

VSLL In-House Rules



Baseball and Softball

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VSLL Pool Player Rules

VSLL allows the use of pool players during the regular season and follows the District 2 guidelines for pool players. Little League Regulation V(c) reads ...

A pool of players from existing regular season teams can be created with players that are willing to participate in extra games during the regular season when teams face a shortage of rostered players for a regular season game.

- The league's Player Agent will create and run the pool. The league's Player Agent will use the pool to assign players to teams that are short of players on a rotating basis.
- Managers and/or coaches will not have the right to randomly pick and choose players from the pool.
- Players used from the pool will not be allowed to pitch, play catcher or any other infield position. Pool players must play in the outfield.
- Pool players must bat in batting order positions 6 thru 9.
- The number of pool players that can be added to a team is as follows:
 - A team with 7 regular season team members can add 2 pool players.
 - A team with 8 regular season team members can add 2 pool players. Only one pool player can be in the game at any given time. The pool players are each other's substitute.
 - A team with 9 regular season team members can add 1 pool player. The pool player can not start, can only play a maximum of 6 defensive outs and can only bat twice, unless the pool player has the opportunity to bat twice in an inning.
 - A team with 6 or less regular season players can not add pool players.
 - A team with 10 or more regular season players can not add pool players.



MAJOR LEAGUES



VSLL Majors Rules

Official Regulations and Playing Rules

The official regulations and playing rules of Little League Baseball and Softball will be followed. These rules are contained in the rulebooks given to all managers.

In addition, the following rules apply to the Majors division:

1. Majors Baseball Pitch Count

VSLL follows the Little League pitch count regulation with one exception. If a pitcher throws more than 20 pitches in a game, in addition to the prescribed days of rest, the pitcher must have one game of rest.

At the beginning of the season, VSLL uses a 50 pitch maximum in the Majors, regardless of player age. The 50 pitch maximum is lifted after Spring Break.

Spring Break will reset all pitchers and make them eligible to pitch.
Rain Outs do not count as a game rest.

2. Home team is 3rd Base Dugout, Visitors are 1st Base Dugout.



MINOR LEAGUES



VSLL General Minors Rules

Our Mission

The Minor League is a place for players to learn, develop skills, and look forward to the opportunity to be selected or promoted to Major League teams. It provides the basic training in fundamentals and places less emphasis on the competitive aspects of the game.

The Minor League provides a flow of trained, younger players to replace those who graduate each year from the Major League to the Junior League. It also provides players to the Major League should a team lose a player during the season.

It is with this spirit that we as managers and coaches should approach practice time, game time, and the entire season. Develop ALL of your players in ALL aspects of the game.

Official Regulations and Playing Rules

The official regulations and playing rules of Little League Baseball and Softball, Minor Division will be followed. These rules are contained in the rulebooks given to all managers.

In addition, the following rules apply to all Minors divisions (kid pitch, machine pitch, t-ball):

1. Continuous Batting Order

A continuous batting order will include all players on the team roster present for the game. Each player will be required to bat in his/her respective spot in the batting order. If a player is injured, becomes ill, or must leave the game site after the start of the game, the team will skip over the player's spot in the batting order without penalty. If the injured, ill, or absent player returns they are simply inserted into their original spot in the batting order and the game continues. Finally, if a player arrives late to a game, the manager will add the player to the end of the current lineup.

2. Home Team Responsibilities

The home team will supply two new game balls. Visiting teams will supply two serviceable game balls. The home team will also be responsible for getting the field ready for play. This includes lining the field, raking the dirt (if necessary) and setting up the pitching machine or tee.

Home team is 3rd Base Dugout, Visitors are 1st Base Dugout.

3. Standings

No standings (wins & losses) will be kept.



MINOR LEAGUES



4. Player Positioning

Every player will play a minimum of two innings in the infield during the first four innings of every game. This rule assumes that no team will have more than twelve players. In the event a team has thirteen or more players, the division VP will work with the manager(s) to develop a workable player positioning strategy. Pitchers and catchers are considered infielders for the purposes of this rule.

No player will play more than two innings at the same position per game, with the possible exception of pitcher.

No player will spend more than one inning on the bench per game unless there is an extenuating circumstance such as injury or illness.

AAA and AA Baseball will have 10 defensive positions, with 4 outfielders.

5. Manager Preparation

All managers are expected to come prepared to every game. The manager should have their lineup and defensive positioning set before every game in order to minimize delays during the game itself.

6. Dugout

No player should have a bat in their hands unless that player is moving to or returning from the batter's box.

An adult coach must be in the dugout with players at all times.

7. Game Length

All games will be one and one-half (1.5) hours in length, from the scheduled start time. No new inning will start after ninety minutes from scheduled start time. All play will cease one hour and forty-five minutes from the scheduled start time.

8. Time between innings

There will be no more than one minute between half innings. The intent is to keep the games moving. For managers that are prepared, this should not be an issue.



MINOR LEAGUES



VSLL Kid Pitch Rules

The following rules will be in effect along with the Little League rules and regulations as well as the VSLL rules previously described:

1. Pitching Rules

One of the main goals of the kid pitch division is to encourage the use and development of pitchers. There is no limit on the number of pitchers that can be used during a game.

a. AAA & AA Kid Pitch Baseball

All pitchers will have a 40 pitch limit per game, regardless of the pitcher's age. If a pitcher reaches the 40 pitch limit in the middle of an at-bat, the pitcher will be allowed to finish the batter. AAA only - After Spring Break the Maximum goes to 50 pitches with the same guidelines.

If a pitcher throws more than 20 pitches in a game, in addition to the prescribed days of rest, the pitcher must have one game of rest.

Spring Break will reset all pitchers and make them eligible to pitch.

Rain Outs do not count as a game rest.

AA Baseball - Pitchers must pitch from the rubber on the mound. In the event 1 pitcher walks 3 batters, or 2 or more pitchers walk 4 batters in 1 inning. The at bat team will finish the inning with Coach Pitching. In Coach Pitch, the batter gets 5 Coach pitches to hit the ball or is struck out. Foul ball extends at bat unless caught by the catcher. A pitcher pulled for coach pitch, may return the next inning to pitch up to their max.

b. Kid Pitch Softball

No player shall pitch more than two innings in a game. A player may pitch a maximum of four innings in a calendar week. The maximum inning rule does not apply to outs recorded but rather applies to number of innings in which the pitcher participated. If a pitcher faces a single batter in an inning, one inning will be counted toward the maximum inning rule.

Any violation of these rules will be brought to the attention of the league for disciplinary action.

2. Scoring

There will be a four run limit in all innings played. All play will cease after either three outs occur or four runs score, whichever comes first. The ten run rule does not apply.



MINOR LEAGUES



3. Stealing

- a. AAA Kid Pitch Baseball

There is no stealing home until after Spring Break

- b. AA Kid Pitch Baseball

There is no stealing or advancing on past balls.

- c. Kid Pitch Softball

There is no stealing home until after Spring Break.

4. Umpiring

Every attempt will be made to cover all Kid Pitch games with umpires. If not, then Parents/Coaches are responsible to cover this for the league.

5. Tournament

A season-ending tournament will be held in AAA Baseball and Kid Pitch Softball and the regular season schedule will be adjusted/modified to accommodate the tournament. If deemed necessary by the kid pitch VP and/or the Board of Directors, a modified set of rules will apply to tournament games. There is no tournament in AA Baseball.

6. AA Baseball Coach Interaction

Defensive teams may have 1 Coach against the backstop, offset behind catcher (not directly behind) as a catcher's assistant. They are there at their own risk & can only communicate with the catcher

7. There is NO BUNTING in AA Baseball.



MINOR LEAGUES



VSL Machine Pitch Rules

The following rules will be in effect along with the Little League rules and regulations as well as the VSLL rules previously described:

1. Pitching machine issues

The pitching machine and the operator are considered to be part of the field. If a batted ball hits the pitching machine or the machine operator, the ball will be considered live and play will continue.

Home Team is responsible for getting and returning the Machine for games.

Each team will supply a pitching machine operator when that team is at bat. Essentially, this means that managers or coaches will pitch to their own team.

Pitcher and all other fielders must play BEHIND the pitching machine.

2. Strikeouts

Batters will be given every opportunity to put a ball in play. Every player will be given six pitches and an at-bat cannot end with a foul ball.

As a courtesy to the batter and opposing manager, the machine operator is asked to inform the batter when there is one pitch remaining.

3. Defensive positioning

Teams will play ten players in the field. This rule will not apply if a team does not have ten players available for a game. When playing ten in the field, a team will have four outfielders all of which must have both feet on the outfield grass.

The catcher will stand behind home plate in catching gear but is not required to squat down in the regulation catching position or be positioned directly behind home plate.

4. Scoring

There will be a four run limit in all innings played. All play will cease after either three outs occur or four runs score, which ever comes first. The ten run slaughter rule does not apply.

5. Base Running

Base runners go station to station. Extra Base hits can be rewarded if the hit ball goes to the outfield on a fly, is hit down the line or into the outfield gap.

There is no advancement of base runners on overthrows of any base.

No "Infield Fly" Rule.

6. Umpiring

Typically, machine pitch games do not have formal umpires. On field Managers/Coaches are umpires. Closest coach calls it. All calls are final

7. Coach Interaction

Only 2 Coaches in the field defensively providing instruction and encouragement, plus 1 Coach against the backstop, offset behind catcher (not directly behind) as a catcher's assistant. They are there at their own risk & can only communicate with the catcher.



MINOR LEAGUES



VSLL T-Ball Rules

The following rules will be in effect along with the Little League rules and regulations as well as the VSLL rules previously described:

1. Defensive positioning

Teams will play all available players in the field.

The defensive team is required to play 6 infielders in the proper infield positions. The positions are pitcher, 1st base, 2nd base, shortstop, 3rd base and a floater that should be positioned near 2nd base. The remainder of the defensive team should be positioned behind the infielders. The pitcher must be positioned on the pitching rubber.

2. Strikeouts

There are no strikeouts in the t-ball division.

3. How an inning ends

During each half-inning, all available players will bat for the team on offense. The inning ends after all available players have batted, regardless of the number of outs recorded or runs scored. Even if an out is made, the appropriate baserunner(s) will remain on base.

4. Batting Tee

The manager or coach of the batting team must remove the tee from home plate if a baserunner is coming home. The tee should NEVER be used as home plate.

5. Baserunning

There are no extra base hits, except the final batter of each inning.

6. Coach Interaction for 5-7 Year Old TBall

No more than 4 coaches should be on the field to provide instruction and encouragement.

7. No Sliding at any base.