

**2022 SPECIAL GAMES
PLAYING RULES
SKELL, SKSLL, SKWLL, NMLL, KPLL**

INSURANCE

A League may not be accepted for Special Games unless covered by player accident insurance, which includes Special Games play. If insurance is purchased locally, a copy of the policy must be submitted to Headquarters prior to the start of Special Games play. Each manager shall carry a medical release for each player on the roster.

PLAYING EQUIPMENT

The use, dimensions, and other specifications of all other equipment must conform to those set forth in the Little League Playing Rules.

LIABILITY

All hosting Leagues must carry liability insurance. Minimum coverage of \$1,000,000; single limit, bodily injury, and property damage is required.

STARTING TIME OF GAMES

The Special Games Director (President of the host League) or Assistant Director shall judge the fitness of the playing field before the games start. A game shall not be started unless the Special Games Director or Assistant Director judges there is adequate time to complete the game before darkness or curfew. Managers to teams playing shall meet with the Director ½ hour before scheduled game time for the coin toss to determine Home Team. If unable to field a team 15 minutes after a scheduled game start time, Umpire will declare the game a forfeit.

SUNDAY GAMES

Games are scheduled on Sunday to start no earlier than 1:00 PM.

ADMISSION CHARGE

There shall be no admission charge to Little League games.

OFFICIAL SCORERS

The Home Team shall provide the Official Scorekeeper and Announcers at the jurisdiction of the Special Games Director or Assistant. The visiting team shall be responsible for the pitch count for both teams and will sit with the Official Book Scorer. If there is a discrepancy, the pitch counter will be the official count. Each host League shall provide score books so marked "Official Special Game Book 2022" and the book will remain on the premises at all times. There shall be no other games recorded in these books. NOTE: All scorekeepers and pitch counters will sit together in accordance with the host league direction.

UMPIRES

The Special Games Director, for each field, shall have full responsibility for providing volunteer Little League Umpires for Special Games play. There should be a minimum of two Umpires for each game, more are recommended if competent and available. Games will be played even if there is only one umpire.

THE OFFICIAL LITTLE LEAGUE PLAYING RULES SHALL GOVERN SPECIAL GAMES PLAY EXCEPT AS NOTED:

1. All fields are considered neutral. Home Team will be determined by coin toss, Winner having choice of home or away. Teams will be in the appropriately designated home/visitor dugouts. If the dugouts are not labeled home and away the winner of the coin flip will pick which dugout they will be in.
2. A copy of the Little League Playing Rules and Special Games Rules must be available at each Special Games site at the time each game is played. It is recommended that each participation League make a copy available to each Manager to have in his possession during the Special Games. Ground Rules for the playing field are to be reviewed with both Managers and Umpires at least 10 minutes prior to game.
3. Mandatory play will be as follows:
 - (a) If the team has 12 players or under, each player will participate in each game for a minimum of 1 time at bat, and 6 defensive outs.
 - (b) At the start of the game, if there are 13 players or more, each player will participate in each game a minimum of 1 time at bat and 3 defensive outs.
 - (c) For **Minor Baseball**, batting will consist of all the players present (rule 4.04). Each player must still meet all minimum play requirements. For **Major Baseball**, batting will consist of no continuous batting order (rule 4.04)
 - (d) Majors Division will play dropped third strike in accordance with Rule 6.05(b)

FAILURE TO FOLLOW MANDATORY PLAY:

First offense – Manager receives a (1) game suspension.

Second offense – Manager is suspended from further Special Games play. There will be no penalty to the Manager if the game is shortened because of the ten run rule. However, the player(s) involved will start the next scheduled game, play any previous requirement not completed, and his mandatory requirements for this game before being removed.

4. For a game to begin, each Manager must have in his possession a Pitching Affidavit from the previous game(s), which has been signed by the **Home Team and Opposing Team Managers** **“IN INK”**. If the Manager fails to present the Pitching Affidavit from the previous games(s), the manager will have until the end of the game to get the Pitching Affidavit completed and presented to the Official Scorekeeper or forfeit the game. The Manager will also have in his possession and carry a team roster that will be signed by the Player Agent and President of the League. These will be given to the official scorekeeper and pitch counter before the game begins.
5. Each team is responsible for preparing the field for play. Host fields will provide rakes, chalk, etc. Host team will provide game balls.
6. No gum, sunflower seeds, or food is allowed on the field by the players. Each team will remove all trash from the dugout and bleacher areas at the completion of their game.

NO SUNFLOWER SEEDS ALLOWED AT SOUTH KITSAP WESTERN
NO PETS ALLOWED AT SOUTH KITSAP EASTERN
NO PETS ALLOWED AT SOUTH KITSAP SOUTHERN
NO PETS ALLOWED AT NORTH MASON

7. All **protests** shall be resolved prior to resuming play. The final decision of all protested games will be determined by the Special Games Host League Director and the onsite Assistant Director. **The League Site Director should contact the Special Games Host Director, Kent Hassebrock or Brittany Anderson for all protests.**

Kent Hassebrock (360) 990-5813

Brittany Anderson (360) 731-4603

Remember, ***JUDGMENT CALLS CANNOT BE PROTESTED***

8. **MAJORS:** The 10 run rule applies. If after 4 innings (3 ½ if the Home Team is ahead), one team has a lead of 10 runs or more, the manager of the team with the least runs shall concede the victory to the opponent. This rule also means after 5 innings (4 ½ if the Home Team is ahead), one team has a lead of 10 runs or more, the team with the least amount of runs will concede to the opposing team. No inning will start after 2 ½ hours after the umpire declares “Play Ball” to start the game.
9. **MINORS:** The 10 run rule applies and in addition, Five runs or three outs will determine a completion of an inning. During play of the fifth run scored, all scoring initiated by that batter will be scored (IE: Until play is stopped or a third out is made). Possible to score 8 runs each inning. **If the defensive team has possession of the ball at or near home plate, the play will be stopped.** There will be no new inning starting after 2 hours from the umpire saying “Play Ball” to start the game. **Managers may only issue ONE intentional walk per inning.** **NOTE:** The new innings starts the moment the third out (or final run is scored) in the previous inning.

10. The following rules are implemented because of field availability and time constraints.
After the designated time limit and / or a regulation game has been achieved, if the game is still tied, then the winner will be determined by reverting back to the score the previous inning. If the two teams were tied in the previous inning, then you will keep reverting back until a winner of the game can be determined. If for some reason, you revert clear back to the first inning and both teams are still tied, then the flip of a coin shall determine the game.
This rule will not apply to the semi-final or final games. There is no time limit on semi-final or final games. Games tied at the end of 6 innings will play extra innings until a winner is reached.
11. Regular Season Pitching rules apply to all Special Games.
12. All managers and players will conduct themselves in an orderly fashion. They will strive to follow the Rules and Regulations of Little League Baseball. Any manager or player ejected from a game will be disciplined that same day at an appointed time. The Presidents or Designated Person from each participating League will meet said offender. If the ejection is severe enough, said manager or said player could be removed for the remainder of the Special Games.
13. If the weather does not cooperate with the schedule and time limit for the Special Games, a coin toss for each game affected by the weather or condition of the field will be initiated to determine the winner of that game. The coin toss will be done by the two opposing Managers and witnessed by the Field Representative, at the playing site where the game was to take place. The winner of the coin toss moves on and the losing Manager's team is out of the tournament, or in the case of their first loss, goes to the losers' bracket. Every effort will be made to keep it a double elimination Special Games.
14. Pitching Affidavits must be filled out for the week preceding the Special Games (**in ink**) including regular season games.
15. If a team only has 8 players at the start of the game, the game will proceed with the 9th position in the batting order being skipped, not an out. If players show up after the start of the game, they may be added at the bottom of the batting lineup. Any following players that show up will be reserves with minimum play being required if added to the roster.

NOTE: South Kitsap Southern will only have concessions open on Tuesdays, Wednesday, and Saturdays.

ALL SCORES WILL BE EMAILED TO SKELL AT:

skellmbgm@gmail.com

skellbaseball.ba@gmail.com

Signatures are on file with SKELL

SKELL

NMLL

SKSLL

KPLL

SKWLL

Managers

Return this sheet filled out to your President, Vice President, or Player Agent.

The undersigned hereby acknowledge receipt of the above and by signing below state that he or she has read and he or she agrees to abide by the same.

Manager's Name

Manager's Signature

Date

League Name

Team Name (Sponsor)