



South Vancouver Little League

In-House Rules

Version 2018.1



Majors

All current Official Little League Baseball Playing Rules will apply in addition to those listed below.

1. Game length (no modifications)
2. Rainouts
 - a. Rainouts are to be played or continued before the start of interlock or in-house playoffs, whichever starts first. If the game is not completed by the start of interlock or in-house playoffs, the game is considered cancelled (modification of Rule 4.10(c)).
 - b. The plate umpire declares a rainout before or after the start of game (modification of Rule 4.01(d)).
3. Scoring
 - a. 10 run mercy after 4 innings (3 ½ innings if Home team is ahead) (per Rule 4.10(e) Note 2). 15 run mercy is not used (per Rule 4.10(e)).
4. Equal play
 - a. No player shall sit on the bench for more than 2 consecutive innings.
5. Players
 - a. If a team has less than 9 players at game time, a 10 minute grace period will be allowed. If still less than 9, the team may play with 8 players and the 9th spot is an automatic out (modification of Rule 4.16).
 - b. Late arrivals may play if they are included in the line-up sheet prior to the game (modification of Rule 4.04).
 - c. If a team has less than 8 players, teams may lend players to get a game in, or reschedule the game; there are no defaults (modification of Rule 4.16).
 - d. The division coordinator or Player Agent may call-up players from the Minors division. Players not registered with South Vancouver Little League may not play under any circumstances.
6. Batting
 - a. No on-deck batter permitted (per rule 1.08).
 - b. After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat (per Rule 6.02(c)).
7. Running
 - a. In the event of an injury to any runner the replacement player shall be the last batter who is currently not on base (modification of Rule 5.10(c)).
8. Pitching
 - a. A pitcher may not pitch in 3 consecutive days (per Regulation VI(d)).
 - b. Stealing and relaying to the batter the signs for pitch selection and/or location is unsportsmanlike behaviour and may result in ejection of players or coaches at the discretion of the umpire (application of Rule 9.01(d)).
9. Catching
 - a. Coaches may warm up pitchers between innings (modification of Rule 3.09)
10. Infield
 - a. A double first base shall not be used (modification of Rule 1.06)
11. Outfield (no modifications)
12. Coaches
 - a. Managers and coaches must wear long pants, shirts with sleeves, caps, and closed footwear without spikes (modification of Rule 1.11(i)).
13. Umpires (no modifications)



Minors

All current Official Little League Baseball Playing Rules will apply in addition to those listed below.

1. Game length
 - a. A game shall be 2 hour time limit (modification of Rule 4.10(a)). No inning shall start after 2 hours from the official start time.
 - b. Playoff games shall be 6 innings without time limit.
2. Rainouts
 - a. Rainouts are to be played or continued before the start of interlock or in-house playoffs, whichever starts first. If the game is not completed by the start of interlock or in-house playoffs, the game is considered cancelled (modification of Rule 4.10(c)).
 - b. The plate umpire declares a rainout before or after the start of game (modification of Rule 4.01(d)).
3. Scoring
 - a. First 2 innings there shall be a maximum of 2 runs per inning. Next 4 innings there shall be a maximum of 5 runs per inning. Playoff games will have no run maximum in the 6th and subsequent innings (modification of Rule 5.07).
 - b. 10 run mercy after 4 innings (3 ½ innings if Home team is ahead) (per Rule 4.10(e) Note 2).
4. Equal play
 - a. No player shall sit on the bench for more than 2 innings and the innings will not be consecutive.
 - b. 10 players allowed in the field (4 outfielders) (modification of Rule 4.03(c)).
 - c. Each player must play at least 2 innings in the infield every game during season play. This rule is not in effect for playoff games.
5. Players
 - a. If a team has less than 8 players at game time, a 10 minute grace period will be allowed. If still less than 8, the team may play with 7 players without any automatic out for the 8th spot (modification of Rule 4.16).
 - b. Late players may be added to the end of the batting roster by the Manager (per Rule 4.04)
 - c. If a team has less than 7 players, teams may lend players to get a game in, or reschedule the game; there are no defaults (modification of Rule 4.16).
 - d. The division coordinator or Player Agent may call-up players from the Rookies division. Players not registered with South Vancouver Little League may not play under any circumstances.
6. Batting
 - a. No on-deck batter permitted (per rule 1.08).
 - b. After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat (per Rule 6.02(c)).
7. Running
 - a. In the event of an injury to any runner the replacement player shall be the last batter who is currently not on base (modification of Rule 5.10(c)).
8. Pitching
 - a. During the 1st and 2nd innings only, pitchers of 9 years of age or younger are permitted to pitch from 42 feet. Starting the first Saturday of May, the pitching distance shall be 46 feet for all pitchers (modification of Rule 8.01).
 - b. 12 year olds may not pitch if allowed to play through Regulation VIII(a).
 - c. A pitcher may not pitch in 3 consecutive days (per Regulation VI(d))
 - d. Stealing and relaying to the batter the signs for pitch selection and/or location is unsportsmanlike behaviour and may result in ejection of players or coaches at the discretion of the umpire (application of Rule 9.01(d)).
9. Catching
 - a. Coaches may warm up pitchers between innings (modification of Rule 3.09)
10. Infield
 - a. A double first base shall not be used (modification of Rule 1.06)
11. Outfield (no modifications)



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12. Coaches

- a. Managers and coaches must wear long pants, shirts with sleeves, caps, and closed footwear without spikes (modification of Rule 1.11(i)).
- b. Protests must be resolved before the next pitch or play (modification of Rule 4.19(g)).

13. Umpires

- a. Non-adult umpires may be used with an adult coach of one of the competing teams acting as Game Coordinator (modification of Rule 9.03(d)).



Rookies

All current Official Little League Baseball Playing Rules will apply in addition to those listed below.

1. Game length
 - a. Regular season games shall have a 90 minute time limit (modification of Rule 4.10(a)). No inning shall start after 85 minutes from the start of the game. A game will be a maximum of 6 innings, and may end in a tie (modification of Rule 4.10(b)).
 - b. In-house playoff games shall be 6 innings with no time limit (per Rule 4.10(a)) and may not end in a tie, requiring extra innings (per Rule 4.10(b)).
2. Rainouts
 - a. Rainouts are to be played or continued before the start of in-house playoffs. If the game is not completed by the start of in-house playoffs, the game is considered cancelled (modification of Rule 4.10(c)).
 - b. Managers of both teams must agree to a rainout. In a disagreement, either the umpire or division coordinator will decide (modification of Rule 4.01(d)).
3. Scoring
 - a. There shall be a maximum of 5 runs per inning (modification of Rule 5.07).
 - b. 11 run mercy after 4 innings (3 ½ innings if Home team is ahead) for in-house playoffs. No mercy for season play (application of Rule 4.10(e) Note 2).
4. Equal play
 - a. No player shall play any key position (pitcher, shortstop, or 1st base) 2 innings in a row in a game of any length.
 - b. All players will play a minimum of 3 innings in the infield every game.
 - c. No player shall be forced to play a position they are not comfortable with. Coaches reserve the right to not play a child in a position which may lead to injury.
 - d. No player shall sit on the bench for more than 1 inning.
5. Players
 - a. If a team has less than 5 players at game time, a 10 minute grace period will be allowed.
 - b. Holding the scheduled game is priority and there are no defaults or reschedules (modification of Rule 4.16).
 - c. Late players may be added to the end of the batting roster by the Manager (per Rule 4.04)
 - d. Call-up players from the T-Ball division may play (contact T-Ball Division Coordinator). Players not registered with South Vancouver Little League may not play under any circumstances.
 - e. If a team has less than 5 players, to meet minimum team size players from another Rookies team may play upon agreement of the opposing Manager (modification of Rule 4.16).
6. Batting
 - a. All players on the team batting order will bat (per Rule 6.01(a)).
 - b. No on-deck batter permitted (per rule 1.08).
 - c. There shall be no bunting (modification of Rule 6.05)
 - d. The infield fly rule is not in effect (modification of Rule 6.05(d)).
 - e. Strikes will be called by the umpire (per Rule 6.05)
 - f. A ball that does not cross the plate within a batter's strike zone will be called "no pitch" (modification of Rule 6.08(a)).
 - g. There are no walks (modification of Rule 6.08(a)).
 - h. A batter touched by a pitched ball outside of the strike zone which the batter is not attempting to hit will be called "no pitch" and the batter does not advance to first base. Note: if the ball is in the strike zone when it touches the batter it shall be called a strike (modification of Rule 6.08(b))
 - i. Batters must drop their bats in a manner which does not endanger the catcher or umpire. Batters who throw their bats in a dangerous manner (as judged by the umpire) will be subject to consequences:
 - i. First occurrence – the batter is issued a warning in the presence of a coach and the play resumes
 - ii. Second occurrence – the ball is dead, batter is out, runners return to their bases. Batter is issued a second warning in the presence of a coach.
 - iii. Third occurrence – the ball is dead, batter is out, runners return to their bases. Batter is ejected from the game.



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7. Running

- a. In the event of an injury to any runner the replacement player shall be the last batter who is currently not on base (modification of Rule 5.10(c)).
- b. There shall be no base stealing (modification of Rule 7.13).
- c. When the defense has possession of the ball in the infield, the lead runner is not advancing, and the defense is not making a play on any runner, the plate umpire shall call the ball dead (modification of Rule 5.09).
- d. Runners may not advance once the ball is declared “dead” (modification of Rule 5.09).
 - i. A runner who has advanced at least halfway to their next base when the ball is called “dead” shall be awarded that base.
 - ii. If the runner has not sufficiently advanced, then he/she must return to the previous base
 - iii. It is the Umpire's decision as to whether the runner had advanced half-way to the next base before the ball had been declared “dead”.
- e. In the case of a ball leaving the field of play the Umpire will call the ball dead and all runners may advance one base (modification of Rule 7.05(g)).
 - i. The field of play is defined by the marked lines running parallel with the foul lines.
 - ii. A ball that does not leave the field of play is “live” until the Umpire declares the ball “dead”.

8. Pitching

- a. The pitching machine will be set at District 6 tournament speed of 6. Power level 6, release block 4, micro-adjust 3.
- b. The pitching machine operator must be either the manager or a coach of the team that is at bat.
- c. The pitching machine operator will show the ball to the batter before loading the ball into the machine and make sure the batter is focused on the ball.
- d. A thrown ball which hits the pitching machine or pitching machine operator will be live and in play. If the operator intentionally interferes with a thrown ball, the ball will be declared dead and runners will be returned to their last bases (per Rule 5.08).
- e. A batted ball that hits the pitching machine or pitching machine operator will be live and in play. If the operator intentionally interferes with a batted ball, the batter shall be declared out and all runners returned to the bases occupied at the time of the pitch (modification of Rule 5.08).
- f. There shall be only one ball in play. The ball must be returned to the pitching machine operator at the end of each play.

9. Catching

- a. A catcher may use a catcher's glove or a fielder's glove (modification of Rule 1.12).

10. Infield

- a. A double first base shall not be used (modification of Rule 1.06)
- b. There shall be a maximum of 6 infielders (modification of Rule 4.03(c)).
- c. All but the pitcher shall be no more than 3 feet in front of the baseline until the ball is hit (modification of Rule 4.03(c)).
- d. The pitcher must be positioned behind the pitcher markers until the ball is hit.

11. Outfield

- a. Outfielders except rover must be outside the fielding markers until the ball is hit (modification of Rule 4.03(c)).
- b. Rover must be behind the baseline until the ball is hit (modification of Rule 4.03(c)).
- c. Outfield foul lines should extend to 160 feet from home plate

12. Coaches

- a. Managers and coaches must wear shirts with sleeves, long pants, caps, and closed footwear without spikes (modification of Rule 1.11(i)).
- b. Protests must be resolved before the next pitch or play (modification of Rule 4.19(g)).
- c. Offensive coaches shall be positioned first as pitching machine operator (modification of Rule 4.05), dugout (per Rule 3.17), and may be at either, or both, of the 1st base and 3rd base coaching boxes (modification of Rule 4.05). All but the dugout coach must be adults.
- d. Maximum 2 defensive coaches may stand in foul territory in the outfield, positioned behind 1st base, and behind 3rd base (modification of Rule 3.15).

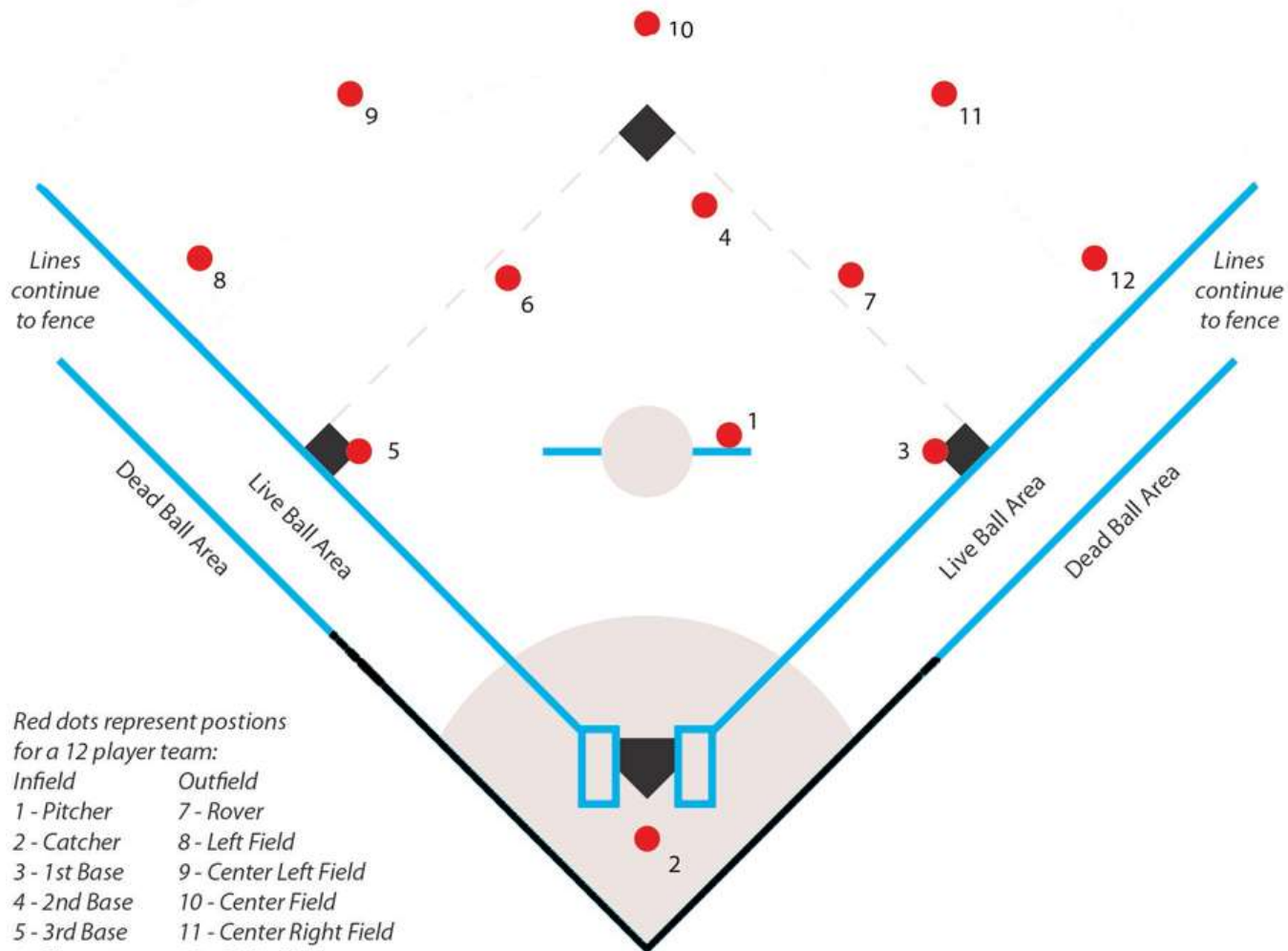


South Vancouver Little League In-House Rules

13. Umpires

- a. Non-adult umpires may be used without a Game Coordinator (modification of Rule 9.03(d)).

Appendix A – Field markings and player positions



Blue represents chalk/paint lines to be applied prior to game



T-Ball

All current Official Little League Baseball Playing Rules will apply in addition to those listed below.

1. Game length
 - a. No inning shall start after 60 minutes from the scheduled start of the game. A game shall be a minimum of 4 innings (modification of Rule 4.10(f)).
 - b. Innings end when all players have batted (modification of Rule 5.07).
2. Rainouts
 - a. Rainouts are to be played or continued before the end of the season. If the game is not completed by the end of the season, the game is considered cancelled (modification of Rule 4.10(c)).
 - b. Managers of all both teams must agree to a rainout. In a disagreement, the division coordinator will decide (modification of Rule 4.01(d)).
3. Scoring
 - a. No score is kept (modification of Rule 1.02).
4. Equal play
 - a. All players will play in the field defensively each inning.
 - b. No player shall be forced to play a position they are not comfortable with. Coaches reserve the right to not play a child in a position which may lead to injury.
5. Players
 - a. If a team has less than 5 players at game time, teams may lend players to get a game in; there are no defaults (modification of Rule 4.16).
 - b. Players not registered with South Vancouver Little League may not play under any circumstances.
 - c. Late players may be added to the end of the batting roster by the Manager (per Rule 4.04)
6. Batting
 - a. All players will bat once in an inning if 5 or more batters are available, twice in an inning if only 4 batters (modification of Rule 5.07).
 - b. No on-deck batter permitted (per rule 1.08).
 - c. There are no strike outs (modification of Rule 6.05(b)) or walks (modification of Rule 6.08(a)).
 - d. A foul shall be called for hitting the tee and knocking the ball to the ground. A cleanly hit ball that falls in front of the tee is a fair ball.
7. Running
 - a. There shall be no base stealing.
 - b. In the first 4 weeks of the season, no outs will be called. Runners may take at most 1 base except when the last batter hits.
 - c. From week 5 to the end of the season, a runner may be called out. A runner may attempt additional bases at peril of being tagged out.
 - d. On an overthrow, a runner may advance at most 1 base on only the first overthrow at risk of being tagged out and may not advance on a second or subsequent overthrow (per Rule 7.05(i)).
 - e. A player called out will leave the field of play.
8. Run limits (no modification)
9. Pitching (no modification)
10. Catching
 - a. A catcher may use a catcher's glove or a fielder's glove (modification of Rule 1.12).
11. Infield
 - a. A double first base shall not be used (modification of Rule 1.06)
 - b. There shall be a maximum of 7 infielders (modification of Rule 4.03(c)).
 - c. All but the pitcher shall be no more than 3 feet in front of the baseline until the ball is hit.
12. Outfield
 - a. There shall be a maximum of 5 outfielders (modification of Rule 4.03(c)).
 - b. Outfielders must be in the outfield on the grass until the ball is hit.



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13. Coaches

- a. Managers and coaches must wear shirts with sleeves, caps, and closed footwear without spikes (modification of Rule 1.11(i)).
- b. There are no protests (per Rule 4.19(h)).
- c. Offensive coaches shall be positioned only at the first base coaching box, third base coaching box, and dugout (per Rule 4.05 and Rule 3.17).
- d. At most 2 defensive coaches may stand in the outfield (modification of Rule 3.15).

14. Umpires

- a. Non-adult umpires may be used without a Game Coordinator (modification of Rule 9.03(d)).



BlastBall

1. Game length
 - a. A game is 3 innings, and can be extended at the agreement of both coaches.
2. Rainouts
 - a. Rainouts are not rescheduled.
3. Batting
 - a. The batter steps up to the tee and calls out “are you ready out there?”
 - b. The batter swings until the ball is hit.
 - c. All players bat.
 - d. Batters do not need to wear a baseball helmet, but may be used.
4. Running
 - a. The runner runs to the squeaky base, and then runs back to the tee.
 - b. There are no outs.
5. Fielding
 - a. The entire team except for the catcher is in the field in the marked area.
 - b. The fielders get the ball and throw to the catcher.
 - c. Baseball gloves are not mandatory, but may be used.
6. Catching
 - a. The catcher receives the ball, yells “Blast!”, and returns the ball to the batting team’s coach.



Revision History

- 2011 – original documented rules
- 2012.0 2012-02-06 – draft of 2012 rules for review and discussion
- 2012.1 2012-02-19 – updated draft
- 2012.2 2012-03-06 – approved rules published. Rookies rules updated with the “Dunbar” rules.
- 2012.3 2012-04-19 – updated Minors 7(b), Minors 7(c) per decision in April 2012 meeting. Rookies rules reverted many “Dunbar” rules per discussion with Graham Randell. T-Ball rules updated to consider the 3-game rotation.
- 2012.4 2012-05-07 – updated Rookies 8(a) to reflect local settings for South Memorial Rookies pitching mound at 42’ from 6-3-2 to 6-4-3.
- 2012.4 2012-05-14 – updated T-Ball 1(c) and 6(a) to reflect batting based on players available.
- 2012.5 2012-05-29 – removed Rookies rule 11(a) maximum 4 outfielders per email vote
- 2012.5 2012-06-03 – updated Rookies rule 3(c) to reflect clarification of playoff game mercy rule
- 2013.0 2013-02-03 – draft of 2013 rules for review and discussion
- 2013.1 2013-02-13 – removed Minors rule 6(c) to reflect removal of composite bat prohibition per decision at January 2013 volunteer meeting
- 2013.1 2013-02-13 – Removed Minors rule 8 (c) 6 consecutive outs for pitchers per decision at January 2013 volunteer meeting
- 2013.1 2013-02-13 – removed Minors rule 7 (b)(c) graduated no stealing of 2nd base
- 2013.1 2013-02-13 – removed T-Ball rule 1(a)(b) and 2(b) to revert from 3-team rotation back to 2 team games
- 2013.1 2013-02-13 – removed T-Ball rule 6(e) to reflect removal of composite bat prohibition per decision at January 2013 volunteer meeting
- 2013.1 2013-02-13 – modified Rookies rules, as motioned at February 2013 volunteer meeting by Graham Randell, seconded by Brian Perry, passed unanimously.
 - Modified Rookies rule 1(b) clarification about extra innings for a tied game
 - Modified Rookies rule 3(a) removing open 6th inning
 - Removed Rookies rule 3(b) no mercy rule for regular games
 - Removed Rookies rule 3(c) modified mercy rule
 - Removed Rookies rule 4(a) maximum sitting on bench
 - Modified Rookies rule 4(b) key position wording
 - Modified Rookies rule 4(c) changed maximum 3 infield innings to minimum 3 infield innings
 - Modified Rookies rule 6(d) disallowing infield fly rule
 - Modified Rookies rule 6(e)(f)(g) changing to called strikes throughout season and defining “no pitch”
 - Removed Rookies rule 6(j) to reflect removal of composite bat prohibition
 - Modified Rookies rules 7(c)-(j) to reflect clarification of dead ball
 - Removed Rookies rule 8(f) to remove graduated coach pitch
 - Added Rookies rule 8(g) to add one ball in play
 - Modified Rookies rule 10(c) to remove wording about edge of the gravel
 - Modified Rookies rule 10(d) changing from half-way baseline markings to defining pitcher position
 - Modified Rookies rules 11(a)(b) for outfielder and rover positions
 - Modified Rookies rule 11(c) changing foul line length and removing home run line
 - Modified Rookies rule 11(a) for coaching attire
 - Added Rookies Appendix A with field setup and player positions.
- 2014.1 2014-01-06 – modified Rookies rules as decided at January 2014 volunteer meeting.
 - Modified rule 3(b) mercy rule for playoffs to align with D6 All-Stars tournament rule
- 2014.1 2014-01-06 – modified Minors rules as decided at January 2014 volunteer meeting
 - Addition rule 1(b) playoff games 6 innings no time limit
 - Modification rule 4(a) clarification on sitting no more than 2 innings and not consecutive
 - Addition rule 4(c) infield playing 2 innings except playoffs
 - Removed rule 6(a) all batters will bat, already aligns to LL rule
- 2014.1 2014-01-06 – modified Majors rules as decided via email January 19, 2014
 - Removed rule 6(a) all batters will bat, already aligns to LL rule



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- 2014.2 2014-04-07 – modified T-Ball rules as decided at April 7, 2014 volunteer meeting
 - Modified rule 1(a) to allow for longer practice and game time
- 2014.3 2014-04-30 – modified Rookies rule as decided via email April 29, 2014, by UIC
 - Modified rule 7(c) to change dead ball from possession of infielder to stopping lead runner
- 2015.1 2015-06-01 – added Rookies rule as decided at June 1, 2015 volunteer meeting
 - Addition of rule 6(h) clarifying batter hit by pitched ball. Moving old rule 6(h) to 6(i)
- 2015.2 2015-08-10 – added Rookies rule as decided at July 6, 2015 volunteer meeting
 - Addition of rule 4(d) to set maximum bench time
- 2017.1 2017-01-18 – modified Minors rule as decided at January 9, 2017 volunteer meeting
 - Modified rule 3(a) removing 5 run limit for last inning of playoff games
- 2017.2 2017-03-20 – added Juniors rules and added foot in the batter's box rule
 - Addition of Juniors rule 6(c) to apply the foot in the batter's box rule
 - Addition of Majors rule 6(b) to apply the foot in the batter's box rule
 - Addition of Minors rule 6(b) to apply the foot in the batter's box rule
- 2017.3 2017-04-03 – modification of Rookies rules as decided at April 3, 2017 volunteer meeting
 - Change of minimum team size from 7 to 5 in Rookies rule 5(a)
 - Removal of borrowing players from Rookies rule 5(b)
 - Rewording of call-up procedure in Rookies rule 5(d)
 - Addition of Rookies rule 5(e) for using other Rookies team's players
- 2018.1 2018-04-05 – additions for 2018 rule changes as decided at April 2, 2018 volunteer meeting
 - Removal of Juniors rules, as division is not operating in 2018 season
 - Modification of Majors rule 3(a) clarifying 15 run mercy rule is not used
 - Addition of Majors rule 8(a) to apply 2 day pitching limit
 - Addition of Minors rule 8(c) to apply 2 day pitching limit
 - Addition of Majors rule 8(b) to apply signal stealing ejection rule
 - Addition of Minors rule 8(d) to apply signal stealing ejection rule