONS

(March 1, 2013)

(Some sections may not apply to non-competitive divisions.

This will be discussed further with Division Directors.)

1:00 GENERAL RESPONSIBILITIES – ALL FIELDS

Home Team

- 1:01 Supply two new balls for each game. And two back up.
- 1:02 Make sure field flags are raised, beginning at first game of day.
- 1:03 Mark the field for batter's box and foul lines.
- 1:04 Operate field lights when applicable. Do not put lights on then off. Excessive electric charges are incurred by the League. If the lights are at first put on earlier than required leave for the evening.
- 1:05 Occupy the third base dugout.
- 1:06 Open score booth, set up scoreboard and supply one adult (minimum 17 years old – no one under 17 is permitted in the booth) from the team to work the scoreboard. In the event that one team is more than ten runs ahead do not continue to add runs. Note – on the Tolino field the scoreboard's power switch is now located on the first floor of the booth behind home plate. The switch is labeled "scoreboard power".
- 1:07 Supply an official scorer to be in the booth during the game. Book is to be left in the booth. Booth is to be swept clean and litter placed into garbage bins after every game.
- 1:08 Rake one half of the infield and home plate area at the end of each game.
- 1:09 Have the team clean the dugout at game end, dispose of all bottles & litter and police the third base grandstand. Make sure the score booth is cleaned and scoreboard shut off. Lights out, fan off and operating board stored. Make sure all windows and doors are closed, secured and locked.
- 1:10 After last game on the field, return bases, helmets, umpire equipment and any additional materials or equipment to the proper storage area for that field. Shut down field lights if applicable, secure and lock up storage areas.

Important Note

At those fields with lights, only turn on the lights when conditions warrant.

If the lights are on leave them on until last game is finished. Do not put lights on, shut them down and then turn them on again.

This type of on-off-on results in excessive additional power costs to the League.

Visiting Team

- 1:11 Occupy the first base dugout.
- 1:12 Rake one half the infield and pitchers mound at the end of each game.
- 1:13 Have the team clean the dugout at game end and police the first base grandstand.

General Field Maintenance Note:

When raking the dirt (skin) of the fields, rake from grass line in, not out onto grass. Rake and fill in depressions & holes.

2:00 DUGOUT/FIELD RULES

- 2:01 Players and coaches must not display unsportsmanlike conduct, or conduct that could lead to unsportsmanlike conduct.
- 2:02 Must not be loud or argumentative with Umpires, other team members, Managers, Coaches, Spectators or League Officials. Only the manager of the team should address the umpire.
- 2:03 Must not use obscene or derogatory language.
- 2:04 Must not get into any verbal or physical altercations.
- 2:05 Tobacco products are banned from the dugout and field at all times.
- 2:06 Alcoholic beverages are banned at any Little League event.
- 2:07 Must not allow abuse of League's equipment, such as, but not limited to throwing, slamming down, kicking of helmets, miss using batting screens, etc. If such abuse does occur players may be suspended and adults required to make restitution.
- 2:08 Food is not allowed in the dugout or on the field. Water or sport drinks are permitted.
- 2:09 Ballplayers, Managers and Coaches must remain in the dugout at all times, except as permitted within the specific division rules. Such as adults on base paths for competitive divisions and on the field for other divisions. Ballplayers are not to leave the dugout for food breaks or to meet with anyone.
- 2:10 Only age appropriate children 'registered' with the League are permitted to practice or play with a team.
- 2:11 Only approved team members are permitted in the dugout and on the field. There are no bat boys/girls, guests, parents, grandparents, friends, siblings or mascots permitted in the dugout. Adult volunteers may assist the coaching staff during practices, provided they have previously submitted to required security check.
- 2:12 During pre-game and games, managers/coaches are not permitted to warm up pitchers. This must be done by a uniformed member of the team wearing a Little League approved catcher's mask. (One with a dangling throat protector) Males must be wearing a cup.
- 2:13 During games and batting practice catchers must wear Little League approved mask and chest protector.
- 2:14 Only an adult is to hit during batted infield practice, catcher must wear an approved catcher's mask.
- 2:15 There is no on deck batter. No bat swinging in or around the dugout or adjacent areas. Any youngster 'batting' in any capacity, must wear a South Shore/Little League approved batting helmet. There is no hitting into any of the field fences or nets, except free standing batting nets. Only adult Coaches can pitch batting practice, including in batting cages and into batting nets.
- 2:16 Batting "Donuts" are not permitted.
- 2:17 South Shore Little League playing rules forbid the 'fake bunt swing'. This is not permitted during practice or games. If a batter does 'fake bunt and swing' during a game, the ball is dead and an out is declared. The actions of the player and coaching staff will be reviewed by the League's Board of Directors, and if determined, further action may be taken as deemed appropriate. (This is a South Shore rule and does apply to inter league and tournament play)
- 2:18 Adult coaching staff is to report any unsafe field conditions to their Division Director. If there is a time sensitive issue any Director available should be consulted for direction.

3:00 COMMENCEMENT OF PLAY

PRE-GAME WARM-UP PERIODS – Major Baseball Only 5:30 PM SCHEDULED START

No game prior

Home team will take the field as early as they choose, but must vacate no later than 4:40 PM, sharp. Visiting team will take the field until 5:20 PM, sharp, allowing the home team to have the final 10 minutes prior to game start.

Prior game on the field

If the game ends 30 minutes or less prior to the 5:30 PM scheduled start, the available time will be evenly split between the two teams, with the home team second and remaining on the field for the start of play. If the game ends more than 30 minutes prior to the 5:30 PM start, the available time should be evenly split, however, the home team may elect to go first, deducting 10 minutes from their half of the available time, and taking over again 10 minutes prior to the scheduled game start, (similar to the games when there isn't any prior being played). If it appears that the prior game may end close to, or after, the scheduled 5:30 PM start, both teams should warm-up as best as possible prior to the field becoming available. Every effort should be made to get the game started as close as possible to the official scheduled time. Including limiting both teams to just a 5 minute once-around on the field, with the home team second and remaining on the field. Game time limits apply to scheduled starts and any unnecessary warm-up periods delaying the start of the game will eat into actual time allotted.

For other scheduled game starts, the appropriate procedures outlined above should be applied to the particular game circumstances.

- 3:01 Teams are permitted a maximum of 15 minutes from scheduled game start to field a team of nine ballplayers. If after 15 minutes either/or both teams are not able to do so the umpire in chief will call the game, having it referred to the Board to determine status. Game start in this instance is to be understood to be the point that the Umpire determines that the game should commence, taking into consideration the possibility that this 'start' may have been delayed by prior late completing games.
- 3:02 If a team can field nine ballplayers at game start, but does not have its assigned Manager or a Coach to take charge within 15 minutes after the game start, an adult volunteer who has completed the Volunteer Background Check process, may take over till the Manager or a Coach arrives. If such a person is not available the game will be postponed pending Board review to determine status.
- 3:03 In the event of inclement weather, both Managers of a scheduled game must be present at the field one hour prior to scheduled game time to decide on the field's condition. If both Managers do not agree, the Division Director, or any available Director will make the decision as to beginning play or not.
- 3:04 When a field's condition is unsafe for a scheduled morning or afternoon game, (for those games with a following scheduled game) the teams will be allowed one hour prep time to work on the field and get it into a safe playable condition. However, no morning or afternoon game start is to be delayed more than the hour prep time allotted. Scheduled game starts of 5:30 & 7:30 will be allowed a delayed start of a half hour.

- 3:05 If Managers do not follow the appropriate steps in determining field conditions and a game is not played, yet it is determined that the field was playable at game time, by either the Division Director or an on scene Director, in the Division Director's absence, the game status will be referred to the Board for further disposition.
- 3:06 Game delays due to weather, including but not limited to rain or power failures, shall not be extended beyond 30 minutes, either at the scheduled start of a game or anytime during. If the delay is greater than 30 minutes it should be called. Little League rules will determine game status.
- 3:07 The division's official scorebook must be used, kept and safeguarded in the scorer booth. The home team is to check and confirm that the book is left after each game, especially after the last game of the day.

Note - Managers & Coaches are official representatives of Little League. It is most important that each maintain an awareness of field activities during practices and games to insure the safety of the youngsters in their care, as well as when attending games as spectators.

4:00 THE GAME

- 4:01 Managers & Coaches are responsible for and must maintain discipline & order in the dugout, as well as with the spectators in the stands and around the field. This is a cooperative effort and is not the responsibility of just one team.
- 4:02 All team members must be in the same league issued full uniform. Wearing of jewelry is not permitted. Uniform shirts must be tucked into uniform pants at all times. Check with the League Safety Officer or Equipment Director concerning safety eyewear.
- 4:03 Major Division only: Every rostered player present at the start of a game will participate in each game for a minimum of six (6) consecutive defensive outs and bat at least one (1) time. *For the purposes of this rule, "six (6) defensive outs" is defined as: A player enters the field in one of the nine defensive positions when his/her team is on defense and occupies such position while six outs are made; "bat at least one (1) time" is defined as: A player enters the batter's box with no count and completes that time at bat by being put out, called out by an umpire or by reaching base safely. Revised in accordance with National Little League rules-2012 season*
- 4:03 Jr Minor Division only: Every player attending a regularly scheduled game must play a minimum of three complete consecutive innings from the time they are inserted into the game. Starting pitchers removed from the position must remain in the game to complete the minimum consecutive three inning play rule.
- 4:04 It is mandatory that if a player was inserted into the line up for the second half of a game, played, but did not complete the mandatory three consecutive innings, the ballplayer will appear in the starting line-up in the very next scheduled game and play a minimum of the first three full innings. – Minor Baseball Division only.

- 4:05 Every player (Minor Divisions only), attending regular scheduled practice sessions, as well as the regular scheduled season games, must play a minimum of five (5) full games per a regular season of 20 or less games and a minimum of six (6) full games in a 21 game schedule. Exception – incomplete games called by the Umpire.
- 4:06 The last half of the sixth inning not played by the winning home team shall be considered played by all in the line up.
- 4:07 Injured or sick players removed during a game cannot re-enter the game once Removed. –The removed player is not to participate in the games activities at all. Exception, see Continuous Batting Order (CBO).

5:00 GAME PROCEDURE – Competitive Divisions

- 5:01 Both Managers are to provide three copies of the team lineup prior to game start clearly noting those players not playing due to injury, illness, disciplinary action and or absence. One card each goes to the Umpire, opposing Manager and Official Scorer. Both Managers are to meet with the home plate Umpire prior to the scheduled start of the game and review any division specific rules as well as curfews and rule clarifications.
- 5:02 All players present will be placed in the batting order. This Continuous Batting Order (CBO – Minor Divisions only), will be followed through-out the game, regardless as to whether the player is in a defensive position. If a player is ill and is removed from the line up, they can be reinserted in their original position if they are able to re-enter. If a player arrives late, and is not being disciplined, they will be inserted into the CBO at the very next offensive inning.
- 5:03 During the meeting with the Umpire(s) both Managers will confirm pitcher eligibility and pitch count status and procedures.
- 5:04 Prior to the start of the 4th inning, the official scorer will notify the Umpire and await the substitutions from both teams. The game will commence when the official scorer confirms all changes.
- 5:05 Once the line ups are submitted no retroactive player disciplinary action can be taken. Intention of disciplinary action must be reported to the Player Agent or Division Director prior to the next scheduled game. Written notification is required. Disposition will be advised.
- 5:06 Disciplinary actions must be applied in an even handed fashion and not to some ballplayers and not others. All must be held to the same fair standard and handled accordingly.
- 5:07 A ballplayer not present at the game start is to be marked absent in the line up. If the player arrives prior to the start of the 2nd inning, the player must play a minimum of two consecutive complete innings for that game (Three innings for Minor Divisions). A player that arrives after the start of the 2nd inning may be inserted into the game on an exception basis only. Exceptions are, with prior notification to the Manager, the players participation in their own school and/or religious event. A player that arrives after the start of the 4th inning is not eligible to enter the game. If during a game a team can only field 8 ballplayers, and there aren't any other players that could be re-activated, a late comer can be entered as the 9th. Any considered disciplinary action must be submitted to the Player Agent or Division Director for disposition.
- 5:08 In the event that a team cannot place nine players on the field (this includes maintaining the batting order sequence of no less than nine, the game may not be

continued. This is not an automatic forfeiture, and will be referred to the Board of Directors for disposition.

- 5:09 Protests of a game must be made in accordance with Little League rules and a written version submitted to the League's President or the Division Director within 24 hours after the game.
- 5:10 Five Run Limit. – Junior Minor Division Play only. - If a team scores five runs before they reach three outs, the offensive end of their inning is over. Home runs and ground rule hits will allow for more than five runs in an inning. Such as – at bat team has already scored four runs, with two runners on the batter hits a home run. All three runs score and the total for that offensive inning will be seven. The five run limit will apply to every offensive inning for both teams until the last inning. At this point the five run limit will not apply. Games that do not complete six full innings will have regular Little League rules applied.
Special Note – In the event that an inning ends, (not the fifth), and the Umpire(s) have determined that this will in all likelihood be the last full inning to be played, the last inning rule will apply. The Umpire(s) should take into consideration weather and light conditions. This is a judgment call on the part of the Umpires, and is not protestable.
- 5:11 Base Advance/Stealing. - Junior Minor Baseball Division only. - Ball thrown back to the pitcher is a dead ball. On a pitched ball, the catcher keeps it in front, runners cannot advance. If the ball passes the catcher in any way, Umpire judgment, the runners can advance. Only one base steal, if runner advances further they will be sent back, however, if they are tagged off a base during an attempt to advance at any time, unless play is declared dead by the Umpire(s), runner will be out.
- 5:11(a) Overthrows (inserted April 1 2013)- When a fielder makes an overthrow on a play resulted from a batted ball, the runner will be permitted to advance 1 base only. Should that runner choose to advance, he does so at his own peril. In any event, no base runners will be allowed to advance home on any overthrow at third base. A runner on third must be batted in to score.
- 5:12 Catcher-Base Runner Substitution. Baseball Minor Division only. - If a ballplayer, playing the catchers position, reaches or is on base, with or when there are two outs, he/she will be substituted with another base runner, to facilitate the offense becoming the defense when the third out occurs. The ballplayer to run for the catcher will be the very last batter to make out. This substitution does not affect the Little League substitution rule.
- 5:13 8 Year Old Pitching. Baseball Minor Division only.
Cannot pitch in more than four innings in a calendar week. (Sun-Sat). A single pitch in an inning constitutes an inning pitched. In addition, in any individual game, cannot pitch more than three innings or 50 pitches, whichever comes first. Days rest under rule 5:14 following does apply to number of pitches thrown.
- 5:14 General Pitching Rules. Major Baseball Division only. -a player cannot pitch more than 6 innings in a calendar week regardless of age. Additional rules below apply for total number of 12 year olds that can pitch in a calendar week and the pitch count which applies to the player according to age. A maximum of four (4) 12 year olds are permitted to pitch in a calendar week, no more than six (6) innings by any one 12 year old and no more than a total of 12 innings by 12 year olds. 11 & 12 year olds are permitted up to 85 pitches in a game, a total of 100 in a calendar week. 10 year olds 75 in a game, 90 in a calendar week. 9 year olds 65

in a game, 80 in a calendar week. 20 or less pitches in a day does not require any days rest, 21-35 pitches in a day requires one (1) calendar days rest be observed before pitching again. 36-50 pitches in a day requires two (2) calendar days rest, 51-65 pitches in a day requires three (3) calendars days rest and 66 or more pitches in a day requires four (4) days rest. Note –A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the day. Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day. Calendar week is Sunday –Saturday.

12 year olds are permitted to pitch in the Sr Minors.

5:15 Disciplinary Actions. Division heads for all levels of play have the authority to suspend any member of a team, adults and/or ballplayers, for a game or in the event longer, in that case the suspension will be determined by the Board of Directors. This may be for the breach of Little League rules, South Shore rules and/or demonstrating poor sportsmanship. Every adult is expected to set an example for the youngsters in our care. Any individual, faced with such a suspension may appeal the penalty, through the President of the League, (if not available to take timely action the Player Agent) to the standing Protest Committee. If no action is taken the suspension is upheld. Any other action by the Protest Committee is to be reported back to the Division head prior to the suspension taking effect.

Pitching Rule Infractions. If it is discovered, at any time during or after a game, that an ineligible pitcher was used, such as but not limited to, throwing more than the permissible number of pitches or too many innings pitched within calendar week, the Manager of the offending team will be suspended for the next scheduled game. This is independent of whether the opposing team registers a protest or not. And further, if the Board chooses to, the game may be forfeited in favor of the opposing team and/or the Manager suspended for a period of time greater than one game. If an umpire is reporting pitch counts, it should be only for current pitcher's inning appearance. It is the Manager's responsibility to monitor total for the game and eligibility for that day.

Immediate ejections: When a manager, coach or player is ejected from a game, they shall leave the field immediately and take no further part in the game. They may not sit in the stands and may not be recalled. A manager or coach ejected from a game must not be present at the game site for the remainder of that game. Any manager, coach or player ejected from a game is suspended for his or her team's next physically played game and may not be in attendance at the game site from which they were suspended.

Suspensions: Any manager, coach or player serving a suspension due to reasons mentioned above in rule 5:15 must not be present at the game site for his/her next physically played game or games consecutively following depending on # of days suspended. Any spectator serving a suspension must not be present at the game site for any game(s) during the period of suspension. Note that the Board of Directors has the authority to ban such ball player or adult permanently from the league. See section 15.00 below for further information related to Parents code of Conduct.

- 5:16 Catcher-Base Runner Substitution. - Baseball Minor Divisions only. – If a ballplayer, playing the catchers position, reaches or is on base, with or when there are two outs, he/she will be substituted with another base runner, to facilitate the offense becoming the defense when the third out occurs. The ballplayer to run for the catcher will be the very last batter to make out. This substitution does not affect the Little League substitution rule.

All Little League playing rules apply concerning pitch counts, CBO and official game.

6:00 MANAGER

Must Complete The Little League Volunteer Background Check Annually.

- 6:01 Must participate in 90% of team's games.
6:02 Must be a minimum of 21 years old.
6:03 Prospective Managers must submit a letter of intent for each new season regardless as to whether they have managed previously.
6:04 Managers must be approved by the Board. Approval may be revoked by the Board at any time.
6:05 Managers are expected to attend division meetings and similar League functions as part of their commitment as an active volunteer.
6:06 A Manager is not permitted to manage more than one South Shore team in a season.
6:07 Managers must schedule a minimum of one two hour team practice per week, (Weather permitting). Practices are not to exceed three hours.
6:08 Managers must wear team hats prior to and during games.

7:00 COACH

Must Complete The Little League Volunteer Background Check Annually.

- 7:01 A maximum of two Coaches may be selected by a Manager.
7:02 Coaches must be approved by the Board. Approval may be revoked by the Board at any time.
7:03 Must participate in 75% of team's games.
7:04 Must be a minimum of 21 years old. One Coach may be 18 or older (Jr. Coach), but only two Coaches are permitted.
7:05 Coaches are permitted to coach on two teams in South Shore, provided prior Board approval is obtained and it is understood that the 75% participation requirement applies to both teams. It is understood that at times there may be unofficial third and fourth coaches who help out during practices. These 'other' Coaches are not eligible to be in the dugout; however they are required to complete the Little League Volunteer Background Check. Without such clearance these volunteers are not to work with the children. These 'other' Coaches would be approved adult volunteers permitted to fill in as a Coach for a game start, if the team staff has not arrived as yet.

8:00 PLAYERS

Absent - Missing

- 8:01 Managers are responsible to maintain a full roster prior to and during the season. If any situation arises where a youngster is missing practices and/or games, without a viable reason, the Player Agent or Division Director must be notified at once.
- 8:02 If a player misses two consecutive games, excluding illness or injury, the Player Agent or Division Director must be notified within 24 hours. Failure to make games may disqualify a ball player and require a replacement.
- 8:03 If a player is expected to miss, or misses, three consecutive games for illness or injury, the Manager is to obtain from the family a doctor's note clearing the youngster to return to ball playing activities. The note is to be turned over to the Player Agent or Division Director. Failure to obtain the note must be reported to the Player Agent or Division Director at once. Under no circumstances is a youngster to resume play without producing the doctor's release.

Depart/Replacement

- 8:04 If a Manager believes that a player has left the team, voluntarily or not, every effort should be made to confirm with the family and the Player Agent & Division Director must be notified at once. Even if the Manager has not been able to confirm same with the family, proper notification must be given at once. The Manager will have seven days from the player's departure to select another ball player. Non competitive division player loss may not be replaced.
- 8:05 If an opening occurs on a team, a replacement will be obtained through the Player Agent, who will advise of eligible teams and players that a selection can be made from.
- 8:06 If a Manager fails to select a replacement within the seven day period the Player Agent will select a player for the team and advise the Board of the intended action. Unless otherwise directed the selected youngster will be assigned to the team.

Illness or Injury

- 8:07 If there is an injury or accident to anyone attending a game or practice, the Managers and Coaches are to contact the League's Safety officer & Division Director at once and complete an accident report within 24 hours.
- 8:08 If a Manager is advised that a player will be 'out' for a minimum of 30 days due to illness or injury, the youngster will be released from the team and a replacement must be obtained.
- 8:09 If a player is expected to be out for less than three weeks no action is to be taken, however, if by the 23rd day the youngster is still not able to return the Manager must be prepared to replace the ball player on the 30th day out. This will accommodate the seven day period for replacement. No further time will be given. At this time the Player Agent will take appropriate action to rectify.

Replacement Players

- 8:10 When an eligible youngster is selected for a team, the replacement player must join the new team. Failure to join the new team will result in the selected player

loosing eligibility to play that season. The Board will be advised of the situation. Major division teams may select an eligible youngster from any Minor Division team. Senior Minor Division teams select from the Junior Minor Division.

Note - Non-competitive divisions do not replace players, although the registrar may add a youngster from a waiting list.

- 8:11 A team that has had a player taken to fill an opening will not have another player 'taken' as a replacement again until all other eligible teams in the same division have had one youngster taken.

Note – No player is to be selected as a replacement if that team has 14 days or less remaining in the original regular season game schedule.

9:00 MAJOR DIVISION BASEBALL

In the event that a player quits, the following will apply –

- 9:01 (Year one) The player will not be allowed to play in any other division of the League for that current season.
- 9:02 (Year one and two) The player will remain on that Major Division team's roster.
- 9:03 (Year two) If the same player registers with the League the following season and still does not want to resume playing on or for the same Major team, this player cannot be drafted or traded to another Major team, the player, after attending try-outs, must play the entire season in a Minor Baseball Division.
- 9:04 (Year three) The following season that same player becomes a free agent and can be selected (drafted) by any Major Division team, after attending the League's try-out sessions.
- 9:05 The above actions will be taken after review and approval of the Board. A player remains a member of a Major Baseball team unless traded or released, subject to Board approval.

10:00 UNIFORMS AND EQUIPMENT

- 10:01 It is the responsibility of every Manager to inventory, safeguard and care for all equipment issued to the team.
- 10:02 Any uniform/equipment in need of replacement/repair is to be reported to the appropriate Director for disposition.
- 10:03 A replacement fee will be charged for missing uniforms and/or parts re-issued. Contact the Uniform Director for fees and replacement.
- 10:04 A replacement fee will be charged for all missing equipment issued. Contact the Equipment Director for fees and replacement. Any flagrant disregard for the maintenance and collection of equipment may be charged to the Manager and/or Coaches, as determined by the Board. In addition, if such action is deemed appropriate, a family may lose eligibility for membership in the league.
- 10:05 It is mandatory that Managers and/or Coaches must return all League issued keys and equipment immediately after the team's season is completed. Contact the Equipment Director for instructions.
- 10:06 Player uniforms designated for return must be collected by the Manager as soon as the team's season is completed. The Manager will be held responsible for the

- uniform costs if there is no collection effort made. Contact the Uniform Director for instructions.
- 10:07 Manager & Coaches must not remove any helmets, bases, batting tees, umpire equipment, or similar items that are normally stored at a particular field for use at that field. All items must be returned to the appropriate storage area for that field.
- 10:08 Managers & Coaches cannot use South Shore fields for any activity other than South Shore sanctioned events. Failure to comply can result in suspension and possible dismissal.

11:00 TEAM COORDINATOR

Must Complete The Little League Volunteer Background Check Annually.

Previously Team Coordinators scheduled parents for refreshment stand duty, various work parties and umpiring. Most of these family requirements have been discontinued at this time. However, many still do apply. In the event that some suspended rules are re-introduced, the Team Coordinator would schedule as required. Team Coordinators are not excused from parent participation requirements.

- 11:01 Must be an adult (minimum of 21 years old).
- 11:02 Attend team and league meetings as required.
- 11:03 Make sure every family has copies of game & practice schedules, as well as any work assignments of team obligations.
- 11:04 One team coordinator per team per season. Maintains work hour records for each family, if applicable.
- 11:05 Attend games to make sure parents are fulfilling their scheduled obligations.
- 11:06 Schedule team families, including the Manager & Coaches, to work the refreshment stand for all team games, season and post season, when applicable. No person under 17 is to be scheduled to the stand or be in the stand with a family member. No children allowed.
- 11:07 Schedule a knowledgeable adult, minimum 17 years old, to keep the official scorebook, when scheduled as home team, who must sit in score booth with electric scoreboard operator.
- 11:08 Schedule a knowledgeable adult, 17 or over, to operate the scoreboard from the score booth.
- 11:09 Make phone calls for Manager and/or Coach for team activities.
- 11:10 When applicable, maintain contact with the League's Personnel Director to insure that team's family members are meeting work obligations during the season.
- 11:11 Coordinate with team/spectators to clean the grandstand area after each game and the trash barrels are emptied into the dumpster if necessary.
- 11:12 Advise of team photo day. Make every effort for 100% attendance. Purchasing photo packages are not mandatory, players attendance is.
- 11:13 Advise families of next season registration when dates are issued.
- 11:14 Any issues brought to the attention of the team coordinator should be directed through the League's chain of command –
 Team Manager
 Division Director
 Player Agent
 League President

12:00 GAME CURFEWS- Competitive Divisions Only – Revised 3/16/13

Competitive Divisions Only

Any scheduled game, regardless as to day of week will be subject to the no new inning time rule as follows:

Majors & Sr Minor Baseball Divisions: No new inning will start after 2 hours from scheduled game start.

Jr Minor Division: No new inning will start after 2 hours and 15 minutes from scheduled game start.

Prior to the start of any game, the managers and umpire(s) are to meet and confirm exactly what times apply to their specific game.

There may be instances when make-up games are scheduled, that may not fall within the strict guidelines of scheduled games. These games should have whatever time restrictions apply clearly defined prior to game start, so as to eliminate any confusion concerning what curfew, if any, applies.

Little League rules apply for determining winner if game called because of curfew.

13:00 TEAM PRACTICES

Pre-season, or in season, no team is to practice more than a total of three (3) consecutive hours in a single day. Practices are to be at a single location and not moved during a three hour period.

14:00 UMPIRES

If competitive level teams choose to have fee paid umpires, the League recommends that the following process, or something similar, be adopted to insure there isn't any conflict.

- 14:01 A single person on a team should be responsible for the collection and payment.
- 14:02 Home team pays the Home Plate Umpire. Managers must make appropriate plans if they will not be at a game start to insure the Umpire is paid. In the event

that teams have made arrangements for additional umpires, the visiting team will pay the Field Umpire.

- 14:03 Only Little League and South Shore Board adopted rules will apply to a game. Make sure you carry your rule book to each and every game and be prepared to use it if you feel that an Umpires call conflicts with the rules. There are no 'made up' rules permitted for any individual game.
- 14:04 Only association certified Official Umpire(s) should be paid.
- 14:05 Umpire(s) should be paid at game start.
- 14:06 It is strongly suggested that Managers should obtain some form of confirmation of payment.
- 14:07 The Umpire(s) should be paid per scheduled game.
- 14:08 If the Umpire(s) are present at the scheduled game start and the game is canceled, the Umpire(s) should be paid.
- 14:09 If the scheduled Plate Umpire does not arrive by game time, and there isn't any second certified Umpire scheduled for the game, the Managers will:
 - Find a knowledgeable age qualified volunteer. (17 or older)
 - The volunteer umpire does not get paid.(At the games completion, the volunteer will receive work hours in the parent participation work program, if applicable. The Manager or Team Coordinator must call the League's Personnel Director to report the hours worked. If report is not made in a timely manner hours will not be credited at a later date)
- 14:10 Any problems concerning Umpires, including non-attendance of a game, must be brought to the attention of the Division Director. Failure to do so promptly will greatly hinder any ability to affect corrections, if so determined.

15:00 PARENTS CODE OF CONDUCT

Each family upon registering is supplied with the Leagues' Parents Code of Conduct. It is the responsibility of each team's Managers & Coaches to insure, prior to and during the season, that families fully understand their obligations as members of Little League. Any family member and/or volunteer who does not conduct themselves in accordance with the accepted behavior can be excluded from League activities and may have membership revoked.

16:00 PARENT PARTICIPATION WORK PROGRAM - (Suspended)

Currently the League does not have a detailed Parent Participation Work Program. In prior years such a program applied to every family. The following rules, or similar, would apply if the League adopts such a program again.

- 16:01 Parent participation work program is conducted and supervised by the League's Personnel Director.
- 16:02 Parents must take responsibility and the initiative to make the League's programs successful and the field complexes safe, clean and in good repair.
- 16:03 Little League is a volunteer program. The different projects of the League are performed by, supervised by and assisted by the parents.
- 16:04 Family members are responsible to fulfill minimum work hours as directed by the Board prior to each season. Failure to comply with this obligation may cause

the loss of the family's membership. Parents are responsible to meet cut-off dates in the program. A minimum of three hours is required by opening day of each season. A minimum of seven hours is required by the end of May. With the remainder (minimum of ten) completed by the last Sunday in June. Failure to comply will affect a family's eligibility to register for the next season and/or receive any earned team awards. Any such team awards would be held by the League until all work requirements had been completed.

- 16:05 Managers and Team Coordinators should be in contact with the League's Personnel Director for a status of their team member family's hours in the participation program.
- 16:06 Parents can buy-out (purchase for a fee) annual work hours. Contact the League's Personnel Director for information.
- 16:07 Refusal of a family to work their scheduled concession stand dates may result in their child/children's loss of eligibility to continue to participate in the league.

Failure to meet cut-off dates may cause a player to lose eligibility and be benched till work hours become current. Managers will be required to insure that this rule is enforced. Playing a benched ballplayer under this rule may cause games to be forfeited.

Additions to Rules and Regulations

Composite Bat Rules

Effective April 1, 2011 Revised May 16, 2011

Composite bats are not permitted at South Shore Little League Baseball games, practices or post season play. (Does not apply to sanctioned Little League All Star tournaments or Softball)

Managers will be directly responsible for any use of a composite bat, either during a game or practice.

At the moment that a batter enters the batter's box, the infraction has occurred. At any point until the next batter receives a pitch, the following rule will be applied. (Note – if the discovery occurs after the next pitch, this will not affect the game, however, the Division Head will advise the Protest Committee for disposition, with appropriate action taken.)

First offense, the ballplayer will be declared out, removed from the game and suspended for the next game in attendance. No action by the batter is permitted. All runners return. The manager will be suspended for the next game. The incident will be referred by the Division Head to the Protest Committee for consideration and any additional action.

When a ballplayer is declared out and removed, the player will be replaced by an eligible player in the dugout, batting in the same position in the lineup and taking the field when the team goes on defense. If there are no eligible players, the opposing manager will select one player from the bench. If there are only nine ballplayers present for the game, the offending player will not be removed from the game until another player from the team arrives. In the event no additional players arrive, the game will be completed and the offending player will be suspended for the next game.

If there is a second offense by a different player, the same procedure will follow as above and the Protest Committee will advise the Board of what further action should be taken concerning the Manager.

In the event that there is a second offense by the same ballplayer, the child will be suspended indefinitely, pending Protest Committee findings and Board Decision.

If the discovery is made at some point in the game or after the game, but before the team leaves the field, the manager will be suspended for the next game. The Protest Committee will be advised of which ballplayer used the bat and will advise the Board as to what appropriate action should be taken, which may include game(s) suspension.

If there is an occurrence at a practice, the game suspensions will be applied in accordance with above instances. At the time that an infraction is noted, the bat is to be given to the Division head, or any member of the Board available. It is to be delivered to the Protest Committee for its review and at completion returned to the family. (Comment – the act of possessing the bat, [although it should not be present at all] having it on the field, game or practice, does not constitute an infraction. At a game or practice the ballplayer has to step into the batter's box)

The Board of Directors will determine appropriate action for any activity not specifically covered within these or Little League rules.

These rules may be amended at any time by the Board of Directors.