



South Vancouver Little League

In-House Rules

Version 2022.2



South Vancouver Little League In-House Rules

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 playoffs. If the game is not completed by the start of playoffs, the game is considered cancelled (modification of Rule 4.10(c)).
 - b. Once the game has started, the plate umpire shall have sole authority to determine when a game shall be called (modification of Rule 4.01(d)).
 - c. Prior to the start of the game, managers of both teams must agree to a rainout and notify the Division Coordinator. In a disagreement the umpire or Division Coordinator will decide (modification of Rule 4.01(d)).
3. Scoring
 - a. Mercy rule is in effect (application of Rule 4.10(e) Note 2).
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 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 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. Players may be called up from another Majors team prior to the start of the game. Manager of the team calling up players must notify both Division Coordinator and Player Agent of this action.
6. Batting
 - a. All players on the team roster present for the game will bat in a continuous batting order (per Rule 4.04).
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
 - 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 Note 2 and Rule 7.15)
11. Outfield (no modifications)
12. Coaches
 - a. Coaches must wear League designated shirts and hats, long pants, and closed footwear without spikes (modification of Rule 1.11(i)).
13. Umpires (no modifications)



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Minors

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

1. Game length
 - a. No new inning shall start after 2 hours from the official start time (modification of Rule 4.10(a)).
 - b. Playoff games shall be 6 innings without time limit (per rule 4.10).
2. Rainouts
 - a. Rainouts are to be played or continued before the start of playoffs. If the game is not completed by the start of playoffs, the game is considered cancelled (modification of Rule 4.10(c)).
 - b. Once the game has started, the plate umpire shall have sole authority to determine when a game shall be called (modification of Rule 4.01(d)).
 - c. Prior to the start of the game, managers of both teams must agree to a rainout and notify the Division Coordinator. In a disagreement the umpire or Division Coordinator will decide (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. Mercy rule is in effect (application of 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. Players may be called up from another Minors team prior to the start of the game. Manager of the team calling up players must notify both Division Coordinator and Player Agent of this action.
6. Batting
 - a. After 4 balls the batter will not walk and will hit off a tee (modification of Rule 6.08(a)).
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. The runner shall not take home base on a passed ball or wild pitch (modification of Rule 7.08(c)).
8. Pitching
 - a. During the 1st and 2nd innings, 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 old players may not pitch if allowed to play through Regulation VIII(a) or Regulation VI(a).
 - 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 Note 2 and Rule 7.15)
11. Outfield (no modifications)



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12. Coaches

- a. Coaches must wear League designated shirts and hats, long pants, 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)).



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Rookies

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 75 minutes from the start of the game (modification of Rule 4.10(a)). A game will be a maximum of 5 innings with the option to play a 6th inning if both Managers agree and time permits (modification of Rule 4.10(b)).
2. Rainouts
 - a. Rainouts are to be played or continued before the end of season. If the game is not completed by the end of season, the game is considered cancelled (modification of Rule 4.10(c)).
 - b. Managers of both teams must agree to a rainout and notify the Division Coordinator. 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 3 runs per inning (modification of Rule 5.07).
 - c. A score board will not be used
 - d. Scores will not be kept (modification of Rule 1.02).
 - e. Each inning a tally of runs will be kept only to ensure the maximum number of runs per inning is not exceeded.
4. Equal play
 - a. Coaches must have players play multiple positions. No player shall play any position more than 2 innings in a game.
 - b. Players will play a minimum of 2 innings (preferably 3) in the infield.
 - 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 (modification of Rule 4.16).
 - b. Holding the scheduled game is priority and there are no defaults (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. Players may be called up from another Rookies team prior to the start of the game. Manager of the team calling up players must notify both Division Coordinator and Player Agent of this action.
 - 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
 - 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)).
 - f. There are no strikeouts or walks (modification of Rule 6.08(a)).
 - h. A batter touched by a pitched ball will be encouraged to continue their time at bat but they may advance to first base if the umpire decides they are unable to continue batting (modification of Rule 6.08(b)).
 - i. 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.
 - j. A hit ball is foul if it does not reach the grass (modification of Rule 2.00).
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).



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- c. Infield hits: when a batted ball is fielded in the infield, the batter may not advance past first base and all other base runners may not advance more than one base. Once all runners have advanced one base, or the runners are not attempting to advance and the defense is not making a play on any runner, the Umpire shall call the play “dead” (modification of Rule 5.09).
 - i. Note - the “infield” is defined as that portion of the field in fair territory which includes areas normally covered by infielders.
 - d. Outfield hits: when a batted ball is hit to the outfield, the batter and other base runners may attempt to advance more than one base. The Umpire shall call the play “dead” as soon as the defense has possession of the ball in the infield unless the defense is attempting to make a play on a runner. If the defense is making a play on a runner, the Umpire shall call the play “dead” immediately after the play is made regardless of the outcome of the attempted play (modification of Rule 5.09).
 - i. Note - the “outfield” is defined as that portion of the field in fair territory which is normally covered by outfielders.)
 - e. Outfield hits: 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 the runner 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”.
 - f. Outfield hits: 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 unless stated otherwise above in 7(c) or 7(d) (modification of Rule 7.05(g)).
 - i. The field of play includes fair and foul territory up to the marked (or imaginary) lines extending from the end of the backstop and running parallel to the 1st and 3rd base 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.
 - g. Pitching is to be done by either coach pitch or pitching machine (per Regulation VIII(d)).
 - i. Coach pitch distance is at coach discretion.
9. Catching
- a. A catcher may use a catcher's glove or a fielder's glove (modification of Rule 1.12).
 - b. Catcher will be played by the defensive team's coach, and will not be restricted on where they stand (modification of rule 4.03(a)).
10. Infield
- a. A double first base shall not be used (modification of Rule 1.06 Note 2 and Rule 7.15)
 - b. There shall be a maximum of 6 infielders (modification of Rule 4.03(c)).
 - c. 1st base, 2nd base, short stop, and 3rd base shall be no more than 3 feet in front of the baseline until the ball is hit (modification of Rule 4.03(c)).
 - d. Pitchers must be positioned behind the pitcher's plate until the ball is hit (modification of Rule 4.03(c)).
11. Outfield
- a. Outfielders must be at least 20 feet past 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



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12. Coaches

- a. Coaches must wear League designated shirts and hats, long pants, 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).
- e. All communications between teams is done between Managers. All issues from parents, players and assistant coaches regarding the opposing team are to be relayed to their Manager and left to them to resolve.
- f. 1 defensive coach may stand in the outfield (modification of Rule 3.15).

13. Umpires

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



South Vancouver Little League In-House Rules

T-Ball

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

1. Game length
 - a. No new inning shall start after 40 minutes from the scheduled start of the game. A game shall be a minimum of 4 innings with the option to play a 5th inning if both managers agree and time permits (modification of Rule 4.10(f)).
 - b. Innings end when all players have batted (modification of Rule 5.07).
 - c. Following the last inning if time permits the teams will have a “base race” relay around the bases, with home team starting at home plate and away team starting at 2nd base.
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 and notify the Division Coordinator. 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 multiple positions every game.
 - 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.
 - c. All players will play in the field defensively each inning or do drills in the outfield with a coach. No player shall sit on the bench.
5. Players
 - a. If a team has less than 5 players at game time, T-Ball 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 4 or more batters are available, twice in an inning if only 3 batters (modification of Rule 5.07).
 - 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 the bat hitting the tee and knocking the ball to the ground.
 - e. A hit ball is foul if it does not reach the grass (modification of Rule 2.00).
7. Running
 - a. There shall be no base stealing.
 - b. Runners may take at most 1 base except when the last batter hits. When the last batter hits, they and any base runners run home.
 - c. From Victoria Day long weekend to the end of season, tagging of base runners will be allowed. Outs will be called, and players called out will leave the field of play.
 - d. Runners may not advance on overthrows (modification of Rule 7.05(i)).
 - f. Until Victoria Day long weekend, there shall be no tagging of base runners. All other outs will be called but players called out will remain on base.
8. Pitching (no modification)
9. Catching
 - a. A catcher may use a catcher’s glove or a fielder’s glove (modification of Rule 1.12).
 - b. Use of a catcher is optional.
10. Infield
 - a. A double first base shall not be used (modification of Rule 1.06 Note 2 and Rule 7.15)
 - b. There shall be a maximum of 7 infielders (modification of Rule 4.03(c)).
 - c. All but 2 infielders shall be no more than 10 feet in front of the baseline until the ball is hit.
11. Outfield
 - a. There shall be a maximum of 5 outfielders (modification of Rule 4.03(c)).



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- b. Outfielders must be in the outfield until the ball is hit.
- c. Coaches can elect to have non-infielders do drills rather than play outfield in order to increase engagement during a game.

12. Coaches

- a. Coaches must wear League designated shirts and hats, 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, dugout, and in or adjacent to the batter's box (per Rule 4.05 and Rule 3.17).
- d. Maximum 2 defensive coaches may stand in fair territory (modification of Rule 3.15).
- e. 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).

13. Umpires

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



Revision History

- 2020.1 2020-03-02 – changes to rules for 2020 season as approved March 2, 2020 board meeting
 - No change to Majors rules
 - Addition of Minors rule 7(b) no stealing home before first Saturday of May
 - Change of Rookies rule 1(b) playoff game time limit to 90 minutes and tie breaker
 - Change of Rookies rule 12(a) removing shorts for coaches
 - Removal of Rookies rule 3(e) playoff format
 - Additional reference to Rule 7.15 about double first base for Majors rule 10(a), Minors rule 10(a), Rookies rule 10(a), T-Ball rule 11(a).
- 2021.2 2021-05-12 – changes to rules for 2021 season as approved May 12, 2021 by email
 - T-Ball rules removed, season will be practices
 - Removal of Rookies rule 1(b) season will not have playoffs
 - Change of Rookies rule 2(a) change reference to playoffs to reference to end of season
 - Change of Rookies rule 3(b) removal of mercy rule for playoffs
 - Change of Rookies rule 3(c) removal of reference for playoffs
 - Change of Rookies rule 5(d) call up from T-Ball to another Rookies team
 - Addition of Rookies rule 8(g) allowing coach pitch
 - Addition of Rookies rule 8(h) allowing hitting from tee
 - Change of Minors rule 2(a) removal of interlock reference
 - Change of Minors rule 5(d) call up from Rookies to Minors
 - Addition of Minors rule 6(a) hitting off tee
 - Change of Minors rule 7(b) taking home on passed ball or wild pitch
 - Change of Majors rule 2(a) removal of interlock reference
 - Change of Majors rule 5(d) call up from Minors to Majors
- 2021.3 2021-05-29 – unapproved changes to rules for 2021 season
 - T-Ball rules added, season will be games
- 2022.1 2022-03-09 – updates to Majors and Minors as approved March 9, 2022 by email
 - Change of Majors rule 2(b) for rainout calls during game
 - Addition of Majors rule 2(c) for rainout calls prior to game
 - Change of Majors rule 5(b) for late players
 - Addition of Majors rule 6(a) for batting order
 - Change of Minors rule 2(b) for rainout calls during game
 - Addition of Minors rule 2(c) for rainout calls prior to game
- 2022.2 2022-04-04 – updates to Rookies and T-Ball rules as approved April 4, 2022 board meeting
 - Change of T-Ball rule 1(a) for game time and 5th inning option
 - Addition of T-Ball rule 1(c) for base race
 - Change of T-Ball rule 4(a) changing from defensive positions to multiple positions
 - Addition of T-Ball rule 4(c) for defensive bench
 - Change of T-Ball rule 6(a) from 5/4 batters to 4/3 batters
 - Addition of T-Ball rule 6(e) foul ball
 - Change of T-Ball rule 7(b) last batter
 - Change of T-Ball rule 7(c) change of date
 - Change of T-Ball rule 7(d) running on overthrows
 - Removal of T-Ball rule 7(e) called out leaving field of play
 - Addition of T-Ball rule 7(f) tagging out before long weekend
 - Addition of T-Ball rule 9(b) optional catcher position
 - Change of T-Ball rule 10(c) infielder location 3 feet to 10 feet
 - Addition of T-Ball rule 11(c) outfield drills
 - Addition of T-Ball rules 12 Coaches
 - Addition of T-Ball rules 13 Umpires
 - Change of Rookies rule 1(a) optional 6th inning
 - Change of Rookies rule 3(a) maximum runs from 2/4 to 3



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- Removal of Rookies rule 3(b) mercy rule not in effect
- Change of Rookies rule 3(d) not keeping score
- Addition of Rookies rule 3(e) run tally
- Change of Rookies rule 4(a) multiple positions
- Change of Rookies rule 6(f) strikeouts and walks
- Removal of Rookies rule 6(g) no walks
- Change of Rookies rule 6(h) batter hit by pitched ball
- Addition of Rookies rule 6(j) foul ball
- Change of Rookies rule 6(g) coach pitch
- Removal of Rookies rule 6(h) hitting from tee
- Addition of Rookies rule 6(i) coach pitch distance
- Addition of Rookies rule 6(b) coach catching
- Change of Rookies rule 10(c) clarifying positions
- Correction of Rookies rule 10(d) pitcher location, moving from Rule 11 in error
- Change of Rookies rule 11(a) outfielder position
- Removal of Rookies rule 11(b) rover position
- Addition of Rookies rule 12(f) outfield coach