



2022 4SRLL Ops Quick Reference Guide

MINIMUM PLAY RULES SUMMARY – Refer to 4SRLL OPS for complete playing rules			
A Division	AA Division	AAA Division	MAJORS Division
9 fielders - 4 outfielders	10 fielders - 4 outfielders	9 traditional fielders	
<ul style="list-style-type: none"> All players are required to play 2 complete defensive half innings at 1 of the infield positions. All players must rotate positions at least once every two innings. One player cannot play the same position more than twice during the same game. During the course of the season, all players should play approximately the same number of infield innings Every member of the team must bat in the “lead off” position at least one game during the season. 	<ul style="list-style-type: none"> Each player must be in a defensive position for at least 3 complete defensive half innings. All players are required to play 2 complete defensive half innings at 1 of the infield positions (*see below exception). <i>Catcher is considered an infield position ONLY if there are 13 game players.</i> No player will sit out a second defensive half inning until all players have sat out at least one defensive half inning. No player will sit out 2 consecutive defensive half innings. Managers are <u>strongly encouraged</u> to ensure that every member of the team bats in the “lead off” position at least one game during the season. 	<ul style="list-style-type: none"> Each player must play a minimum of 9 defensive outs and play two innings in the infield. All players are required to play 2 complete defensive half innings at 1 of the infield positions; pitcher, catcher, 1B, 2B, SS, 3B (*see below exception). No player will sit out a second defensive half inning until all players have sat out at least one defensive half inning. No player will sit out 2 consecutive defensive half innings. 	<ul style="list-style-type: none"> Each player must play a minimum of 9 defensive outs If the game is shortened for any reason, then minimum play reverts to 6 defensive outs and at least 1 at-bat. Players must be substituted at the beginning of an inning and must remain on the field for that complete inning. The exceptions are if a player is being removed for disciplinary reasons, because of injury or as a result of a pitching change.

*** AA/AAA Exception:** The only reason(s) for a player to not play any infield positions is a parent’s signed letter asking that he or she not play at those positions. A copy of this letter, signed by the Division Director, The League Player Agent and The League President, must be maintained by the team manager and available for inspection at all games.

SAFETY REMINDERS		
<ul style="list-style-type: none"> Coaches must stay in dugouts with door closed unless timeout is called (base coaches not included) – no exceptions. 		
<ul style="list-style-type: none"> All adults on the field or in the dugout during practice or games must be approved through the League – no exceptions. ALL injuries must be reported to Safety Officer within 24 hours using the 4SRLL Incident Injury Report form. In an event of an injury, remove player immediately. Look for signs of concussion. Refer to Safety Plan. 		
EMERGENCY CONTACT INFORMATION		4SRLL SAFETY OFFICER
Police / Fire / Emergency	9-1-1	<ul style="list-style-type: none"> Nicole Ballow Email: nicole.ballow@4srll.com Phone: 858-243-5100
San Diego Sheriff – Non-Emergency (4S Ranch)	(858) 565-5200	
Poison Control	2-1-1 or (800) 876-4766	
Animal Control Dispatch	(619) 236-4250	
Pomeroado Hospital	(858) 485-6511	
Rady Children’s Hospital	(858) 576-1700	
4S Sports Park Ranger	(858) 673-3990	



2022 4SRLL Ops Quick Reference Guide

4SRLL Quick Reference	A	AA	AAA	Majors	Juniors
Setup	Home team is responsible for all game setup. Home team provides scorekeeper, pitch counter and scoreboard operator (does not apply for A Div) - mandatory. Visitor team is responsible for all teardown - return all equipment to respective storage boxes.				
Scorekeeping and Standings	No score kept. No regular season standings.	Scores and standing kept. Pitch counter provides official pitch count.			
Game Balls	Each team is responsible for providing one (1) NEW game ball per game.		The HOME team is responsible for providing three (3) NEW game balls per game.		
Innings	6 innings of 3 outs or 4 runs.	5 innings of 3 outs or 4 runs; 6th inning no run limit.	5 innings of 3 outs or 5 runs; 6th inning no run limit.	6 innings.	7 innings.
Game Time Limit	No new innings after 1:45. Dead stop at 2:00.	No new inning after 2:00 from scheduled start time. Dead stop at 2:15.		No new inning after 2:30 from scheduled start time. Dead stop at 2:45.	
Adults in dugout	Max of 4 - must all be registered with volunteer forms on file.		Max of 3 - must all be registered with volunteer forms on file.		
Pitching Machine	46 feet - 40 mph. All innings.	46 feet - 42 mph. Innings 1-3.	Not applicable.		
Maximum Pitches in a Day	Limits by AGE, not Division: 8 YO = 50; 9 or 10 YO = 75; 11 or 12 YO = 85; 13 or 14 YO = 95				
Max Pitches Exception	If a Pitcher reaches the Maximum allowed per day, the Pitcher may continue until the Batter is retired, reaches base safely or the inning or the game ends. The Pitcher must then be removed.				
Days Rest	1-20 -> No Rest; 21-35 -> 1 day; 36-50 -> 2 days; 51-65 -> 3 days; >65 -> 4 days				
Days Rest Exception	If a Pitcher crosses a Threshold while facing a Batter, the Pitcher may finish the Batter (safe or out) or continue until the inning/game ends, whichever comes first. If the Pitcher is removed before facing the next Batter, then the lower Days Rest requirement applies. No pitcher may pitch on three consecutive days, regardless of pitches thrown on two previous days.				
Pitcher to Catcher	If a Pitcher delivers >40 pitches in a day, then that Player may not Catch that day.				
Catcher to Pitcher	If a Catcher catches for four innings or more, that Player may not Pitch that DAY. One pitch =inning				
Players	10 fielders - 4 outfielders and traditional infield.		9 traditional fielders.		
Stealing Bases	Not permitted.		All bases may be stolen. Batter may not advance on dropped 3rd strike	All bases may be stolen. Batter may advance on dropped 3rd strike unless 1st base is occupied with fewer than 2 outs.	
Base Running	No advance once ball is thrown to infield or on overthrows.	Advance at own risk until ball is secured by infielder. Runner may advance just once on overthrow. No advance on throwbacks.	Advance at own risk.		
Run Rule	Not Applicable since no score kept.	Lead of 15 or more after 4 innings (3 1/2 innings if the home team has the lead) ends the game			Lead of 10 or more after 5 innings or 15 after 4 innings ends the game.
Uniform Requirements	All Players must wear their official Little League provided uniform from 4SRLL (cap, shirt, pants and socks). No travel team uniforms allowed.				
Judgement Calls	Not applicable.	Balls, strikes, safe, out are final. Manager must call time out and get permission from plate umpire. Discuss with umpire who made the call.			

Note: Pitching rules do not apply to A Division

Note: Pitching rules do not apply to A Division