



REDONDO BEACH SUNSET
YOUTH BASEBALL & SOFTBALL LEAGUE

STANDING RULES

Rev 02/22/22

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DEFINITIONS:

1.1 Redondo Sunset Youth Baseball and Softball League will be referred herein as: the League.

USA Softball

PONY - Protecting our Nation Youth

2.0 STRUCTURE OF THE LEAGUE

2.1 Guidelines and Regulations

This League refers to the current year Pony Baseball Rules and Regulations, The Official Baseball Rules, "The Sporting News" edition, the USA Official Rules for Softball, and the Redondo Sunset Standing Rules.

2.1.1 The Pony Baseball Rules and Regulations and the Official Rules for Softball are advisory documents containing recommendations and examples. **PONY and USA Softball rules will be followed unless the Standing Rules address and/or change the PONY or USA Softball rule.**

2.1.2 The Rules and Regulations for Thoroughbred, Palomino, Colt, Pony, Bronco, Mustang, Pinto and Shetland Baseball; defines league age of participants, playing field dimensions and other topics which follow within this document. The organization of this document follows the outline of the Rules and Regulations.

2.1.3 The Official Rules for Softball; defines league age of participants, playing field dimensions and other topics, which follow within this document.

2.1.4 The Official Baseball Rules, "The Sporting News" edition, is invoked as playing rules by the Rules and Regulations for Thoroughbred, Palomino, Colt, Pony, Bronco, Mustang, Pinto and Shetland Baseball.

2.1.5 The Standing Rules for the League take precedence over the Rules and Regulations for Thoroughbred, Palomino, Colt, Pony, Bronco, Mustang, Pinto and Shetland Baseball, the USA Official Rules for Softball and the Official Baseball Rules, "The Sporting News" edition. **If a rule is not in the Standing Rules, PONY or USA Softball rules will be followed. If the rule is not there, refer to the Official Baseball Rules for baseball issues.**

2.2 Playing Down A Division

All players who participate in the draft will be placed on a team in the appropriate division in a manner prescribed by these Rules. It shall be the intent of the League not to drop a child to a lower division except for:

2.2.1 The child's ability would preclude him/her from safely participating in said division, as agreed upon by the Player Agent and the league Vice-President, and the parent(s) of the child.

2.2.2 Any player exercising the option of being placed on a division league team will play the duration of the season in that league without the chance of moving up.

2.2.3 Any player playing in a lower division will not be permitted to pitch. **Baseball only** – exceptions shall be approved on a case-by-case basis by the Baseball Division VP, Baseball Commissioner and League President.

2.2.4 If a player is moved down after the draft has taken place, he shall be placed on the roster of the team that would have had the next pick in the draft **after** the last pick.

2.3 Playing Up A Division

2.3.1 **Softball Only:** Any player that wishes to play up a division (for example, a 6U aged player that wants to play up in 8U) must be rated in the top 15% of all the players in the division they are wishing to play up in. The rating is taken from the average of scores given to the player during league-wide evaluations. If the player wishes to try out for Select (10U/12U division), they must do so in the division they are playing in during the regular season. For example, a player playing up in 12U cannot tryout and/or participate on the 10U Select team. That player can, however, play down a division for All Stars.

2.3.2 **Baseball Only:** Redondo Sunset Pony does not offer a play-up program past the Mustang division. Play-up requests (through Mustang only) will be considered after the player has been evaluated in both divisions. Ratings from evaluations will be valued for the request. How the ratings are weighed towards the decision will depend on enrollment and reviewed on a case-by- case basis. If a player is playing up a division, the player and the parents must agree that it's possible that the player will spend 3 seasons in the Mustang division before moving up to the Bronco division when the player becomes Bronco age appropriate.

All exceptions shall be approved on a case-by-case basis by the Baseball Division VP, Baseball Commissioner, Player Agent and League President.

2.3.2.1 Division Player Call-Up Program: (Baseball) During Preseason and Regular Season games only the League will establish a list of players qualified to play up one division on a team that has less than 9 players on game day in order to prevent that team from playing short of players or having to forfeit their game. A team may request a call-up player through the Division VP or other method agreed upon by all division managers. The call-up player may not play pitcher or catcher and will bat last in the lineup. Call-up players may not be used in playoff games.

2.4 The Season

Divisions will play a split season (except T-ball & Softball divisions). The season will consist of 3 parts; A Pre-Season in which game results do not count toward standings, a Regular Season in which game results do count toward standings (except Shetland & Pinto American), and an End of Season Playoff Tournament. The time frame/number of games for how the 3 parts are split will be determined each spring season based on number of teams per division, field usage availability, and number of games scheduled.

2.4.1 All End of Season Playoff Tournament games shall be scheduled at the earliest available date by the league scheduler after consulting with the league President and Vice-President.

2.4.2 The regular season standings will determine the seeding for the single or double elimination End of Season Playoff Tournament for Pony, Bronco, Mustang, & Pinto National in baseball divisions. The 14U & 12U softball divisions will play an end of the year tournament that may include other local leagues. Shetland, Pinto American and all softball divisions will have a blind draw determine playoff seeding. No playoffs for T-Ball & 6U divisions. Results of inter-league games (if any) will not count toward standings.

2.4.3 Practice: Two (2) hours sanctioned by the league. All teams (except T-ball, Shetland, & 6U) will be assigned two (2) practice times consisting of one (1) hour of field time and one (1) hour of batting cage time. T-ball, Shetland, & 6U will be assigned one (1) hour practice time and one game a week. If space permits, Shetland teams could be scheduled to use the batting cage for an additional hour of practice time. If a coach wishes to hold other practices outside of the league sanctioned times then they are to be strictly on a volunteer basis and no disciplinary actions will be taken if players do not attend.

3.0 COMPOSITION OF TEAMS

3.1 Membership: There shall be no carry over Membership.

3.2 Number of Teams: The number of teams in each league will be determined by the Board based on registration. All players will be grouped into their league age groups, with exceptions provided for those dropped to a lower league. The number of teams will be chosen such that each team will be comprised of a maximum up to fifteen (15) players unless otherwise stipulated and voted on by the Board.

3.3 Waiting Pool: All players who register after the draft of their league will be assigned to a waiting list. The Player Agent and Division Vice President, with the approval of the President, will then assign them to a team as openings occur. The waiting list will only stay in effect until the end of the Pre-Season. If a player on the waiting list has not been assigned by then, they will be dropped from the list and any monies refunded.

3.3.1 When a team roster drops below the assigned number of players determined at the time of the draft (the lowest number common to each team), the team manager is required to notify the Player Agent within five (5) days from the day the opening occurs. The player closely matching the skills of the dropped player will be added from the waiting list if available.

4.0 PLAYER ELIGIBILITY AND SELECTION

Reference Section 3, 4, and 5 of the Rules and Regulations for Thoroughbred, Palomino, Colt, Pony, Bronco, Mustang, Pinto and Shetland leagues, and "Selection of Players" section of the Pony Baseball Rules, and Reference the USA Official Rules for Softball.

4.1 Eligibility: Any player of an age recognized by the League is eligible to register and participate in the League. Exception: See Section 4.2

4.2 Evaluations: All registered players will be notified of evaluations times and dates. Baseball - A Board approved committee of 3 raters per division shall conduct baseball evaluations. All prospective softball managers may be raters during the evaluations. All players (except T-Ball & 6U) must attend evaluations. Each player will have the opportunity to run, throw, field and bat. If a player cannot attend the scheduled league evaluations or make-ups, the Divisional VP will schedule an alternate time and date to rate the player(s). No player shall be considered for team placement without a rating average.

4.2.1 Evaluation Crews: The V.P. of each division is expected to run the evaluation. All Board approved raters should be available through out the process to allow consistent evaluations. All Managers in the respective division are invited to attend and make their own notes and ratings of each player.

4.2.2 Raters: The Raters will stand together and rate each Player. They are encouraged to discuss their assessments and in the case that there is a substantial difference in the rating of a Player, the Raters should resolve the difference at that point. The VP will confer with Raters after each alphabetical grouping (A-I), (J-Q), etc. The rating points will be one (1.00) through five (5.00) with one (1) being low and five (5) being the top. The grading will be done by one-quarter (1/25) points (i.e. 1.25, 2.0, 3.75, 4.50, etc.). All players will be rated at all stations. At the end of the final evaluations session, the Raters and the VP will meet and tally an overall average for each Player based on the rating points. Divisional Managers are encouraged to watch and make their own personal rating assessments. In higher divisions 9 years and older with more than 4 teams, managers of the teams should be considered as the evaluators for that division.

4.2.3 Sign-in Table: The Division VP should choose people working the field sign-in table from the list of prospective Managers/Coaches in that Division. The main responsibility of these individuals is to make sure that the Players are checked in and assigned a number. When checking in Players, especially Players new to the League, the sign-in table volunteers need to ask if the Players have experience in pitching and catching. This information should then be passed on to the VP so that the Player could be rated and notes can go on the Player's rating sheet.

4.2.4 In-Field Volunteers: The in-field volunteers should also be selected from the pool of prospective Managers/Coaches for that Division. The in-field volunteers will assist the VP in conducting the actual evaluation. The VP will utilize these people in the areas of

pitching, hitting, catching, and moving Players from station to station, thus allowing the VP to be a rater.

4.3 Player Draft: The **Pony, Bronco, Mustang, Pinto National Divisions and Girls 14U, 12U & 10U** will have an open “live” draft. All managers in these divisions may select any player they desire with their draft pick. A blind draw will determine the order of selection.

Pinto American, Shetland & 8U teams will be drafted by using a Snake Draft based on ratings. Team formation will be the responsibility of the Division VP, player agent, and the respective Commissioner. All teams shall be made by placing Players on teams according to their evaluation ratings, age, and experience (i.e., highest rated player on team one (1), next highest on team two (2), etc.) until all Players are placed on teams. Team’s accumulative ratings and players age should be within a reasonable tolerance. The Division VP is expected to identify the previous experience of any new player to our League. In 8U there will be special consideration given to the placement of pitchers in order to insure balanced teams. Managers and Coaches that wish to be paired together need to submit their request to the Division VP prior to team selection. If the request does not conflict with the parity of the teams and there are no other obstacles that arise from the pairing of the individuals, then the VP may attempt to meet their requests. Reasonable parent requests will try to be met.

Each VP will schedule an informal meeting for their managers to view the drafted teams. At that time, Managers will be afforded an opportunity to offer input on the Snake Draft selection process prior to the distribution of teams.

There is no draft for T-Ball & 6U teams. Teams will be assigned by Division VP and Baseball/Softball Commissioner.

4.3.1 Siblings: Siblings will be placed on the same team, unless otherwise requested.

4.3.2 No Child in Division: if the manager does not have a child in the division, he has the option to place a child or children of an assistant coach on his team. This player or players will be treated as the manager's child/children for the purposes of the draft. This decision is subject to board approval.

4.3.3 Length of Assignment: A player must play for the team to which they were drafted, for the duration of the season

4.4 Injury and Replacement: Should a player, having been selected to a team, suffer an injury which will preclude the player’s participation for three (3) weeks or longer, the manager may request a player as outlined in section 3.3 Waiting Pool. The injured player will remain on the team's roster as a non- playing member, but cannot play for **three (3) weeks** after the injury has been reported to the Player Agent. Should the injured player recover they will be reinstated to playing status with a doctor's release submitted to the Player Agent and/or Safety Officer. No player shall be allowed to play with a cast or splint. The player added to replace the injured player shall remain on the team as an active player with that team's roster being increased by one.

4.5 Dropouts: Should a player resign or be dismissed from the League they must remain out of the League for the remainder of the year unless the Board of Directors rules otherwise. Dismissal from a team shall be handled in the following manner:

4.5.1 Upon deciding to take action against a player for disciplinary or non-attendance reasons, the manager shall contact their Vice President and the Player Agent.

4.5.2 After giving their approval, the Vice President and the Player Agent will contact this player and their parents to see if they would like an opportunity to appeal the action.

4.5.3 At the next regularly scheduled or special Board Meeting, the parties involved shall make its ruling.

4.6 Refusal to Play: If a player refuses to play for the team which he/she is drafted or to which he/she is assigned by the Player Agent, he/she must be withdrawn from the program for the remainder of the year.

4.7 Team Notification: Each manager shall notify the members of their team within three (3) days following the player draft.

5.0 EQUIPMENT

5.1 Shoes: Rubber or plastic cleated baseball or general-purpose shoes are permitted. Spikes or cleats containing metal are NOT allowed in any league below Pony division. No metal spikes are allowed for pitchers in any division including Pony. Use of metal spikes will result in a one game suspension for the player and the manager. Metal cleats are not allowed in Softball, except in 14U.

5.2 Catchers: Baseball and softball catchers must wear a helmet, facemask, and all boys must wear a protective cup when playing the catcher position and when warming up a pitcher in a game or practice. Catcher's masks in baseball and softball must have throat protectors.

5.3 Adult Uniforms: Adult managers or coaches may occupy coaching boxes without wearing baseball uniforms (this rule does not apply to tournament play). Coaches must wear closed toe shoes. No sandals for safety reason.

5.4 Unused Equipment: The manager is responsible for keeping all unused equipment inside the dugout during the games.

5.5 Helmets: All players must wear helmets while batting or running the bases during both games and practices. In accordance with USA Softball rules Facemasks / Helmet Guards are required for the softball division. **Facemasks on helmets are mandatory for the Pinto, Shetland and T-Ball Divisions.**

5.6 Equipment Distribution: The team manager is responsible for the complete return of all equipment assigned to their team. No team will receive awards and/or trophies until all equipment issued to their team have been accounted for. Each manager will

be required to give a \$100.00 deposit prior to equipment distribution. A \$20 fee will be charged for all batting cage and equipment shed replacement keys.

5.7 Game Time Limits: Redondo Sunset is required due to field availability issues to use drop dead rules for all divisions. Managers and coaches should refrain from stalling or delay tactics to exploit these drop dead rules. All complaints should be filed with the baseball or softball commissioner. The managers and coaches should refrain from address opposing managers during games. Stalling or delaying tactics, may result in a suspension. Due to daylight savings, a game could be impacted by darkness. The league instructs our umpire crew to stop games when the game conditions become unsafe. To the extent a manager feels the conditions of a game are unsafe, the manager only should discuss the conditions with the opposing manager, at which point the manager(s) should notify the Board member on duty. The Board member on duty will discuss the conditions with the umpire. If a game is stopped due to darkness the Board may do one of the following: revert to the prior inning score and call the game, or reschedule the game to be completed before the next regular season game assuming additional time remains before the drop dead time. This decision will be based on the facts and circumstances of the game.

5.8 Bat Rules:

Effective January 1, 2018, with the exception of the -3 bat (BBCOR certified), all other 2- 5/8 inch minus factor bats (-5, -7, -9, etc) and 2-1/4" bats must be certified with the USABat licensing stamp on the bat in order to be used for league and tournament play. 2-1/4" and 2-5/8 inch minus factor bats (-5, -7, -9, etc) used in 2017 will be illegal to use in 2018. Wood bats are legal. Bats manufactured specifically for use in tee ball, shall not be used when the ball is pitched by a player, coach, or pitching machine, unless using a safety ball.

6.0 SPECIAL RULES - ALL DIVISIONS

6.1 Incomplete Games: These games will not be rescheduled unless it is determined by the President, Commissioner of Baseball or Softball, or divisional Vice-President that these games will have an impact on the division standings at the end of the round or half. No teams will be required to play more than two, (2) "complete" games in a forty-eight (48) hour period with the exception of softball during playoff season.

6.2 Play-off Games: Play-off games will be scheduled to allow participating teams to perform at full strength with all players eligible to pitch the maximum number of innings at the start of the play-off. No new season game may be played until the regular season, including play-off games, is complete. For the purpose of this rule, a new league week will start forty (40) hours after the last game of the season. Baseball - The week resets on Friday prior to Championship Saturday.

6.3 Food, Smoking, Trash, etc.: No food allowed in the dugouts or score booths. The use of tobacco, including E-Cigarettes or any other smoking devices, alcohol or illegal drugs in any form by the players or adult leaders in the dugout, on the benches or on the playing field shall not be permitted. Please be conscious of trash debris around our fields and stands, especially with peanut and sunflower seed shells.

6.4 Jewelry: Players are not allowed to wear jewelry of any kind during games or practices. This includes watches. Medical bracelets or necklaces are allowed. If worn, they must be taped to the body so the medical alert information remains visible.

6.5 Players in Dugout: All players are to remain in the dugout during the game, except for restroom privileges. Players and coaches only are permitted in the dugout.

6.6 Chanting: Chanting from the dugout or the field is allowed so long as it is not directed toward the pitcher. Exception: Rule 7.11.20 - 8 & Under Girls.

6.7 Not allowed in the dugout: Bicycles, skateboards, roller skates, or scooters are not allowed in the dugout or on the field at anytime.

6.8 Throwing the bat: If after a verbal warning, by the Umpire, a player throws the bat intentionally or otherwise they will be called out and/or removed from the game. Exception: in Shetland, Pinto & 8U it is the umpires discretion if the action is deemed unintentional and the player will remain in the game.

6.9 Scorekeeper: For divisions that keep standings, both teams shall keep a scorebook (digital or written) and the manager or team representative will input their score on the Redondo Sunset website and pitcher information (pitcher's name and pitch count) on the google-doc Pitching Log within 24 hours of game time. **Visiting team records pitch count after game on official league document. Home team records official pitch count in score book during the game.** If electronic reporting is not available the teams are to still report their score to their division VP within 24 hours of game time. Game scores that count towards seeding will be determined every season by the Baseball Committee. (For more information, please consult the division's VP.) These games will then decide the seeding for the End of Season Tournament. Pinto American and Shetland will only report scores during the End of Season Tournament.

6.10 Field Prep & Chalking: Both the home team and visitor team are required to prepare the field for the game including dragging and chalking the field and installing the bases (first game of day) before the game. This rule applies to each game. For the last game of the day, both teams are required to rake the batter's box and pitcher's mound, if applicable. Also, both teams will bring out and put away mounds used (baseball), pitching machines (Shetland and Pinto American) and fielding equipment into their proper storage areas.

6.11 The Bases: The home and visiting team is required to pick up the bases after the game and return them to the equipment room/shed. This rule applies to the last game

of the day only. In the event the visiting team is from another league the home team will be responsible for the bases.

6.12 Line-Up Cards: The manager is required to turn in three (3) line-up cards during the pregame meeting with the umpire prior to the scheduled start of the game; one each to the Announcer, Official Scorekeeper (if any), and the opposing manager.

6.13 Both Teams:

6.13.1 **Clean-up:** Clean up the area following each game/practice. This includes sweeping the dugout floor and emptying the trash can in the dugout and cleaning around spectator stands by picking up trash on, below and around the stands, including sweep up nut and seed shells.

6.13.2 **Cooperation with Umpires:** Cooperate with the umpire, should improper spectator conduct occur.

6.13.3 **Fielding a Team:** Every manager is obligated to field his/her team for all scheduled practices and regular season games

6.14 Managers/Umpires:

6.14.1 Both team's managers will meet with the umpire prior to each game.

6.14.2 Managers must request time out and have it granted by the umpire before entering the playing field.

6.14.3 Managers may protest an umpire's decision **only if it relates to a rule interpretation.**

6.15 Base Coaches:

6.15.1 Both the first and third base coaching boxes may be occupied by an adult. Adult base coaches are not required to wear uniforms.

6.15.2 When players are used as base coaches, they must wear safety helmets.

6.16 Managers Dealing With Players:

6.16.1 **Disciplinary Actions:** A player may be held from a game for disciplinary reasons with his/her innings being accounted for in the manner prescribed in the minimum play rule, provided that prior approval was obtained from the League President and/or Player Agent. Approval must be requested at least 24 hours before the affected game.

6.16.2 **Player Agent Notification:** The manager shall notify the Player Agent and division VP within 24 hours after he/she is notified that a player has quit the team.

6.16.3 **Player Absence:** A player will be credited with minimum playing requirements for any game he/she misses because he/she is injured or absent. The manager will notify the Official Scorekeeper whenever this occurs.

6.16.4 Failure to Comply: Failure to comply with the above rules will subject the manager to suspension by the President and league Vice-President. The Board of Directors may consider invalidation or forfeiture of the game involved.

6.17 Eligibility: The Division Vice-Presidents shall not manage or coach in the league that they represent as the Vice-President.

6.18 Catcher Substitutions: In order to keep games on pace and on time, catchers who are on base with 2 outs should be substituted with the last player out in order to change into catcher's gear.

7.0 PLAYING RULES

Reference Sections 8, 9, 10, & 11 of Rules and Regulations for Thoroughbred, Palomino, Colt, Pony, Bronco, Mustang, Pinto & Shetland leagues.

7.0.1 Baseball Pitch Limits: Any team member may pitch, subject to the restrictions of the pitch count as recommended by pitch smart guidelines for the particular age classification below.

<u>AGE</u>	<u>DAILY MAX PITCHES</u>	<u>REQUIRED REST (PITCHES)</u>					
		<u>0 DAYS</u>	<u>1 DAY</u>	<u>2 DAYS</u>	<u>3 DAYS</u>	<u>4 DAYS</u>	<u>5 DAYS</u>
7-8	50	1-20	21-35	36-50	N/A	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+	N/A
11-12	85	1-20	21-35	36-50	51-65	66+	N/A
13-14	95	1-20	21-35	36-50	51-65	66+	N/A
15-16	95	1-30	31-45	46-60	61-75	76+	N/A
17-18	105	1-30	31-45	46-60	61-80	81+	N/A
19-22	120	1-30	31-45	46-60	61-80	81-105	106+

7.7.5 **Coaching.** Coaching shall be limited to designated coaching boxes and near the batter's box when instructing batters. Defensive coaches must position themselves beyond the infield behind the shortstop and second base positions. Limit is two (2) defensive coaches on the field at one time.

7.7.6 **Game Scores:** Scores of the game will not be kept by an official scorekeeper, and shall not be posted on the scoreboard, nor shall the game announcer, coaches, or parents make any reference to the score, or to whom he/she thinks may have a run advantage over the other team. In T- Ball all teams win.

7.7.7 **Protective Headgear:** Must be worn by any player while at bat and while running the bases. This also includes while at practice.

7.7.8 **Base Stealing:** No leading off bases shall be permitted and stealing is not allowed. Balls overthrown at first and third bases shall be out of play and runners may advance only one base.

7.7.9 **Field Marking:** Shall be the responsibility of the home team and shall consist of a batters box, foul lines extending from the front corner of the plate to the outside edge of first and third bases, and a line approximately six (6) feet in front of home drawn from the foul line to foul line representing whether the ball is in play.

7.7.10 **Bases:** The bases will be 50 feet apart.

7.7.11 **Coach Pitch:** Coaches are not permitted to pitch to players until the sixth game, or after first half of the season. Coach pitching is encouraged the second half of the season. However, it shall not be forced on a player that isn't comfortable with it – meaning if a player wants to use only the tee the whole year, they will be allowed to.

7.8 Special Rules - 14 & Under Softball

7.8.1 **Minimum Play:** Every Player must play at least three (3) innings per complete game (7 innings or 6 1/2 if home team is ahead) unless she is absent, injured or being disciplined (see section 6.16.1). Exception: If because of a shortened game (10 run rule, darkness, etc.), a player fails to play her three innings, that player must start and makeup her missing innings the next game, plus play her current three innings. Three (3) innings is defined as playing for nine (9) defensive outs in the field. There shall be free substitution each defensive inning and no player shall sit out more than one (1) consecutive innings.

Failure to comply with the minimum play rule is subject to review by the Sportsmanship Committee and may subject the manager to suspension.

7.8.2 **Batting Order:** The batting order shall be continuous and made from the roster of all players present at the game. If a player leaves before the end of the game their spot in the batting order will be skipped.

7.8.3 **Pitching Distance:** Pitchers will pitch from a distance of 43 feet from home plate

7.8.4 **Bases:** The bases will be 60 feet apart.

7.8.5 **Pitching Limitations:** There are no pitching limitations within Redondo Sunset. Teams must comply with interleague rules relating to pitching limitations.

7.8.6 **Game Duration:** A regulation game shall be seven (7) innings in duration. When a game is tied at the end of regulation length, it shall go into extra innings until a decision or the time limit is reached. Time Limit: **No new inning can start after one (1) hour and thirty (30) minutes with a “drop dead” of two (2) hours from the official start of the game as determined by the umpire.** If the inning cannot be completed due to drop dead time, darkness or safety concerns, the game score will revert to that of the last completed inning. The umpire makes the decision on halting a game due to darkness. If a team has only seven (7) players at game time, a ten (10) minute grace period will be allowed to avoid a forfeit.

In the interest of sportsmanship and in cognizance of the objective of this rule, (which is to provide a program whose time demands are not unreasonable for players, coaches, and parents), all managers are expected and required to refrain from the use of stalling or speeding up of the game to alter the result. Flagrant abuse of this rule shall be reviewed by the Sportsmanship Committee. (Any coach or manager intentionally delaying the progress of the game will be forced to forfeit the game and will face a one game suspension.)

7.8.7 **Time-Out:** An Umpire shall allow an offensive coach only (1) time-out per inning for the purpose of talking to the batter at the plate.

7.8.8 **Time Used Between Innings:** In the best interest of conserving time used between innings, both teams will attempt to take their offensive and defensive positions within (2) minutes. If in the discretion of the umpire this rule is being violated for the purpose of stalling, the coach in violation will be issued one warning. The second violation will result in forfeiture of the game.

7.8.9 **Ten Run Rule:** If a team is leading an opponent by at least ten (10) runs after five (5) or more complete innings have been played or after four (4) and one half (1/2) innings if the home team shall have a ten (10) run lead at the end of its fourth inning, or before the completion of its fifth inning, the game shall be terminated and the team in the lead shall be declared the winner.

7.8.10 **Ties:** A game that is tied when the time limit has expired shall go into the standings as a tie and count as a 1/2 game.

7.8.11 **Base Stealing:** Players may not leave the base until the ball has been released by the pitcher. If the runner leaves too soon, the runner is out.

7.8.12 **Minimum Player Rule:** A team with eight (8) players may field that team for an official game. The ninth batting spot will be an automatic out for the first order of bat only. A team with fewer than eight (8) players at any time must forfeit the game, but are encouraged to play a practice game. Should a Player have to leave the game for any reason, the Team's line-up shall “close ranks” for the duration of that game, and shall not

be penalized with an automatic out, unless the Player's absence causes her team to fall below nine players.

7.8.13 Dropped Third Strike: When the catcher fails to catch the third strike before the ball touches the ground when there are less than two (2) outs and first base is unoccupied or anytime there are two (2) outs, the ball is in play and the batter becomes a batter/runner with liability to be put out.

7.8.14 Sliding Pants: Players are required to wear Sliding Pants under their Softball shorts for all games. Sliding Pads for both legs are highly recommended.

7.8.15 Other Rules: Other Special Rules may be approved by the Commissioner of Softball and the Division VP.

7.8.16 Stepping Out of the Box: A batter must keep one (1) foot in the batter's box during their entire at bat (even when taking signs) except in the case of a foul ball, any play at the plate, or an umpire time out. The umpire will give the batter a warning in the first round. After the first round, the infraction will result in the umpire calling a strike against the batter for stepping out of the box.

7.8.17 Pitcher's Circle: A 16 foot diameter circle will be marked on the field around the pitching rubber. The ball is dead when returned to the pitcher if she is in the pitcher's circle. The pitcher must have possession and control of the ball within the pitcher's circle. The pitcher is considered to be in the pitcher's circle when both feet are on or within the lines.

7.9 Special Rules - 12 & Under Softball

7.9.1 Minimum Play: Every Player must play at least three (3) innings per complete game (7 innings or 6 1/2 if home team is ahead) unless she is absent, injured or being disciplined (see section 6.16). Exception: If because of a shortened game (10 run rule, darkness, etc.) a player fails to play her three (3) innings, that player must start and make-up her missing innings the next game, plus play her current three (3) innings. Three (3) innings is defined as playing for nine (9) defensive outs in the field and one time at bat. There shall be free substitution each defensive inning and no player shall sit out more than one (1) innings at a time.

Failure to comply with the minimum play rule is subject to review by the Sportsmanship Committee and may subject the manager to suspension.

7.9.2 Batting Order: The batting order shall be continuous and made from the roster of all players present at the game. If a player leaves before the end of the game their spot in the batting order will be skipped.

7.9.3 Pitching Distance: Pitchers will pitch from a distance of 40 feet from home plate.

7.9.4 Bases: The bases will be 60 feet apart.

7.9.5 Pitching Limitations: A pitcher may pitch five (5) innings per game.

7.9.6 Game Duration: A regulation game shall be seven (7) innings in duration. When a game is tied at the end of regulation length, it shall go into extra innings until a decision or the time limit is reached. Time Limit: **No new inning can start after one (1) hour and thirty (30) minutes with a “drop dead” of two (2) hours from the official start of the game as determined by the umpire.** If the inning cannot be completed due to drop dead time, darkness or safety concerns, the game score will revert to that of the last completed inning. The umpire makes the decision on halting a game due to darkness. If a team has only seven (7) players at game time, a ten (10) minute grace period will be allowed to avoid a forfeit.

7.9.7 Time-Out: An umpire shall allow an offensive coach only (1) time-out per inning for the purpose of talking to the batter at the plate.

7.9.8 Time Used Between Innings: In the best interest of conserving time used between innings, both teams will attempt to take their offensive and defensive positions within (2) minutes. If in the discretion of the umpire this rule is being violated for the purpose of stalling, the coach in violation will be issued one warning. The second violation will result in forfeiture of the game.

7.9.9 Ten Run Rule: If a team is leading an opponent by at least ten (10) runs after five (5) or more complete innings have been played or after four (4) and one half (1/2) innings if the home team shall have a ten (10) run lead at the end of its fourth inning, or before the completion of its fifth inning, the game shall be terminated and the team in the lead shall be declared the winner.

In the interest of sportsmanship and in cognizance of the objective of this rule, (which is to provide a program whose time demands are not unreasonable for players, coaches, and parents), all managers are expected and required to refrain from the use of stalling or speeding up of the game to alter the result. Flagrant abuse of this rule shall be reviewed by the Sportsmanship Committee. (Any coach or manager intentionally delaying the progress of the game will be forced to forfeit the game and will face a one game suspension.)

7.9.10 Ties: A game that is tied when the time limit has expired shall go into the standings as a tie and count as a 1/2 game.

7.9.11 Five Run Rule: Only five (5) runs may be scored per inning during the first four (4) innings of a game. The last three (3) innings are open.

7.9.12 Base Stealing: Players may not leave the base until the ball has been released by the pitcher. If the runner leaves too soon, the runner is out.

7.9.13 Minimum Player Rule - Borrowing Players: A team with eight (8) players may field that team for an official game. The ninth batting spot will be an automatic out for the first order of bat only. A team with fewer than eight (8) players at any time must forfeit the game, but are encouraged to play a practice game. Should a Player have to leave the game for any reason, the Team's line-up shall “close ranks” for the duration of that game, and shall not be penalized with an automatic out, unless the Player's absence

causes her team to fall below nine players. Teams **may not** use players not on their official rosters unless they are going to fall below eight (8) players for a particular game. If a team does need to borrow a player, they must only borrow the number of players needed to reach the minimum number to field a team (8). The team must also first make an effort to borrow a player from the division below. If a lower division player is not available, a similar skilled player (to the player(s) missing) from within the division can be borrowed after getting approval from the other team as well as the manager the borrowed player is rostered to. The borrowed player **must** bat last in the order and play outfield.

7.9.14 Dropped Third Strike: When the catcher fails to catch the third strike before the ball touches the ground when there are less than two (2) outs and first base is unoccupied or anytime there are two (2) outs, the ball is in play and the batter becomes a batter/runner with liability to be put out.

7.9.15 Sliding Pants: Players are required to wear Sliding Pants under their Softball shorts for all games. Sliding Pads for both legs are highly recommended.

7.9.16 Other Rules: Other Special Rules may be approved by the Commissioner of Softball and the Division VP

7.9.17 Stepping Out of the Box: A batter must keep one (1) foot in the batter's box during their entire at bat (even when taking signs) except in the case of a foul ball, any play at the plate, or an umpire time out. The umpire will give the batter a warning in the first round. After the first round, the infraction will result in the umpire calling a strike against the batter for stepping out of the box.

7.9.18 Pitcher's Circle: A 16 foot diameter circle will be marked on the field around the pitching rubber. The ball is dead when returned to the pitcher if she is in the pitcher's circle. The pitcher must have possession and control of the ball within the pitcher's circle. The pitcher is considered to be in the pitcher's circle when both feet are on or within the lines.

7.10 Special Rules - 10 & Under Softball

7.10.1 Minimum Play: Every Player must play at least three (3) innings per complete game (6 innings or 5 1/2 if home team is ahead) unless she is absent, injured, or being disciplined (see 6.16.1). Exception: If because of a shortened game (10 run rule, darkness, etc.) a player fails to play her three (3) innings, that player must start and make-up her missing innings the next game, plus play her current three (3) innings. Three (3) innings is defined as playing for nine (9) defensive outs in the field and one time at bat. There shall be free substitution each defensive inning and no player shall sit out more than one (1) inning at a time. No player shall play the same defensive position for more than three (3) innings in a game. Failure to comply with the minimum play rule is subject to review by the Sportsmanship Committee and may subject the manager to suspension.

7.10.2 **Batting Order:** The batting order shall be continuous and made from the roster of all players present at the game. If a player leaves before the end of the game, their spot in the Batting order will be skipped.

7.10.3 **Pitching Distance:** Pitchers will pitch from a distance of 35 feet from home plate.

7.10.4 **Bases:** The bases will be 60 feet apart.

7.10.5 **Pitching Limitations:** A pitcher may pitch three (3) innings per game.

7.10.6 **Game Duration:** A regulation game shall be six (6) innings in duration. When a game is tied at the end of regulation length, it shall go into extra innings until a decision or the time limit is

reached. Time Limit: **No new inning can start after one (1) hour and thirty (30) minutes with a “drop dead” of two (2) hours from the official start of the game as determined by the umpire.** If the inning cannot be completed due to drop dead time, darkness or safety concerns, the game score will revert to that of the last completed inning. The umpire makes the decision on halting a game due to darkness. If a team has only seven (7) players at game time, a ten (10) minute grace period will be allowed to avoid a forfeit.

In the interest of sportsmanship and in cognizance of the objective of this rule, (which is to provide a program whose time demands are not unreasonable for players, coaches, and parents), all managers are expected and required to refrain from the use of stalling or speeding up of the game to alter the result. Flagrant abuse of this rule shall be reviewed by the Sportsmanship Committee. (Any coach or manager intentionally delaying the progress of the game will be forced to forfeit the game and could face a one game suspension.)

7.10.7 **Time-Out:** An Umpire shall allow an offensive coach only (1) time-out per inning for the purpose of talking to the batter at the plate.

7.10.8 **Time Used Between Innings:** In the best interest of conserving time used between innings, both teams will attempt to take their offensive and defensive positions within (2) minutes. If in the discretion of the umpire this rule is being violated for the purpose of stalling, the coach in violation will be issued one warning. The second violation will result in forfeiture of the game.

7.10.9 **Ten Run Rule:** If a team is leading an opponent by at least ten (10) runs after five (5) or more complete innings have been played or after four (4) and one half (1/2) innings if the home team shall have a ten (10) run lead at the end of it's fourth inning, or before the completion of its fifth inning, the game shall be terminated and the team in the lead shall be declared the winner.

7.10.10 **Ties:** A game that is tied when the time limit has expired shall go into the standings as a tie and count as a 1/2 game.

7.10.11 **Five Run Rule:** Only five (5) runs may be scored per inning. Inning 5 and on will be unlimited until the time expires.

7.10.12 **Base Stealing:** Players may not leave the base until the ball has been released by the Pitcher. If the Runner leaves too soon, the Runner is out. In the first third of the season HOME PLATE IS CLOSED.

7.10.13 **No Fault Throw Rule:** If a catcher over-throws to second or third in an attempt to catch a base runner stealing the runner must stay at that base. Until 4/1 only.

7.10.14 **Minimum Player Rule:** A team with eight (8) players may field that team for an official game. The ninth batting spot will be an automatic out for the first order of bat only. A team with fewer than eight (8) players at any time must forfeit the game, but are encouraged to play a practice game. Should a Player have to leave the game for any reason, the Team's line-up shall "close ranks" for the duration of that game, and shall not be penalized with an automatic out, unless the Player's absence causes her team to fall below nine players. Teams **may not** use players not on their official rosters unless they are going to fall below eight (8) players for a particular game. If a team does need to borrow a player, they must only borrow the number of players needed to reach the minimum number to field a team (8). The team must also first make an effort to borrow a player from the division below. If a lower division player is not available, a similar skilled player (to the player(s) missing) from within the division can be borrowed after getting approval from the other team as well as the manager the borrowed player is rostered to. The borrowed player **must** bat last in the order and play outfield.

7.10.15 **Dropped Third Strike:** Home plate is closed and no "dropped third strike for the first one third of the season.

7.10.16 **Bunting:** Bunting is allowed.

7.10.17 **Sliding Pants:** Players are required to wear Sliding Pants under their Softball shorts for all games. Sliding Pads for both legs are highly recommended.

7.10.18 **Other Rules:** Other Special Rules may be approved by the Commissioner of Softball and the Division VP

7.10.19 **Stepping Out of the Box:** A batter must keep one (1) foot in the batter's box during their entire at bat (even when taking signs) except in the case of a foul ball, any play at the plate, or an umpire time out. The umpire will give the batter a warning in the first round. After the first round, the infraction will result in the umpire calling a strike against the batter for stepping out of the box.

7.10.20 **Pitcher's Circle.** A 10 foot diameter circle will be marked on the field around the pitching rubber. The ball is dead when returned to the pitcher if she is in the pitcher's circle. It is not necessary for the pitcher to have absolute control of the ball, but the ball must be in the pitcher's circle to be considered a dead ball.

7.11 Special Rules - 8 & Under Softball

7.11.1 **Minimum Play:** Every Player must play at least two (2) innings per complete game (5 innings or 4 1/2 if home team is ahead) unless she is absent, injured, or being

disciplined (see section 6.16.1). Exception: If because of a shortened game (10 run rule, darkness, etc.) a player fails to play her two (2) innings, that player must start and makeup her missing innings the next game, plus play her current two (2) innings. Three (3) defensive outs constitute a complete inning. There shall be free substitution each defensive inning and no player shall sit out more than one (1) inning at a time. No Player shall play the same defensive position for more than two (2) innings.

Failure to comply with the minimum play rule is subject to review by the Sportsmanship Committee and may subject the manager to suspension.

7.11.2 Batting Order: The batting order shall be continuous and made from the roster of all players present at the game. If a player leaves before the end of the game, their spot in the Batting order will be skipped.

7.11.3 Four Run Rule: Only four (4) runs may be scored per inning during the first four (4) innings of a game. Inning 5 and on will be unlimited until the time expires.

7.11.4 Season Play: Players may pitch only two (2) innings per game, unless a game

achieves a 5th inning, at which time a pitcher may pitch a third inning. **During the end of season tournament there are no pitching limits per week, however two (2) innings per game remains.** No walks will be allowed. After four (4) called balls, the coach from the offensive team will pitch (and assume the strike count) from the pitchers plate until the batter strikes out or puts the ball in play. While the coach is pitching, if the coach interferes with the fielder's ability to make a play, an out will be recorded and no runners advance.

While the pitcher is pitching, if a pitched ball hits a batter and the batter has made an attempt to get out of the way, at the umpire's discretion, the batter may be awarded

1st base. (This is strongly discouraged and the umpires have been advised to only award

1st base if the player gets hurt or becomes intimidated after being hit by the pitch. As a developmental division efforts will be made to allow the batter to hit.)

Players may steal second or third after the ball leaves the pitcher hand and only when players are pitching. There will be no stealing home. Bunting will be allowed, however no bunting off of coach pitcher. For safety reasons, if a player shows bunt she must either attempt to bunt or pull her bat back and take the pitch. Under no circumstances should a player show bunt and proceed with a full swing.

After four (4) balls, a coach from the offense will pitch to the batter the number of pitches left between the current strike count and three. The umpire will call the coach pitches. With less than two strikes a foul tip or a foul ball not caught also count as a strike. When the coach is pitching, the batter continues to bat until the ball is put into play, they strike out, or when a count of four (4) called coach- pitches are reached, the player will be declared 'out', except if the final pitch is fouled. A player will not be called

out on a foul ball that is not caught. Only one base per coach hit is allowed, this includes the runners on base. Each base runner may only advance one base on coach pitch.

***Please keep in mind this is an instructional division. Although it is not a rule, it is good practice to teach the players the proper time to steal. It is strongly encouraged that coaches only have players steal when a pitch gets passed the catcher.

7.11.5 **Pitching Distance:** Pitchers will pitch from a distance of 30 feet from home plate.

7.11.6 **Bases:** The bases will be 55 feet apart.

7.11.7 **Game Duration.** A regulation game shall be six (6) innings in duration. When a game is tied at the end of regulation length, it shall go into extra innings until a decision or the time limit is reached (third round only). Time Limit: **A maximum time of 1 hour and 30 minutes “drop dead” will apply from the official start of the game as determined by the umpire.** If the inning cannot be completed due to drop dead time, darkness or safety concerns, the game score will revert to that of the last completed inning. The umpire makes the decision on halting a game due to darkness. If a team has only seven (7) players at game time, a ten (10) minute grace period will be allowed to avoid a forfeit.

7.11.8 **Ten Run Rule:** If a team is leading an opponent by at least ten (10) runs after five (5) or more complete innings have been played or after four (4) and one half (1/2) innings if the home team shall have a ten (10) run lead at the end of its fourth inning, or before the completion of its fifth inning, the game shall be terminated and the team in the lead shall be declared the winner.

In the interest of sportsmanship and in cognizance of the objective of this rule, (which is to provide a program whose time demands are not unreasonable for players, coaches, and parents), all managers are expected and required to refrain from the use of stalling or speeding up of the game to alter the result. Flagrant abuse of this rule shall be reviewed by the Sportsmanship Committee. (Any coach or manager intentionally delaying the progress of the game will be forced to forfeit the game and could face a one game suspension.)

7.11.9 **Ties:** A game that is tied when the time limit has expired.

7.11.10 **Base Stealing:** Players may steal second or third base after the ball leaves the pitcher hand and only when players are pitching. If the runner leaves too soon, the runner is out. The runner will be called out at the umpire's discretion.

7.11.11 **No Fault Throw Rule:** All Season, HOME PLATE IS CLOSED. If a Catcher overthrows to second or third base in an attempt to catch a Base Runner stealing, that Runner must stay at that base. Additionally, a Runner on third base may not come home when a play is made on a Runner attempting to steal second.

7.11.12 **Minimum Player Rule:** A team with eight (8) players may field that team for an official game. The ninth batting spot will be an automatic out for the first order of bat only. A team with fewer than eight (8) players at any time must forfeit the game, but are encouraged to play a practice game. Should a Player have to leave the game for any

reason, the Team's line-up shall "close ranks" for the duration of that game, and shall not be penalized with an automatic out, unless the Player's absence causes her team to fall below nine players. Teams **may not** use players not on their official rosters unless they are going to fall below eight (8) players for a particular game. If a team does need to borrow a player, they must only borrow the number of players needed to reach the minimum number to field a team (8). The team must also first make an effort to borrow a player from the division below. If a lower division player is not available, a similar skilled player (to the player(s) missing) from within the division can be borrowed after getting approval from the other team as well as the manager the borrowed player is rostered to. The borrowed player **must** bat last in the order and play outfield.

7.11.13 **Pitcher's Circle.** A 10 foot diameter circle will be marked on the field around the pitching rubber. The ball is dead when returned to the pitcher if she is in the pitcher's circle. It is not necessary for the pitcher to have absolute control of the ball, but the ball must be in the pitcher's circle to be considered a dead ball.

7.11.14 **Infield Fly Rule:** There is no infield Fly Rule in 8 & Under Softball.

7.11.15 **Dropped Third Strike:** There is no Dropped Third Strike in 8 & Under Softball.

7.11.16 **Standings:** 8 & Under Softball is an instructional league. Standings will not be kept. All 8 & Under players will receive awards at the end of the season.

7.11.17 **Coaches on Field:** Two (2) adult defensive coaches are permitted to be on the field (in foul territory in the outfield only) during the game to give directions to their players. No coaching will be allowed in the home plate area. This area extends from dugout to dugout.

7.11.18 **Umpires:** The league will provide Umpires.

7.11.19 **Chatter:** Because of the instructional nature of this Division, CHATTER will be allowed only so long as it is not directed at an Opposing Batter or an Opposing Pitcher in an effort to distract their play.

7.11.20 **Other Rules:** Other Special Rules may be approved by the Commissioner of Softball and the Division VP.

7.12 Special Rules - 6 & Under Softball

7.12.1 **Minimum Play:** Every player must play the entire game unless she is absent or injured. Players shall play in all the standard defensive positions except catcher. All remaining players shall be positioned in the outfield. Everyone must play the entire game, no substitutes.

7.12.2 **Batting Order:** The batting order shall be continuous and made from the roster of all players present at the game. One complete batting turn through the batting order constitutes an inning, regardless if three (3) outs are made or not. When a runner is thrown or tagged out, she may remain on the base and continue running until she touches home.

7.12.3 **Bases:** The bases will be 55 feet apart.

7.12.4 **Game Duration:** All Games shall be three (3) innings.

7.12.5 **Coaching:** Coaching shall be limited to designated coaching boxes and near the batter's box when instructing batters. Defensive coaches must position themselves beyond the infield behind the shortstop and second base positions. Limit is two (2) defensive coaches on the field at one time.

7.12.6 **Game Scores:** Scores of the game will not be kept by an official scorekeeper, and shall not be posted on the scoreboard, nor shall the game announcer make any reference to the score, or to whom he thinks may have a run advantage over the other team. In 6U, all teams win.

7.12.7 **Protective Headgear:** Protective headgear must be worn by any player while at bat and while running the bases. This also includes while at practice.

7.12.8 **Base Running/Stealing:** Batters and base runners may only advance one base per hit, except all base runners may proceed through the bases to home, when the final batter of the inning hits. Stealing is not allowed.

7.12.9 **Field Marking:** Shall be the responsibility of both teams and shall consist of a batters box, foul lines extending from the front corner of the plate to the outside edge of first and third bases, and a line approximately six (6) feet in front of home drawn from the foul line to foul line representing whether the ball is in play.

7.12.10 **Coach Pitch:** Coaches are not permitted to pitch to players until the division VP gives authorization. When pitching is allowed, only an underhand pitching technique will be permitted.

7.13 End of Season Tournament Rules

Baseball Rules of play are the same as in regular season play unless otherwise noted within the division rules. Each Division VP will be the Tournament Director of their respective division.

All divisions

- In winners bracket Home/Away determined by higher seed.
- In losers bracket, Home/Away determined by pre game coin flip done by managers.
- Winners bracket team is home team in Championship game.
- 'If necessary' game H/A determined by manager coin flip.

Shetland division:

- Seeding is based on blind draw.

- There is no 5 run limit during the end of season tournament.
- Must have at least 8 players or it is a forfeit and game is played for fun only. Non-forfeit team advances to next round.
- Regular season rules apply

8.0 ALL-STAR SEASON

(Reference Rules and Regulations for Tournament)

It is the goal of The League to send the best teams to represent The League in All-Star play.

8.1 All-Star Team Selection: The All-Star selection process will be conducted by two Board members, generally the Division VP and the Baseball Commissioner or League President. In Softball division the 16U teams will be selected 1st, followed by the 14U, 12U 10U and 8U in that order. The second team will follow the same format after the first team is selected.

8.2 Manager: Candidates wishing to be considered as the All-star manager shall state so to the Divisional VP in writing prior to the All Star selections meeting. The All-Star manager may be selected from the team manager or team coaches (prior managing experience required). Team coaches must have two years prior experience as a manager at Redondo Sunset. If there is more than one person interested in the position, the selection will be made by ballot. The selection of the manager will be voted after the first ten players are selected to the team. It is recommended the manager be a parent or guardian of one of the first ten (10) selected players. Final approval of the manager selection rests with the Board of Directors.

8.2.1 Baseball Division: Manager must have managed at least one (1) full year prior in Redondo Sunset before being allowed to manage the Tournament and All Star team (Pony, Bronco and Mustang divisions only). Managers and coaches from the division will be given preference with important consideration placed on the candidates coaching ability and self-control, as well as their ability to represent Redondo Sunset PONY Baseball in a favorable light. The All-Star manager will select one team coach and one business manager.

8.2.2 Softball Division: Interested candidates may have managed or coached in an older division, and plan to return with their daughter to the requested division for the All Star season. (If a manager moves up with his/her daughter who is playing up, the manager may request to be considered for the All Star manager if his/her daughter requests to be considered in her age- appropriate division.) The manager may chose up to three coaches to assist in the dugout during the All Star season. These selections are solely the manager's.

8.2.3 Balloting: Each manager in the division will cast one (1) vote for the All Star Team Manager of their choice. In case of a tie, the VP of the division will vote to break the tie. The selected manager will be notified at the completion of the ballot.

8.3 All-Star Players: The All Star players shall be selected as follows, for all divisions except Colt:

8.3.1 Nominations: Each Manager will nominate players from his/her team up to a maximum of five (5). In order to be eligible, the Players must reside within the boundaries set by Pony Baseball including any Management Areas (Baseball Only). For softball players, they must have participated in at least 75% of their total games to be eligible for All Stars. The players will be nominated by the manager at the All-Star selection meeting. Managers should provide player background, batting averages, pitching statistics, team impact, etc. during the process of nominating the players. All nominated players will be placed on the list as eligible players.

8.3.2 Selection: The Managers and Vice President of each division will select each player on the Mid Season Tournament and All-Star team by secret ballot.

8.3.3 Number of Players: Baseball – A maximum of fifteen (15) all stars will be named to any team. A minimum of twelve (12) must be named with a maximum of up to three (3) alternates. Softball – A maximum of Twelve (12) all stars will be named to any team. The first ten (10) players will be voted by the division managers. The placement of players will be decided by a series of rounds of voting. Additional discussions will be held between each round of voting, up to 1 minute per player but no more than 3 minutes per manager will be provided to discuss players not already selected to the team. Once the first ten All-Stars are selected, the remaining two All-Star selections will be determined by the All-Star Manager, the players must be selected from the eligible players not yet selected.

8.3.4 Placement: Players placed on the All-Star team is based on voting. Baseball – All players selected must be unanimous (all managers voting) for the first two rounds of voting. All remaining rounds of voting may result in placement of a player if the player(s) receive votes by all but one or two managers. Softball – A simple majority vote of the divisional managers and Vice President of the division shall determine the all-star players named to the team.

All voting will be done on a closed ballot by round. The Division VP will tally each round's votes.

8.3.4.1 Baseball - For first round of voting, each manager will select 6 players or cast 6 votes. The Division VP will inform manager of players with unanimous votes and those players will be placed on the team (player must receive a vote from all managers to be placed on the team after round one). For round two voting, each manager will receive a maximum of six votes. Unanimous players will be placed on the team. For all remaining rounds, the number of votes will be

determined based on the following: ten less number of players selected to the team plus one. For rounds three through completion, a player may be placed on the team if they receive votes from all but one or two depending on the number of players required. If more than the required players are selected during any round, the round voting will be thrown out and number of votes for the round will be reduced by 1. Once the first ten players are selected, the manager will select the two remaining players.

Three alternates will be voted upon similar to the above process. Round 3 voting rules will apply.

8.3.4.2 Softball - For first round of voting, each manager will select 10 players or cast 10 votes. The Division VP will notify the managers of players with majority votes as selected to the team. For round two voting, each manager will receive a maximum of votes dictated by the remaining votes needed (if only 7 slots have been agreed upon, each manager votes for 3, etc.) Once the first ten players are selected, the manager will select the two remaining players. Three alternates will be voted upon similar to the above process. Round 3 voting rules will apply.

8.4 Additional Mid Season Tournament and All Star Teams: All additional teams shall be selected in the same manner if approved by the managers and Vice President of each division. Additional teams shall be selected in the same manner as outlined above. Any teams NOT approved by the League, will not be sanctioned by the League, will not be insured by the League, and the manager will face disciplinary action. Each Manager shall be allowed to nominate up to five (5) Players from his team that were not selected to previous teams. A new vote on these Players will determine the make-up of this team according to rule 8.3.

8.4.1 Fall/Winter Tournaments

Teams which are composed of RS Players (Current year or registered for the following season) may participate in tournaments after championship play, typically Fall/Winter tournaments in October through December. RS will support such teams and will offer use of batting cages and practice fields, if available, once the team has submitted a roster and received approval by the RS Board. Teams which qualify for use of facilities will be allowed to register as RS teams. Approved rosters must only include RS All Stars players and/or RS (Current year or registered for the following season) players and not practicing/playing with any Travel teams.

8.5 Minimum Play Rules: Redondo Sunset does encourage Managers to try and play all players but they are not required to adhere to any Minimum Play Rules above and

beyond the minimum play rules that are posted for each individual tournament they are entered in.

8.6 Financial Responsibility: The League assumes NO financial responsibility for any team. All costs must be divided equally amongst the players.

8.7 Colt: All Star players selected for Colt shall be determined by the Baseball Committee at or before the June Board Meeting.

8.8 Announcement of Players: The names of all players chosen for the MID Season and All Star teams shall remain secret until after the official announcement.

9.0 SOFTBALL SELECT PROGRAM

9.1 Select is a program that provides the option for more advanced players to play softball at a more challenging level during the recreational season. Each year, USA SOFTBALL (previously ASA) recreational leagues lose players and volunteers (coaches, board members, etc.) to travel ball due to a desire to play softball at a more competitive level. USA SOFTBALL Select is intended to allow advanced players to play against all star caliber teams from local leagues within the Los Angeles/South Bay District (and potentially other Western Region Districts as well) to get a higher level of competition while keeping costs low, and without compromising the integrity of the primary recreational league.

9.2 Select **IS NOT** all stars. It is an entirely separate program. Although players will continue to advance their level of play through the program, it is not a guarantee that those players chosen to play on a Select team will make an All Star team.

9.3 Select Teams are based on division numbers and qualified players, managers and coaches ; only one Select team per division is permitted. Exceptions to this rule may be approved by the Commissioner of Softball and the Division VPs.

9.4 All Select players must be registered with Redondo Sunset recreational league for the current year.

9.5 A player who participates on a Select team **may not** also participate on travel team from February 1 to April 31 or until the conclusion of the Select program.

9.6 Select players **MUST** play in the recreational league as well, and must play a minimum of 75% of all recreational league games to remain eligible for Select. Any player who fails to play the required amount of games, which is assessed at the conclusion of the recreational league game schedule, will be dismissed from the Select team, and may not play on any other league all star team. The Board may allow exceptions for injuries, illness, or other justifiable circumstances. A player who fails to meet at least half of her weekly recreational team obligations, including all games and practices, may be prohibited from participating in that week's Select Team event.

9.7 Select does not replace All Star teams.

9.8 Select teams may play only one day a week (i.e., either a practice or game(s)). District Commissioners will set a game schedule once all Select participants for the District have been confirmed. The schedule is expected to run from the beginning of March until the end of April (so about 8 weeks total). Select Teams may begin practicing (one day a week) any time after the recreational league's player draft has taken place (but see rule 12.10, et. seq. for player selection procedure). USA SOFTBALL may schedule one or two single-day Select tournaments during the Select season. The Select Team(s) may be dispersed prior to the March 31st Select deadline at the discretion of REDONDO SUNSET or the Manager(s). If the March 31st deadline for team dissolve is selected, the All Star team selection will be resumed on May 1st per USA SOFTBALL schedule.

9.9 Following the conclusion of the Select season, players will continue to play on the spring recreation team or they will not be considered for All Stars.

9.10 Player Selection Procedure

9.10.1 To be eligible for Select, a player must be registered with the league and on the active roster of one of the recreational league teams for the relevant division.

9.10.2 There will be at least one open tryout date with a possibility of a second or third "call back" date for any eligible player who wants to be considered for the Select program. There will not be more than two call back dates. Players will be evaluated by qualified evaluators designated by the softball commissioner. Playing on a select team is a privilege. Final selection of players will be made based on evaluations, previous coach's input (such as coachability), player attitude and commitment level.

9.10.3 Players will be notified if they have made the Select team by February 1st.

9.10.4 The list of Select team candidates will be narrowed down to 14 players by the Softball Commissioner. The Manager can choose to carry 11-14 players on the roster.

9.11 Select Manager Selection Process

9.11.1 To be eligible to manage a Select team, the volunteer must have managed or coached at Redondo Sunset the prior year, and must have at least one year of experience managing or coaching (i.e., a dugout coach) at the All Star level in any division.

9.11.2 Applicants who meet that criteria and are interested in a Select Manager position must fill out the Select Manager Application (located in the "Documents" section on the website) and submit it to the Softball Commissioner

no later than they first day of Select player tryouts. Assuming the existence of qualified candidates, the Executive Board will choose Managers for each team, excluding Executive Board Members that are candidates. Executive Board Members that submit applications to be Select managers will not be included in the voting process. The Manager may choose his/her coaching staff as long as the coach has not been denied a team for disciplinary reasons.

9.11.3 The Manager/Head Coach must be ACE Certified.

9.12 Select Program Fees

9.12.1 A \$75 registration fee is required. Cost will include umpire fees, 1 tournament fee, uniform, sox and visors. Additional tournaments may be at an additional cost. USA/ASA championship events will be paid for by Redondo Sunset.

10.0 SPORTSMANSHIP - Managers, Coaches, Players, and other League members:

10.1 Sportsmanship Director: The President and/or Executive Vice-President, acting as the director of Sportsmanship, shall monitor all League activities with respect to sportsmanship and enforce all regulations governing same. The Director of Sportsmanship shall appoint a monitor for all fields to assist him/her in carrying out these duties.

10.1.1 **Incident Reporting:** All matter of poor sportsmanship by any League member shall be reported to the Director of Sportsmanship **in writing**.

10.1.2 **Game Ejections.** Managers shall notify the Director of Sportsmanship of any person(s) being ejected from a game by the umpire. **Anyone ejected by an umpire must leave the park IMMEDIATELY. Any manager, coach, player or fan that is ejected from a game will be suspended for the following game.** Regular or post season.

10.1.3 **Displays of Poor Sportsmanship:** Other displays of poor sportsmanship not resulting in immediate suspension from a game are to be reported. Examples of such unsportsmanlike conduct include, but are not limited to:

- Throwing bats, helmets, or any other visible gesture of temper.
- Profanity or obscene gestures.
- Under the influence of alcohol and/or drugs or drinking of alcoholic beverages on League premises.
- Smoking in the dugout or on the field of play.
- Undue harassment of umpires or players.

10.1.4 **Fan Hindrance:** Undue harassment of players by fans for the purpose of disruption is strictly prohibited. If in the discretion of the umpire this rule is being violated, the umpire is to caution the violator(s) to cease the misconduct immediately. If

the unsportsmanlike conduct continues, the umpire is to order the violator(s) to physically remove themselves from stands and the scope of the playing field. Non compliance with the umpires ruling will result in forfeiture of the game for the team whose fan(s) are in violation. 10.1.4.1 **Unsportsmanlike Conduct:** Incidents of unsportsmanlike conduct by a participating member may be cause for temporary suspension from playing, coaching, or managing in future games.

10.1.5 **Removed from the Game:** Any member removed from a game by an umpire is ineligible to participate in any further games until the Director of Sportsmanship has reviewed his/her case.

10.1.5.1 The Director of Sportsmanship shall take action on any report to him/her within 48 hours after being notified.

10.1.5.2 Failure of the Director of Sportsmanship to act within 48 hours after being notified of the report shall result in the ineligible member being automatically reinstated to full eligibility status.

10.1.5.3 Participation of an ineligible player in a league game will subject the team to penalties for using an ineligible player as described in the Rules and Regulations for Colt, Pony, Bronco, Mustang, Pinto, and Shetland leagues. The Director of Sportsmanship may impose other sanctions, as he/she deems necessary.

10.2 Suspension: The President and league Vice-President may suspend managers, and/or coaches for any of the following reasons:

10.2.1 Violation of the minimum play rule.

10.2.2 Violation of the pitching rules.

10.2.3 Failure to field a team for a scheduled game.

10.2.4 Conduct which brings discredit upon himself/herself or his/her team.

10.2.5 Failure to comply with current Standing Rules for Redondo Beach Sunset Youth Baseball and Softball League, Inc.

11.0 PROTESTS AND PENALTIES:

Reference Sections 17, 18 and 19 of Rules and Regulations for Colt, Pony, Bronco, Mustang, Pinto and Shetland leagues. All protests for Softball and Baseball follow this protest rule.

11.1 Playing Under Protest

A manager who decides to play under protest must notify the plate umpire, official scorekeeper and opposing manager at the time that the disputed play occurs and submit the protest in writing to the league President or Executive Vice-President, within 48 hours of completion of the game. The protesting manager will deposit \$25.00 with the protest before the protest will be considered and within 48 hours of the disputed play or

it will not be considered. The sum will be returned to the protesting manager only if his/her protest is upheld.

12.0 BATTING CAGE RULES AND OPERATIONAL DOCUMENTATION

12.1 Batting Cage - Safety Rules

12.1.1 The batting cages can only be used by *players* registered to play in this league.

12.1.2 A minimum of two (2) adults (1 coach and 1 other adult) must be present at every session and remain there during the entire scheduled time. One (1) coach must be present inside the cage and one (1) adult must supervise the remaining players outside the cage waiting their turn.

12.1.3 Only an adult coach who has been successfully trained and approved by the league is allowed to feed the pitching machine. No player is to operate the machine.

12.1.4 Only one player is allowed inside the batting cage at a time when the machine is being operated or the coach is live pitching. No player is to live pitch to a batter in the batting cage.

12.1.5 At no time is a player to be positioned behind the screen and/or anywhere in front of another player that is batting a ball from a live pitch, machine pitch, soft toss, or any other form of pitch, while hitting is in the direction of that player or screen.

12.1.6 **Every player** must wear a protective batting helmet and *closed-toe rubber-soled shoes or cleats (no metal cleats)* while inside the cage.

12.1.7 All players and coaches are expected to follow all posted safety signs and *documented* procedures at all times.

12.1.8 Only specified baseballs and softballs are to be used in the respective machine. ie. Jugs, Iron Mike, etc.

12.1.9 The coach is responsible for securing the cage against entry after completion of assigned practice time.

12.1.10 The coach is responsible for insuring that the pitching machine safety procedures are followed during his/her assigned time.

12.2 Batting Cage - Eligibility

12.2.1 Eligibility to access and use of the Batting Cages will be strictly limited to only active, non- injured Redondo Sunset Youth Baseball and Softball participants in good standing with the League. No adults are permitted to use the batting cages.

12.2.2 It is mandatory that the manager of a team complete the safety training and instruction prior to that team being scheduled for any batting cage use.

12.2.3 The cages are not intended for use by non-registered teams and players. The President, Vice President or Executive Board of Directors must approve access and use of

the cages by any other individual team other than Redondo Sunset Youth Baseball or Softball.

12.2.4 Eligibility can be revoked to individuals, teams and coaches for misuse or misconduct of the cages and the equipment.

12.3 Batting Cage - Period of Access

12.3.1 Access and use of the batting cages and the equipment will only be allowed during the regular season. The regular season is defined as beginning with the day after team selections have been made and ending at the completion of All-Star activity. The President, Vice President or Executive Board of Directors must approve any access beyond this period.

12.4 Batting Cage - Method of Scheduling: In an effort to fairly divide up the weekly hours available for the batting cage use among all teams sanctioned to utilize the facility, scheduling will be handled by the Board's Game Scheduler, as follows:

12.4.1 Each of the sanctioned league teams will be granted ONE HOUR of cage time PER WEEK, this will be known as PRIMARY CAGE TIME. The hour is to occur Monday through Friday between 4PM and 9PM, Saturday between 9AM and 6PM or Sunday between 11AM and 6PM. Conflicts with games are NOT subject to rescheduling by the League Scheduler. Rainouts are NOT subject to rescheduling by the League Scheduler.

12.4.2 If requested, the upper divisions will have first priority to any additional cage time. The League Scheduler will schedule the WEEKDAY or Weekend "DISCRETIONARY" HOUR of cage time based on a "first come, first served" system

12.4.3 Managers will select their Primary Batting Cage practice time through a lottery process at the Mandatory Manager's Meeting.

12.4.4 All cage time must be scheduled by the League Scheduler.

12.4.5 The Board Member on Duty shall settle any disputes in regards to the day's batting cage schedule. All official times and dates for the cage will be posted online. Only teams officially scheduled by the Game Scheduler may use the cage. In instances involving two teams vying for cage use at the same time, the Board Member on Duty will have final say in all disputes.

12.4.6 Unauthorized use of the cage may result in expulsion from the cage.

12.5 Batting Cage - Training Acknowledgment Documentation

The following acknowledgment form must be completed for all managers and coaches using the Redondo Sunset Youth Baseball and Softball batting cages and approved by their Divisional VP and their League Commissioner prior to cage use.

**Redondo Sunset Youth Baseball and Softball Batting Cage Training
Acknowledgment Documentation**

I, _____, hereby understand all of the afore-mentioned rules and procedures regarding the Redondo Sunset Youth Baseball and Softball batting cage facility located at Alta Vista Park and agree to follow these rules and procedures. I also acknowledge that I have been trained on the safe and proper operation of the electrically powered pitching machines and agree to follow all of the safety procedures and precautions associated with these machines. I also understand that failure to abide by any of the rules and procedures in this safety document can lead to disciplinary action by the Redondo Sunset Youth Baseball and Softball Board of Directors, which can include loss of privileges to the batting cage facility for myself, my coaches and/or my team.

_____ Signature (Trainee) Date

_____ Signature (Divisional VP) Date

_____ Signature (Baseball/Softball
Commissioner) Date