**Rising Sun Little League**

**Major Baseball Local Rules**

**2021 Season**

**General**

1. The manager and/or coaches must be present at every practice and game. Managers must be at least 18 years of age.
2. Managers are responsible for seeing that only authorized team members, coaches and officials are in the playing area, including the dugout, during the games. Playing field may be cleared at the umpire’s discretion. No more than two (2) approved coaches and one (1) manager are allowed in the playing area, and are not to physically assist in any way. One (1) approved coach or manager must remain in the dugout at all times when occupied by players.
3. Anyone assisting with a team’s practice or game must be approved by the Board of Directors. As part of this process, each volunteer MUST submit a volunteer application, a government issued photo ID and pass the background check. Participation cannot start until the manager has been notified of approval.

**Players**

1. Players must participate in 75% of practices before opening ceremonies. After opening day players must make 75% of practices and games combined or they may be relegated to a two-inning maximum of play per game and risk suspension from the League. The Board of Directors must approve this suspension. Legitimate school functions or medical excuse will be allowed. Managers should keep these records and should be made available upon request.
2. All players must wear a complete Little League uniform as issued by the League. Shirts are to be tucked in at all times. Uniforms consist of a hat, shirt, gray pants, belt and solid socks. Players may not wear jewelry except medical alert.
3. Any manager having a player injured requiring treatment will need to inform the Safety Officer immediately. The Injury Tracking Report Form (available on-line and in the light room at the town complex) must be completed and submitted to the Safety Officer within 48 hours. All incidents that require a manager to file an incident report will require a written note from the player’s parent giving approval for the player to return to practice or game. If the player required professional medical treatment, the injured player must present a non-restrictive medical release to the manager prior to being allowed in a game or practice. The manager must submit the non-restrictive medical release to the Safety Officer.  Failure to follow this rule may result in disciplinary action by the Board of Directors.
4. When a player is lost to a team during the playing season for any reason the manager of the team losing a player will promptly advise the Player Agent and select a replacement player within 5 days. The manager shall review the available player list with the Player Agent and shall select a replacement. Failure by the manager to advise the Player Agent of a player’s continued absence may result in disciplinary action by the Board of Directors.

**The Game**

1. The home team dugout will be the third base dugout.
2. There is no “on-deck” circle. Under no circumstances is any player to swing a bat except while near the batter’s box. If a player violates this rule, they are subject to “ejection” from the game.
3. There are to be no bats in dugouts. Bats are to be kept outside the dugouts.
4. Managers are responsible for keeping an accurate score book, and posting game information in the light room at the town complex. This includes game score, pitcher’s name, number of pitches pitched, and players with home runs.
5. Player Pool: The Division Vice President will be provided a player pool listing by the player agent. The manager must contact his division VP for a player pool player. A team may not use a player pool player if 9 rostered players are present at the game. If a player pool player is assigned they must fulfill their mandatory play time and be removed when 9 rostered players are at the game. Rostered players may not be kept on the bench after pool players have fulfilled their mandatory time. A team may use no more than 4 players from the player pool list for a game. If a player is obtained that is not on the list, the Board of Directors may rule the game a forfeit. No player from the pool listing can be used by the same team two games in a row without prior approval of the Player Agent.
6. Yearend divisional championships will be determined in the following order:
	1. Team with the best overall record including interleague play will win the division.
	2. Ties: Teams tied after playing the same number of games will be decided on head to head standings against each other during the regular season.
	3. Ties with teams NOT playing the same number of games:
	4. After every effort is exhausted to reschedule make up games or if the partnering league is unresponsive and will not make up the missed games, the win loss percentage will determine the winner.
	5. If teams are still tied, a one game playoff will take place at the time and location decided by the scheduling committee. Coin toss will determine home team. Winner of the game take all.
7. All Star managers for this division will be selected per the RSLL all star manager policy.
8. In the spirit of good sportsmanship, all players, managers, and coaches are required to shake hands at the end of each game. Managers, coaches and players not complying with this rule will face immediate suspension.
9. There is no run limit per inning.
10. There are to be 9 batters in the lineup. You DO NOT bat through your entire roster. Substitutions need to be made to get players their minimum play time.
11. Gates are to remain closed during games.
12. Catchers must wear all protective gear during a game. Any player “warming” a pitcher must wear a catcher’s mask and helmet with a dangling throat guard. This includes infield/outfield practice. Pitchers must be “warmed up” by other players, not adults (this includes PRACTICE and GAMES).
13. The Vice President of Umpires will be responsible for scheduling a home plate umpire. Both teams are responsible for base umpires unless one has been assigned.
14. The ten (10) run rule is in effect: The so called "slaughter" rule does not affect either team until AFTER a "regulation" game.
15. Time Limits - SEE TIME POLICY OF RSLL.
16. Defensive Managers/coaches are required to remain behind the fence or in the dugout.

**The Fields**

1. There shall be no Sunday practice before 1:00 pm. There will be no practices on any field during Field Day activities. Practice may resume once Field Day work is complete, AS LONG AS THAT TEAM HAS PARTICIPATED IN FIELD DAY ACTIVITIES THAT DAY. Managers found practicing while field days are in progress will be suspended their next two (2) games.
2. Any field can be closed to practice because of “field conditions”. Once a field is closed, it is not to be used until reopened by the Field Manager.
3. Managers cannot make decisions on canceling or rescheduling games. Cancellation of games because of weather will be made by the approved Board of Director member. For cancellation check the RSLL Website [www.risingsunlittleleague.org](http://www.eteamz.com/risingsunlittleleague/) or call 410-658-6092 for the latest information. IN CASE OF LIGHTNING PLEASE CONSULT LIGHTNING PROCEDURE. Rained out games will be rescheduled by the “scheduling committee”. Games that are cancelled for any reason will be scheduled for the next available time slot. Teams may be required to play double-headers to complete the season on time. If a game must be rescheduled for acceptable reasons other than weather, the manager is required to notify the player agent 72 hours before the scheduled game time. Failure to notify the player agent may result in forfeiture of the game once reviewed by the Board of Directors. It is the manager’s responsibility to view the RSLL website or the light room at the town complex for rescheduled game dates and times.
4. At the completion of each game, both teams involved will be responsible for cleaning their own dugout, dumping contents of the trash receptacles into the dumpsters.
5. Home team is responsible for getting the field ready to play (drag, rake, line etc.). Visiting team is responsible for field post game repairs- fill in holes, rake, etc. This must be done even if a game follows on the same field. If no game follows on that field the visiting team will be responsible to extinguish lights, remove bases and install plugs. Visiting team is also responsible for locking all gates and buildings used for this game (if no game follows).