

**SOUTH KITSAP EASTERN LITTLE LEAGUE, INC.**

**P.O Box 500**

**Port Orchard, WA 98366**

**WWW.SKELLBASEBALL.COM**



**2026 LOCAL LEAGUE RULES and BY LAWS**

**BY LAWS**

**Section 1:** Our Board of Directors will consist of the following: President, Vice-President, Secretary, Treasurer, Player Agent, Junior and Senior General Manager, Major League General Manager, Minor League General Manager, Coach Pitch General Manager, T-Ball General Manager, Softball General Manager, Concession Manager, Equipment Manager, Field, Ground & Facility Maintenance, Umpire in Chief, Junior Umpire in Chief, Safety/First Aid Officer, Uniform Coordinator, Sponsor coordinator, SKELL-A-Thon Coordinator, Scorekeeper Coordinator, Fundraiser Coordinator, Team Parent Coordinator, and Scheduler. All will have voting rights except for the President who will only vote in the event of a tie.

**Section 2:** All Board Members, Managers, Coaches, Parents, and Players will sign a yearly Code of Conduct. Board Members who have not signed the Code of Conduct by January 1<sup>st</sup> will not have voting rights but will count towards a quorum.

**Section 3:** Executive Board shall consist of the following positions: President, Vice President, Player Agent, Treasurer, and Secretary, who shall only have powers as delegated to it by the Board of Directors.

**Section 4:** All Board members, managers, umpires, coaches, and any volunteer that are in contact with league money or children on a regular basis, will fill out a Volunteer Application and complete all Little League training, such as the Abuse Awareness training every year and have a clear background check for the current season, to Little League requirements.

**Section 5:** All registered volunteers must have completed the official Little League background check and have it approved. The list of clear background check volunteers will be available upon request. The list will be updated as required by the Executive Board.

**Section 6:** Two signatures will be required on all checks issued from SKELL. The authorized signers on the bank accounts will be the President, Vice President, and Treasurer.

**Section 7:** Any money taken out of the concession till, including midday “pulls”, are to be witnessed and signed off by a combination of one (1) Board Member and one (1) other clear background checked individual or designated concession lead, which could be another Board Member. End-of-day deposits are to be signed by two (2) Background checked individuals and recorded electronically by the concession manager.

**Section 8:** SKELL will have the current league’s CPA firm prepare the tax returns at the end of each fiscal year. The Treasurer or President will submit all files and a copy of the check register to the CPA.

**Section 9:** The President may spend up to \$500.00 for discretionary purposes not to exceed \$2,000 prior to the next board meeting without a special meeting to approve, to include communication with another board member prior to purchase and brought to the board at the next board meeting.

**Section 10:** Board members that do not perform the duties of their position are subject to removal by a vote of the Board. Board members that consistently miss Board Meetings, without contacting the President, Vice President, or Secretary prior to the meeting, shall be given a verbal warning after two (2) unexcused absences and be subject to removal after four (4) unexcused absences. Board members that have provided notice will be recorded in the meeting minutes.

**Section 11:** Newly elected Board members will be allowed to vote in the absence of the respective outgoing Board members from Election Day to Oct. 1<sup>st</sup> of the election year.

**Section 12:** The President will vote the same time by ballot when the room votes, in case of a tie the President's vote will be counted at the same time. Voting by proxy or absentee ballot shall not be allowed except for prior approval by the Board of Directors on a case-by-case basis.

**Section 13:** A new coach shall not be appointed or approved until after the draft. For divisions Minors and above a returning manager retaining a previous season coach may have their designated coach during tryouts and in the draft. The division General Manager, President, Player Agent and Vice President must be notified 24 hours prior to the first Tryout who the designated coach will be.

**Section 14:** A committee of a minimum of three (3) people will consist of the Grant Committee each season. The Grant Committee will research potential grants that will increase funds for the league. The committee will have at least one (1) Executive Board Member part of the committee. The committee can have people outside of the Board of Directors.

## **LOCAL LEAGUE RULES**

**Section 1 Divisional General Managers:** Division General Manager is responsible for the operation of their respective divisions. The duties include but are not limited to coordinating protest and disciplinary boards; coordinate with the Player Agent for player tryouts, selection, trades; and tournament team selections. General Managers will coordinate and enforce a field maintenance schedule for their respective divisions.

- (a) Minor, Major, Junior, and Senior General Division Managers cannot be a manager and/or have a significant other or immediate relative as a Team Manager within the division, without authorization by the Board of Directors.
- (b) The applicable General Manager for each division will be responsible for facilitating divisional clinics and will support the managers in the division.
- (c) The scheduler may not be a Minor, Major, Junior or Senior General Division Manager without authorization by the Board of Directors.

### **Section 2 Managers:**

Any volunteer shall submit their application of interest to be considered for a regular season team Manager position. The application will be sent to the board via the official SKELL Manager registration system. To be selected for the season team manager, the volunteer must complete the mandatory background check, provided by Little League, and any additional training that is required to volunteer as the team manager. All applications for all divisions of baseball and softball will be reviewed by the Board of Directors, and they will provide final approval. Previous season managers are not guaranteed selection the following year. A manager may not be eligible if he/she has had any disciplinary action within the season prior to the selection. The Board of Directors shall approve coaches chosen by the manager of each regular season team. Managers shall attend the pre-

season meetings and training(s) provided by SKELL. Minor, Major, Junior and Senior Division managers shall attend the division tryouts and division draft prior to the start of the season.

### **Section 3 The Draft method:**

- a. Same for both Baseball and Softball Divisions
- b. **For the Major League Division:** the draft will be the same as the “Plan A-Conventional Draft Plan” in the current Little League baseball Operations Manual. (Note: The teams will draft in the order they finished the previous season in all games vs SKELL teams with the team holding the best record drafting last in each round.) If a Major League Division team has eight (8) 12-year-olds returning, that team does not get a pick in the 12-year-old round and the order will remain the same. All new applicable manager’s child(ren) will automatically be assigned to the roster prior to the draft selections starting. During the first round, each team will get to pick any player they wish who is eligible for the Major League Division that is League age nine (9) or older. The next round will be drafting all the 12-year-olds not already assigned to a team. At the completion of the 12-year-old round, the draft will resume with picking any eligible Major League Division players. The draft order will be reset to the team with the worst previous year record starting that round. Any 12-year-old player that does attend 50% of tryouts will be a hat pick at the end of the 12-year-old round.
- c. A current Major League Division player that requests a trade must be considered on a case-by-case basis and will need to be submitted to the Player Agent, President and Vice President in writing, The trade cannot be guaranteed but will be considered during the draft to fulfill the request by the parent. Major players returning to the same team cannot participate in tryouts.
- d. Any player aged 9-11 not already on a Major League Division team, that does not attend 50% of tryouts, will be placed on a Minor League Division team by the Player Agent, by draw on draft night, but will be eligible to be called up to a Major League Division team if needed if a roster spot opens during a regular season on a case-by-case basis.
- e. Any player designated as “no Majors” on draft night is still eligible to be called up to a Major League Division team if needed if a roster spot opens during the regular season. After the regular season begins, if the parent of a player declines their child to be called up to a Major League Division team, the player is no longer eligible for a Major League Division team for the year. All correspondence with parents will be through the President, Vice President, or Player Agent only. Any league age nine (9) players drafted to a Major League Division team will need to have parental permission to be eligible to play in the Major League Division. The communication will be conducted at that point in the draft by the President, Vice President, or Player Agent only. The draft will not resume until an answer is received. If the parents say “No”, the team drafting that player will pick another player at that time. The only information given to the parents is that the player has been selected. The team or coach will not be identified. Only one (1) league age nine (9) player may be rostered to each team in the Major League Division, excluding the manager’s player. There is not a sibling option in the Major League Division.
- f. **For Minor League Division:** For Minor League Division: the draft will consist of all players that are eligible but did not get drafted to a Major League Division team. All applicable manager’s child(ren) will automatically be assigned to the roster prior to the draft selections starting. Any player that is a manager’s child(ren) that is under the league age eight (8) will need league approval prior to being added to the roster. The draft order will be determined by a hat draw. The draft sequence is as follows: Only the first-round pick may consist of any player ages seven (7) through twelve (12). In round two, team one will start the draft as a snake draft method, with teams picking players league age nine (9) through league age twelve (12). The league will determine if any league age eight (8) players will be drafted to the Minor League Division. The Sibling Option for the Minor League Division is that all siblings will be on the same team. The Sibling Option must be completed by the end of the draft. Any eligible player that does not attend at a minimum of 50% of the offered tryout assessments, will be

added to the team as a hat pick. If there are players on a waiting list, they will be assigned to a team by the Player Agent, when there is space available.

- g. **For Junior League Division and Senior League Division Draft:** The draft will be the same as “Plan B Redraft Plan” in the current Little League Baseball Operations Manual. Tryouts will take place over one (1) weekend with players needing to show up for 50% of the tryouts for draft eligibility. The board may elect to waive the tryout process if there are two (2) or fewer teams in a division and the managers will select the teams with alternating picks. The first pick will be determined via coin toss. During the first draft, if an approved designated coach is selected then their player must be selected first in the first round. If a designated coach is not selected by the manager, they can select any Division eligible player. If there are only enough players for one (1) team, players not selected may choose to be waived to another league or receive a refund. Players who register after tryouts will be placed on a waiting list, after the player draft is completed, once each division team has 13 players. Additional players to a divisional team can be approved by the Executive Board. If there are players on a waiting list, they will be assigned to a team by the Player Agent, when there is space available.
- h. No players will be moved or traded without the consent of the Player Agent.
- i. There will be no communication about the draft from any manager, and/or official with a child and/or his/her parents during tryouts.
- j. If the manager’s child is to be selected for the next round, the sibling option will move to the following round. Managers must select their child by the end of their selection of the 5<sup>th</sup> round. The player cannot be selected by another team until the manager’s selection in the 5<sup>th</sup> round.
- k. Major league division draft tie breaker: Tie breakers for the purpose of draft positions shall be determined first by the previous year’s win/loss records, then by comparison of head-to-head competition. If the teams remained tied through all the above, then the draft positions shall be determined by runs scored against them, and then by coin flip. If the previous season was unable to be completed the manager’s position in draft order will be completed by a hat pick.
- l. T-Ball and Coach Pitch Divisions will not participate in a draft, but be placed by the Player Agent, with the assistance of the President, Vice President and the upcoming season managers that have volunteered to manage a team. After the teams have been created, any late signups will be placed on the team by the Player Agent.

**Section 4 Late candidates:** Late candidates or former Major League Division ball players who forfeit their playing eligibility by not meeting Little League tryout requirements shall be handled by the Board of Directors on a case by case basis as set forth in Little League Regulations and operating manual, bearing in mind sense of fair play to those candidates who met league regulations and to the validity to late candidates reasons for not having met league candidates requirements and regulations.

**Section 5 Minimum play:** Each player of SKELL in the Minor and Major League Division, will play six (6) defensive outs and one (1) time at bat in all games that he/she is eligible to participate in, unless eligibility for disciplinary reasons is in question. Name or names of disciplined players, as well as injured and absent players will be logged in the official scorebook. Managers must have their team scorebook at all games, home and away. Disciplinary action requires an explanation in writing presented to the Player Agent, Division Manager, and the player’s parents and approved by the Board. For the Junior and Senior Level Divisions, District 2 will determine any minimum play requirements, outside of the Little League Rule Book.

**Section 6 Attendance for Jr/Sr, Major and Minor Division:** Any player who is out of the lineup for more than three (3) consecutive weeks (or six (6) games) is subject to being removed from his/her team by action of the Board of Directors. Any unexcused player who misses 50% or more practices or games for three (3) consecutive weeks, his/her manager may seek player removal by action of the Board of Directors. However,

the Board of Directors reserves the right to allow such players to remain on the roster. Managers must make the Player Agent aware if any player misses more than two (2) consecutive games for any reason. Managers must also make the Player Agent aware of a player only attending games and not practicing. Failure to do so may be cause for corrective action against the manager, **including possible removal.**

**Section 7 Incidents:** If an incident or complaint occurs, it will be filtered through the Division General Manager and if necessary, brought to the attention of the Executive Board to be mitigated within three (3) days. Incident forms will be available at the fields for use.

### **Section 8 Pitching:** Per Little League regulations for both Baseball and Softball Divisions

#### **Section 9 Scorekeepers:**

- a. The Official Scorekeeper will verify the number of pitches per player in each team's pitching affidavit. The official scorekeeper will initial the pitching affidavit, per Little League regulations.
- b. The Scorekeeper must keep score for both the home and away teams in the book, for complete game in the team book.
  - i. If the team book is not scored during the game, it must be entered in the book prior to the next game, copied from the home team book.
- c. Scorekeepers for both teams must verify pitch counts after every half-inning. Every effort will be made to verify accuracy of the count, including verifying pitches in scorebooks if there is a discrepancy.
- d. Scorekeepers from both teams and the official pitch counter will remain in the booth (Minor, Major, Junior / Senior Divisions) during the game.
- e. Scorekeepers for each team shall attend one (1) of the scorekeeper training sessions that is provided by the league and overseen by the Scorekeeper Coordinator.

**Section 10 Coaches:** For divisions Minor and above for baseball and softball, a manager may elect to use up to two (2) cleared background checked volunteer coaches at any level of play, provided there is at least one (1) other cleared background check volunteer, adult manager or coach in the dugout. All adults that are in the dugouts or coaching on the field must have a clear background check and be a registered volunteer. Only rostered coaches and the manager are allowed on the field during games. If the two (2) rostered coaches are not able to be present during the game, the alternate coach will be designated at the start of the game. The two (2) coaches at the start of the game are the only two (2) coaches that are allowed on the field and/or the dugout throughout the completion of the game without umpire approval.

#### **Section 11 Junior / Senior Baseball Division(s):**

- a. The Junior and Senior Division League schedules will be developed at the District 2 level
- b. Players league age 13 and 14 will be rostered to a Junior League Division team, players league age 15 and 16 will be rostered to a Senior League Division team. Players requesting playing up will be subject to board approval and based on availability at the appropriate level. The Board of Directors may elect to roster a Senior Division team, players league age 13 to 16.
- c. Each team will be on a field maintenance schedule to mow and maintain the field, which will be assigned and monitored by the Divisional General Manager. If field maintenance is not completed, the team may lose one (1) coach for the next scheduled game at SKELL. And further action by a disciplinary review board may result in further disciplinary action.
- d. Pool Players, upon request, will be assigned by the Player Agent per the LL Rule book. Communication of the players assigned to pool play for a game, will be communicated by the Player Agent prior to the game to the Division General Manager, President, Vice President and managers of the division. If the

player is not designated by the Player Agent, the manager will be subject to disciplinary action up to two (2) game suspension. When requesting a pool player, a manager must only request the number of players to fill a roster of nine (9) players to play the game.

- e. A game may start and be completed with eight (8) players, following the District 2 guidelines.

### **Section 12 Major Baseball Division:**

- a. If after four (4) innings of play, three and one half (3-1/2) innings if the home team is ahead, and the score is 10 or more runs, the game must end.
- b. The batting order shall contain the entire roster of players present at the game, continuous batting order. Any player that arrives late will be added to the bottom of the batting order when they arrive. If a batter-runner or runner is injured during play, the player will be replaced on the basepath by the last out or the last player in the lineup if the injury occurs in the 1<sup>st</sup> inning.
- c. No player will be called up from Minor League Division to a Major League Division team in the last two (2) weeks of regular season, which consists of the 14 days prior to that team's last regularly scheduled game, reviewed on a case-by-case basis.
- d. The home team will prep the field prior to each game. The visiting team will pick up all garbage and empty garbage containers for that field (including common areas) to the dumpster and drag the field after each game. The home team will sweep the home dugout and the visiting team will sweep the visiting dugout. If the visiting team is not a SKELL team, the home team will be required to do the visiting team duties as well as the home team duties. If the team fails to do this, the manager may lose a base coach for the next scheduled game at SKELL, subject to the executive board decision.
- e. If the game has not otherwise concluded due to it being a regulation game or due to the mercy rule, then no new inning will start after 2-1/2 hours have elapsed from the time that the umpire states the lineup is official, after the plate meeting. Finish the current inning but don't start a new one. If the home team is batting and is ahead when the time limit is reached then the game ends at that point.
- f. Pitching affidavits must be kept with the team's scorebook and must be available at every game. The manager/coach of the opposing team may ask to see it at any time, as well as the home plate umpire and any league official. Record of pitching **MUST BE IN INK ONLY.**
- g. Any manager that intentionally has an ineligible pitcher take the mound to confuse or intimidate the opposing team, will be automatically suspended for the remainder of the game and the following game, and must leave or wait in the parking lot. This is unsportsmanlike conduct.
- h. There must always be a manager or coach in the dugouts during games.
- i. There is no on deck circle, however, the 1<sup>st</sup> batter of each half inning can be on the field close to the dugout as directed by the umpire, out of the dugout with a bat and be warming up. In the event of a pitching change the batter is required to move toward their dugout and not to swing the bat. Bats cannot be swung inside or near the dugout, once the game has started. Bats must remain out of the players' hands until they are entering the field for their at bat.
- j. Courtesy Runner allowed rule 3.04, regular season only.
- k. Each team will be on a field maintenance schedule to mow and maintain the field, which will be assigned and monitored by the Divisional General Manager. If field maintenance is not completed, the team may lose one (1) coach for the next scheduled game at SKELL. And further action by a disciplinary review board may result in further disciplinary action.
- l. Pool Players upon request will be assigned by the Player Agent per the LL Rule book. Communication of the players assigned to pool play for a game, will be communicated by the Player Agent prior to the game to the Division General Manager, President, Vice President and managers of the division. If the player is not designated by the Player Agent, the manager will be subject to disciplinary action up to (2) two game suspension. When requesting a pool player, a manager must only request the number of players to fill a roster of nine (9) players to play the game.

- m. A game may start and be completed with 8 players. The 9<sup>th</sup> position will be penalized as an out. If the player arrives prior to the at bat, the automatic out is not applied.

### **Section 13 Minor Baseball Division:**

- a. If after four (4) innings of play, three and one half (3-1/2) innings if the home team is ahead, and the score is 10 or more runs, the game must end. The bottom of the last inning will be played even if the offensive team cannot score enough runs to win the game.
- b. The batting order shall contain the entire roster of players present at the game, continuous batting order. Any player that arrives late will be added to the bottom of the batting order when they arrive. If a batter-runner or runner is injured during play, the player will be replaced on the basepath by the last out or the last player in the lineup if the injury occurs in the 1<sup>st</sup> inning.
- c. Five (5) runs or three (3) outs will determine a completion of ½ an inning. No more than five (5) runs will be scored, any more than that will not count. When the 5<sup>th</sup> run scores, the play will stop at that time. The exception to the rule is a home run leaving the field of play, all runs will be scored.
- d. See Little League Rule Book Rule 4.10 for definition of a complete game.
- e. The Minor League Division will have a two (2) hour limit on all games, with no inning starting after two (2) hours from the official start of the game. The official start time will be when the umpire finishes meeting with the managers at home plate. The next inning starts at the time the third out is recorded or the 5<sup>th</sup> run is scored in the previous inning. An inning will start prior to the two (2) hour limit; the game will stop at two (2) hours and 30 minutes from the official start time. If the game cannot be completed by the two (2) hour time limit, due to weather or darkness, the game will be competed at a later date with the players of record at each position being recorded. If a resumed game is played, it will be considered a completed game after the 4<sup>th</sup> inning. If the game is not completed at a later date, it will not count as a game in the standings. If the game has reached the completion of the 4<sup>th</sup> inning as a tie, the score will revert back to the previous inning.
- f. Any deviation from the guidance above can only be authorized by the President, Vice President, or Divisional General Manager. Managers not following the time limit process will be subject to disciplinary action.
- g. To help speed up time a courtesy runner can be used for the last pitcher or catcher of record. This can only happen if there are two (2) outs. Courtesy Runner allowed rule 3.04, regular season only.
- h. The manager's child may be taken during the draft, if the child meets eligibility requirements.
- i. Pitching affidavits must be kept with the team's scorebook and must be available at every game. The manager/coach of the opposing team may see it at any time, as well as the home plate umpire and any League official. Record of pitching **MUST BE IN INK ONLY.**
- j. The batting order shall contain the entire roster of players present at the game; any player arriving late will be added to the end of the line-up. If minimum play requirements can be met.
- k. The home team (designated to the 3<sup>rd</sup> base dugout) will prep the field prior to each game. The visiting team will pick up all garbage and empty garbage containers for that field to the dumpster and drag the field after each game. The home team will sweep the home dugout and the visiting team will sweep the visiting dugout. If the visiting team is not a SKELL team, the home team will be required to do the visiting team duties as well as the home team duties. If the team fails to do this, the manager may lose a base coach for the next scheduled game at SKELL, subject to the executive board decision.
- l. There must always be a manager or coach in the dugouts during games.
- m. There is no on deck circle, however, the 1<sup>st</sup> batter of each half inning can be on the field close to the dugout as directed by the umpire, out of the dugout with a bat and be warming up. In the event of a pitching change the batter is required to move toward their dugout and not to swing the bat. Bats cannot be swung inside or near the dugout, once the game has started. Bats must remain out of the players' hands until they are entering the field for their at bat.
- n. A batter is out when a third strike is caught or not caught by the catcher.

- o. Each team will be on a field maintenance schedule to mow and maintain the field, which will be assigned and monitored by the Divisional General Manager. If field maintenance is not completed, the team may lose one (1) base coach for the next scheduled game at SKELL. And further action by a disciplinary review board may result in further disciplinary action.
- p. Pool Players upon request will be assigned by the Player Agent per the LL Rule book. Communication of the players assigned to pool play for a game, will be communicated by the Player Agent prior to the game to the Division General Manager, President, Vice President and managers of the division. If the player is not designated by the Player Agent, the manager will be subject to disciplinary action up to two (2) game suspension. When requesting a pool player, a manager must only request the number of players to fill a roster of nine (9) players to play the game.
- q. A game may start and be completed with 8 players. The 9<sup>th</sup> position will be penalized as an out. If the player arrives prior to the at bat, the automatic out is not applied.

#### **Section 14 Coach Pitch Baseball Division:**

- a. The Flexi-Ball will be used.
- b. Two (2) coaches per team will be allowed to help instruct and coach from the field in defensive time, as long as it does not interfere with the play.
- c. Pitching Rules:
  - i. Walks are not allowed in this division.
  - ii. For the first 1/3 of the season, coaches will pitch the entire game. Date determined by the Division General Manager, which will be set prior to the season starting. When the adult pitches, they must pitch from the dirt of the pitching mound. It is encouraged that that adult is pitching from their knee, to the batter.
  - iii. For the second 2/3 of the season, players will pitch the first two (2) innings with the coach pitching the final two (2) innings. Date determined by the Division General Manager, which will be set prior to the season starting.
  - iv. For the rest of the season, the players will pitch the entire game. Date determined by the Division General Manager, which will be set prior to the season starting.
  - v. Any Manager who fails to follow the pitching process outlined above may be subject to disciplinary action to include a one (1) game suspension.
  - vi. After ball four (4) a designated adult, with a valid background check, will pitch and the strike count will continue until the batter hits or strikes out.
  - vii. A player may only pitch one (1) inning per game.
  - viii. League age 6-, 7-, and 8-year-old players are allowed to pitch.
  - ix. Pitchers are encouraged to pitch from 46' distance to the plate. If they cannot pitch the ball to the plate, they may move no closer than 40' distance to the plate.
- d. There will be no bunting or half swings.
- e. There will be no leading off.
- n. There will be NO on deck circle. Bats cannot be swung inside or near the dugout, once the game has started. Bats must remain out of the players' hands until they are entering the field for their at bat.
- f. The length of game will be six (6) innings or a two (2) hour time limit, with no inning starting after 1½ hour of play.
- g. One half inning will consist of: three (3) outs or five (5) runs scored.
- h. The Coach Pitch Division General Manager and the Player Agent will select teams, with the President and Vice President.
- i. Pitching affidavits must be kept and **MUST BE IN INK ONLY**. Each team will have a designated pitch counter for their team and will record the counts for each player in the pitching affidavit.
- j. Stealing of bases will not be allowed.

- k. The home team will prep the field prior to each game. The visiting team will pick up all garbage (including common areas) and empty garbage containers for that field to the dumpster and drag the field after each game. The home team will sweep the home dugout, and the visiting team will sweep the visiting dugout. If the team fails to do this, they will lose practice field privileges at SKELL.
- l. There must always be a SKELL volunteer with a valid background check in the dugouts during games.
- m. A batter is out when a 3<sup>rd</sup> strike is caught or not caught by the catcher.
- n. Each team will be on a field maintenance schedule to mow and maintain the field, which will be assigned and monitored by the Divisional General Manager. If field maintenance is not completed, if the team fails to do this, they will lose practice field privileges at SKELL.
- o. Only five (5) league age 8-year-old players will be rostered to a coach pitch team. If there are more 8-year-old than the number of teams with five (5), then the players will be added to teams starting with the team with the fewest players. If all teams have equal number of players, the player will be added to Team 1 and any additional players added sequentially to the teams.
- p. Any hit may result in a single base hit. Any clean hit to the outfield without being touched by an infielder may result in a double.

**Section 15 T Ball Baseball/Softball Division:** Minor League Division and T-Ball rulebook will be followed, except for the following:

- a. The Flexi-Ball will be used.
- b. There will be no scorekeeping in Tee Ball.
- c. The home team (designated to the 3<sup>rd</sup> base dugout) will prep the field before each game. If the team fails to do this, they will lose practice field privileges at SKELL.
- d. The visiting team (designated to the 1<sup>st</sup> base dugout) will pick up all garbage after each game and empty garbage containers for that field to the dumpster and drag the infield after each game. If the team fails to do this, they will lose practice field privileges at SKELL.
- e. All players that are present will be placed in the batting order.
- o. There will be NO on deck circle. Bats cannot be swung inside or near the dugout, once the game has started. Bats must remain out of the players' hands until they are entering the field for their at bat.
- f. A team at bat is ended when the last batter touches home plate.
- g. After three (3) outs, all bases will be cleared, and the inning will continue until the last batter touches home plate or is put out.
- h. In the last half of the season, the Coaches may pitch to the players. After four (4) balls or three (3) strikes, the batter will then hit off the tee.
- i. The player playing the pitcher position will keep both feet inside the pitcher's circle until the ball has been hit.
- j. Catchers are encouraged to be utilized during the game. If there are less than seven (7) players at the game, the catchers' position does not need to be utilized. Catcher's gear will be provided for the Home and Away team at the start of the game.
- k. Base running. The base runner must stay in contact with the base until the ball has been hit. Runners may advance only one base on an overthrow, and at their own risk. Runners will stop at the appropriate base when the umpire calls "Time". The umpire shall call "Time" when in the umpire's opinion a defensive player has control of the ball and is within the imaginary line of the infield. There is no leading off or base stealing.
- l. The distance between all bases will be 35 feet.
- m. Foul ball. The same as regular baseball, except that a ball in fair territory that does not travel outside the 10-foot arch in front of home plate, or a ball that leaves the tee as a result of batter hitting the tee shall also be considered foul.
- n. There are no strikeouts in T ball.

- o. Hitting- The batters must take a full swing. There are no bunting or half swings. If in the opinion of the umpire a bunt or half swing has occurred, the umpire shall call “half swing” and call the batter back to hit again. To protect the catcher and umpire from injury, there will be no thrown bats.
- p. Coaching: Adult supervision at the Tee Ball level is encouraged, therefore coaches will be allowed on the field of play during games. All adults that are in the dugouts or coaching on the field must have a clear background check and be a registered volunteer.
- q. There is no infield fly rule in Tee Ball.
- r. Regulation Game. A regulation game is four (4) complete innings not to exceed 1.5 hours.
- s. A player, who is league age five (5), may request to play in Coach Pitch, if they spent one (1) year in Tee Ball.
- t. There must be always a SKELL volunteer with a valid background check in the dugouts.
- u. The home team (designated to the 3<sup>rd</sup> base dugout) will prep the field prior to each game. The visiting team (designated to the 1<sup>st</sup> base dugout) will pick up all garbage (including common areas) and empty garbage containers for that field to the dumpster and drag the field after each game. The home team will sweep the home dugout and the visiting team will sweep the visiting dugout. If the team fails to do this, they may lose practice field privileges at SKELL.
- v. Each team will be on a field maintenance schedule to mow and maintain the field, which will be assigned by the Divisional General Manager. If field maintenance is not completed, the team will lose practice field privileges at SKELL.

#### **Section 16 Junior / Senior Softball Division(s):**

- a. Divisional interleague rules will be determined by District 2 Softball rules
- b. Players league age 13 and 14 will be rostered to a Junior League Division team, players league age 15 and 16 will be rostered to a Senior League Division team. Players requesting playing up will be subject to board approval and based on availability at the appropriate level. The Board of Directors may elect to roster a Senior Division team, players league age 13 to 16.
- c. Each team will be on a field maintenance schedule to mow and maintain the field, which will be assigned by the Divisional General Manager. If field maintenance is not completed, the team may lose one (1) base coach for the next scheduled game at SKELL. And further action by a disciplinary review board may result in further disciplinary action.
- d. Pool Players, upon request, will be assigned by the Player Agent per the LL Rule book. Communication of the players assigned to pool play for a game, will be communicated by the Player Agent prior to the game to the Division General Manager, President, Vice President and managers of the division. If the player is not designated by the Player Agent, the manager will be subject to disciplinary action up to two (2) game suspension.
- e. A game may start and be completed with eight (8) players, following the District 2 guidelines. If the 9th player arrives prior to the at bat, the automatic out is not applied.

#### **Section 17 Major Softball Division:**

- a. Divisional interleague rules will be determined by District 2 Softball rules.
- b. If after four (4) innings of play, three and one half (3-1/2) innings if the home team is ahead, and the score is 10 or more runs, the game must end.
- c. The batting order shall contain the entire roster of players present at the game, continuous batting order. Any player that arrives late will be added to the bottom of the batting order when they arrive, if minimum play requirements can be met. If a batter-runner or runner is injured during play, the player will be replaced on the basepath by the last out or the last player in the lineup if the injury occurs in the 1<sup>st</sup> inning.
- d. See Little League Softball Rule Book Rule 4.10 for definition of a complete game.

- e. The Major Softball Division will have a two (2) hour limit on all games, with no inning other than the 4<sup>th</sup> inning starting after two (2) hours from the official start of the game. The official start time will be when the umpire finishes meeting with the managers at home plate. The next inning starts at the time the third out is recorded. An inning will start prior to the two (2) hour limit; the game will stop at two (2) hours and 30 minutes from the official start time. If the inning cannot be completed due to weather or darkness, the game will be competed at a later date with the players of record at each position being recorded, if the game has not reached the conclusion of the 4<sup>th</sup> inning. If a resumed game is played, it will be considered a completed game after the 4<sup>th</sup> inning. If the game is not completed at a later date, it will not count as a game in the standings. If the game has reached the completion of the 4<sup>th</sup> inning as a tie, the score will revert to the previous inning.
- f. The batting order shall contain the entire roster of players present at the game, continuous batting order. Any player that arrives late will be added to the bottom of the batting order when they arrive, if minimum play requirements can be met. If a batter-runner or runner is injured during play, the player will be replaced on the base path by the last out or the last player in the lineup if the injury occurs in the 1<sup>st</sup> inning.
- g. No player will be called up from Minor League Division to a Major League Division team in the last two (2) weeks of regular season, which consists of the 14 days prior to that team's last regularly scheduled game, reviewed on a case-by-case basis.
- h. The home team (designated to the 3<sup>rd</sup> base dugout) will prep the field prior to each game. The visiting team (designated to the 1<sup>st</sup> base dugout) will pick up all garbage and empty garbage containers for that field (including common areas) to the dumpster and drag the field after each game. The home team will sweep the home dugout and the visiting team will sweep the visiting dugout. If the visiting team is not a SKELL team, the home team will be required to do the visiting team duties as well as the home team duties. If the team fails to do this, the manager may lose a base coach for the next scheduled game at SKELL, subject to the executive board decision.
- i. Any manager that intentionally has an ineligible pitcher take the mound to confuse or intimidate the opposing team, will be automatically suspended for the remainder of the game and the following game, and must leave or wait in the parking lot. This is unsportsmanlike conduct.
- j. There must always be a manager or coach in the dugouts during games.
- k. There is no on deck circle, however, the 1<sup>st</sup> batter of each half inning can be on the field close to the dugout as directed by the umpire, out of the dugout with a bat and be warming up. In the event of a pitching change the batter is required to move toward their dugout and not to swing the bat.
- l. Courtesy Runner allowed rule 3.04, regular season only.
- m. Each team will be on a field maintenance schedule to mow and maintain the field, which will be assigned by the Divisional General Manager. If field maintenance is not completed, the team may lose one (1) base coach for the next scheduled game at SKELL. And further action by a disciplinary review board may result in further disciplinary action.
- n. Pool Players upon request will be assigned by the Player Agent per the LL Rule book. Communication of the players assigned to pool play for a game, will be communicated by the Player Agent prior to the game to the Division General Manager, President, Vice President and managers of the division. If the player is not designated by the Player Agent, the manager will be subject to disciplinary action up to two (2) game suspension.
- o. A game may start and be completed with eight (8) players, following the District 2 guidelines. If the 9th player arrives prior to the at bat, the automatic out is not applied.

**Section 18 Minor Softball Division:**

- a. Divisional interleague rules will be determined by District 2 Softball rules.
- b. If after four (4) innings of play, three and one half (3-1/2) innings if the home team is ahead, and the

- score is 10 or more runs, the game must end.
- c. The batting order shall contain the entire roster of players present at the game, continuous batting order. Any player that arrives late will be added to the bottom of the batting order when they arrive, if minimum play requirements can be met. If a batter-runner or runner is injured during play, the player will be replaced on the basepath by the last out or the last player in the lineup if the injury occurs in the 1<sup>st</sup> inning.
  - d. Five (5) runs or three (3) outs will determine a completion of ½ an inning. No more than five (5) runs will be scored, any more than that will not count. When the 5<sup>th</sup> run scores, the play will stop at that time. The exception to the rule is a home run leaving the field of play, all runs will be scored. If the District 2 adopts different rules, regarding the 5<sup>th</sup> run scoring, SKELL will play to the District 2 rules.
  - e. See Little League Softball Rule Book Rule 4.10 for definition of a complete game.
  - f. The Minor Softball Division will have a two (2) hour limit on all games, with no inning other than the 4<sup>th</sup> inning starting after two (2) hours from the official start of the game. The official start time will be when the umpire finishes meeting with the managers at home plate. The next inning starts at the time the third out is recorded or the 5<sup>th</sup> run is scored in the previous inning, per the District 2 guidelines. An inning will start prior to the two (2) hour limit; the game will stop at two (2) hours and 30 minutes from the official start time. If the inning cannot be completed due to weather or darkness, the game will be competed at a later date with the players of record at each position being recorded, if the game has not reached the conclusion of the 4<sup>th</sup> inning. If a resumed game is played, it will be considered a completed game after the 4<sup>th</sup> inning. If the game is not completed at a later date, it will not count as a game in the standings. If the game has reached the completion of the 4<sup>th</sup> inning as a tie, the score will revert to the previous inning.
  - g. Any deviation from the guidance above can only be authorized by the President, Vice President, or Divisional General Manager. Managers not following the time limit process will be subject to disciplinary action.
    - a. **NOTE:** The 4<sup>th</sup> inning may start prior to 2 ½ hours and must be completed, regardless of time limit.
  - h. To help speed up time a courtesy runner can be used for the last pitcher or catcher of record. This can only happen if there are two (2) outs.
  - i. Courtesy Runner allowed rule 3.04, regular season only.
  - j. The manager's child may be taken during the draft, if the child meets eligibility requirements.
  - k. The batting order shall contain the entire roster of players present at the game; any player arriving late will be added to the end of the line-up. If minimum play requirements can be met.
  - l. The home team (designated to the 3<sup>rd</sup> base dugout) will prep the field prior to each game. The visiting team (designated to the 1<sup>st</sup> base dugout) will pick up all garbage and empty garbage containers for that field (including common areas) to the dumpster and drag the field after each game. The home team will sweep the home dugout and the visiting team will sweep the visiting dugout. If the visiting team is not a SKELL team, the home team will be required to do the visiting team duties as well as the home team duties. If the team fails to do this, the manager may lose a base coach for the next scheduled game at SKELL, subject to the executive board decision.
  - m. There must always be a manager or coach in the dugouts during games.
  - n. There is no on deck circle, however, the 1<sup>st</sup> batter of each half inning can be on the field close to the dugout as directed to by the umpire, out of the dugout with a bat and be warming up. In the event of a pitching change the batter is required to move toward their dugout and not to swing the bat.
  - o. A batter is out when a 3<sup>rd</sup> strike is caught or not caught by the catcher.
  - p. Each team will be on a field maintenance schedule to mow and maintain the field, which will be assigned by the Divisional General Manager. If field maintenance is not completed, the team may lose one (1) base coach for the next scheduled game at SKELL. And further action by a disciplinary review

board may result in further disciplinary action.

- q. Pool Players upon request will be assigned by the Player Agent per the LL Rule book. Communication of the players assigned to pool play for a game, will be communicated by the Player Agent prior to the game to the Division General Manager, President, Vice President and managers of the division. If the player is not designated by the Player Agent, the manager will be subject to disciplinary action up to two (2) game suspension.
- r. A game may start and be completed with 8 players, following the District 2 guidelines. If the player arrives prior to the at bat, the automatic out is not applied.

### **Section 19 Coach Pitch Softball Division:**

- a. Two (2) coaches per team will be allowed to help instruct and coach from the field in defensive time, as long as it does not interfere with the play.
- b. Pitching Rules:
  - a. Walks are not allowed in this division.
  - b. Coaches will pitch the entire game. Date determined by the Division General Manager, which will be set prior to the season starting. When the adult pitches, they must pitch from the dirt of the pitching mound.
- c. There will be no bunting or half swings.
- d. There will be no leading off.
- e. There will be NO on deck circle. Bats cannot be swung inside or near the dugout, once the game has started. Bats must remain out of the players' hands until they are entering the field for their at bat.
- f. The length of game will be six (6) innings or a two (2) hour time limit, with no inning starting after 1½ hour of play.
- g. One (1) half innings will consist of: three (3) outs or five (5) runs scored.
- h. The Coach Pitch Softball Division General Manager and the Player Agent will select teams, with the President and Vice President.
- i. Stealing of bases will not be allowed.
- j. The home team will prep the field prior to each game. The visiting team will pick up all garbage (including common areas) and empty garbage containers for that field to the dumpster and drag the field after each game. The home team will sweep the home dugout and the visiting team will sweep the visiting dugout. If the team fails to do this, they will lose practice field privileges at SKELL.
- k. There must always be a SKELL volunteer with a valid background check in the dugouts during games.
- l. A batter is out when a 3<sup>rd</sup> strike is caught or not caught by the catcher.
- m. Each team will be on a field maintenance schedule to mow and maintain the field, which will be assigned and monitored by the Divisional General Manager. If field maintenance is not completed, if the team fails to do this, they will lose practice field privileges at SKELL.
- n. Only five (5) league age 8-year-old players will be rostered to a coach pitch team. If there are more 8-year-old than the number of teams with five (5), then the players will be added to teams starting with the team with the fewest players. If all teams have equal number of players, the player will be added to Team 1 and any additional players added sequentially to the teams.
- o. Any hit may result in a single base hit. Any clean hit to the outfield without being touched by an infielder may result in a double.

**Section 20 Player Injuries:** After an injury/illness exceeding one game, the managers will notify the Player Agent and the Safety Officer. If the manager does not report known injury/illness to the Player Agent and the Safety Officer, it may result in a one (1) game suspension. The suspension will occur no later than the next physically played game. If the player must be replaced, the manager has seven (7) days from the date of decision to replace said player or the Player Agent will replace said player. If a player requires medical

attention, they will be required to provide a doctor's release, turned into a member of the executive board, to be approved to participate in any SKELL practices or games.

### **Section 21 Uniforms, Protective Gear and Equipment:**

- a. All players must wear protective gear, and all male players must wear a hard cup.
- b. No shorts are to be worn during games. Shorts can be worn for practice, at the manager's discretion.
- c. SKELL players will wear jerseys and hats issued by SKELL on the playing field during games.
- d. No gum, food, or sunflower seeds are allowed on the field.
- e. Orange Safety bags on first base per Little League Rules.
- f. Pine tar and other adhesive material are not allowed on SKELL issued equipment.

### **Section 22 Umpire Duties:**

If a team has umpire duties and does not provide an umpire, the manager for the first offence will have a warning by the Executive Board. Any further offences may result in game suspension and will not be considered for the All-Star season selections. If there is a junior umpire, a game coordinator must be provided by the team.

**Section 23 Rainy Day Policy:** During inclement weather, games will not be canceled prior to two (2) hours to scheduled game time. A League official will assess the field conditions to determine if the field is playable. If they determine that the field is not playable, the managers or league officials will be responsible for notifying the Umpire, concessions manager, and their team parents. This information will also be posted on the website, if possible. If playable conditions cannot be met, then the cancellation of games will occur at game time. Games will be made up, if possible, but the game is not guaranteed to be made up.

### **Section 24 All-Star Managers:**

Any current SKELL Manager or Coach shall submit their application of interest to be considered an All-Star Manager to the board via the official SKELL Manager registration system. The manager needs to participate in pre-season SKELL facilitated manager/coach meeting and the pre manager selection manager meeting, to be eligible. The application will be reviewed by the Board of Directors, and they will provide final approval. The manager/coach selection is not considered by the manager's win/loss record. A manager and/or coach may not be eligible if he/she has had any disciplinary action, within the season prior to the selection. The Board of Directors shall approve coaches chosen by the manager of each All-Star team. Selection of the Manager and/or coach is chosen by the Little League Rulebook Section Tournament Organization under manager and coaches. If there is not an eligible manager or coach available, the Board of Directors will open the manager or coach position to any manager or coach from every division in the league.

### **Section 25 All-Star team selections:** Selection of All-Star candidates (players):

- a. JR/SR Division All-Star's: The Board will determine the number of JR/SR Division All-Star Teams to be fielded. Each of the All-Star teams will comprise the top eight (8) players determined by rankings of JR/SR Division Managers and ranking committee (if applicable) plus those chosen by the All-Star manager.
- b. Tabulation Committee: The committee will consist of the President, Vice President, and Player Agent. They will be the only people to see the results, besides the All-Star managers. The rankings shall not be made public. Violation of this will result in disciplinary action by the Board of Directors.
- c. Any person that releases any information regarding the All-Star selection before the announcement date will face disciplinary action by the Board of Directors. If the person is a Board Member, it will be brought to the attention of the Board for disciplinary action, including possible removal from the Board of Directors.

- d. Eligibility:
  - i. A player may be ineligible due to conduct during the regular season.
  - ii. Players must play a minimum of eight (8) of the regular season games for Softball, Minor, Major and Junior Division and they must meet Mandatory Play during the accounted games.
  - iii. Parents must sign the Player Eligibility team sheet indicating that their child can play on any All-Star Team in general. The permission slip will include information on money, time, and dedication.
- e. The Board will determine the number of All-Star Teams to be fielded. All-Star teams will comprise the top eight (8) players determined by rankings of Minor and Major League Division managers and ranking committee (if applicable) plus those chosen by the All-Star manager. The Board of Directors will determine the order of team selection for the All-Star teams. The only people that may attend the meeting for the All-Star selections will be the President, Vice President, Player Agent, and all managers for the current Minor League Division and Major League Division teams. If a current manager is not available, they may send a coach as a replacement. There will be no discussion of player rankings between the different team representatives.

**Section 25 Disciplinary:**

- a. In the event someone is ejected from a game (player, manager, coach, or fan), they must leave the entire SKELL complex, or if their child is still playing, then they are to remain at/in their vehicle. The game will not resume until they leave the sight and sound of the field.
- b. The umpire, coaches and the person involved will put their reports in writing to the President, Umpire in Chief, Division General Manager of the appropriate division, Assistant District Administrator, and in the case of a player, the Player Agent within 24 hours after the end of the game. In the case of a player not having a guardian present, they must be taken to the clubhouse or to an appropriate area with adult supervision until his/her guardian arrives. In the case of a player, manager, or coach ejection, there will be an automatic one (1) game suspension and a disciplinary hearing to determine if further corrective action is necessary. The suspension will occur no later than the next physically played game.

The disciplinary committee will consist of the President, Vice President, Player Agent, and applicable Divisional General Manager.

**LOCAL LEAGUE RULES WERE APPROVED BY THE BOARD OF DIRECTORS ON THIS 4<sup>th</sup> DAY of December 2025.**

Witnessed by:

Kent Hassebrock \_\_\_\_\_,  
**Kent Hassebrock**, President

Brittany Freeze \_\_\_\_\_,  
**Brittany Freeze**, Vice President

**LOCAL LEAGUE RULES WERE AMENDED AND APPROVED BY THE BOARD OF DIRECTORS ON THIS 1<sup>ST</sup> DAY of February 2026.**

Witnessed by:

Kent Hassebrock \_\_\_\_\_,  
**Kent Hassebrock**, President

Brittany Freeze \_\_\_\_\_,  
**Brittany Freeze**, Vice President