



Divisions

T-Ball

Coach Pitch/Sling

Minor Baseball

Minor Softball

Major Baseball

Major Softball

Junior Interleague Baseball

Junior Interleague Softball

Manager Selection

The Board of Directors will vote on all manager positions at a board meeting prior to tryouts. The final decision, based on past experience with Little League and any ties/indecisions, will ultimately be made by the President.

No person can manage, coach, or umpire without being appointed by the League President and approved by the Board. If an individual is not reappointed or re-approved as a manager, coach, or umpire for the coming season, the League President and/or Board of Directors is not required to give a reason to the person.

Pre-Season Player Evaluations

All prospective players aged 5-12 must attend at least one of the three tryout dates. However, a player who fails to attend any tryout may not be considered for promotion to the next division team. Players must also attend at least one tryout to be considered for All-Star tournament play. A 12-year-old will not be permitted to the Jr's Division as it will affect the Major Division for the season. Any returning major player that is in good standing with the league will not require a try out.

Managers are responsible for coordinating and running the player evaluations themselves, with the assistance of the Player Agent and/or President. It is the managers' responsibility to set up and break down the field, provide helpers to facilitate the evaluation process, and properly evaluate the players as they are assessed. They must also ensure that the proper equipment is available, with help from the Equipment Manager. The Board is responsible for running the check-in process and ensuring the eligibility of players to be evaluated. The Board will also provide the evaluation forms to the managers, listing the eligible players by age.

Draft Procedure

The selection of players for the various teams within KRVLL shall comply with the Little League Draft Methods as approved by Little League International for the Kern River Valley Little League. For more details, please refer to the specific guidelines.

- KRVLL has opted to adopt the Plan 'B' Method, using the Alternate Method approved by Little League International.
- Attendance at the draft is limited to the President, Player Agent, and manager of each team. No other persons are authorized to attend. If the President or Player Agent is also a manager, another board member can fill in for them at this time.
- The Player Agent, with approval from the Board of Directors, will establish the number of players on each team in each division at least 24 hours prior to the scheduled drafts. Major teams should have no fewer than 12 players per team. It is recommended that the number of players for Majors be set at 12.
- There are no special requests or manager requests granted during the Major or Minor drafts. Such requests will be brought up at the end of the draft, and trades may be negotiated to accommodate these requests.

- Draft order will be determined by a random number draw.
- The draft will be completed in serpentine order. If there are three teams in this division, the order will be 1-2-3, 3-2-1, 1-2-3, 3-2-1, and so on. If there are four teams, it will follow the order 1-2-3-4, 4-3-2-1, 1-2-3-4, 4-3-2-1, until all players are drafted.
- In the Majors Division, there must be an acceptable balance of 12-year-olds, with no more than eight 12-year-olds on each team.
- Players will be drafted based on their score at evaluations and previous years' play, if applicable. Players will be scored on a scale of 1-5, with 5 being the highest score and 1 being the lowest. Managers and two board members will score at evaluations, and the average score will be used as the player's evaluation score for the draft.
- The draft will begin with all players who scored the highest (5). Once those players are equally divided between teams, managers will move on to the next score (4), and so on.
- There will be absolutely no mention of draft order or trade discussions outside of the draft itself.
- No players will be added to a roster during the final three weeks of play.

Options on Sons, Daughters, and Siblings

- Manager's Sons/Daughters: If a manager has sons and/or daughters in the draft and wishes to draft them, they must do so on the first turn in their child's evaluation group. Example: If a manager's child scores a 4 in evaluations, that manager must draft their child first in the 4s round of the draft. If there is a sibling in the draft, that manager automatically has the option to draft the other brother or sister on the next turn (if in the same evaluation group) or in the first round of the evaluation group they are in.

Trading

- Following the draft, managers may, if they desire, trade players up until 24 hours after the draft. No more than 3 players will be allowed to be traded. Any trades that occur must be between players that fall in the same evaluation category when possible. If a trade outside of the category is to take place it must receive special approval from the Player Agent (1-5 grading scale). All trades must be made through and with the approval of the Player Agent.

Practices and Regular Season

All Coaches must have a volunteer application on file at www.krvll.com, a completed background check, completed concussion training, completed abuse training, and approval by The KRVLL Board prior to participation in player evaluations, practices, and /or games in the KRVLL. NO EXCEPTIONS!

Junior Baseball and Softball, Major/Minor Baseball and Softball

Practice will be no more than four times a week during pre-season. No more than two times a week during the regular season. Practices will not last longer than 2(1.5 usually) hours. Practices must have an ending time of 7:30 pm on school nights and 8:00 pm on non-school nights. All practices and field usage is to be arranged via our shared google doc – teams need to be fair ie; 6 baseball teams sharing 10 weekday slots, you get 2 spots one week and 1 the next. Etc, etc. The schedule will be opened on Sunday night with the availability being for 2 full weeks. Once we finish the first week of practices, we will open up another week (this will mean that there are still 2 weeks visible on the schedule, the week we are in and the week ahead). Teams can also be on the same field at same time and rotate between infield and outfield and multiple T-ball teams can easily share one field. If you cancel a practice, it's best practice to let the league know so they can inform the other managers that a spot opened up.

T-Ball, Coach Pitch, Sling

Practices are limited to twice a week prior to games beginning; upon games beginning, practices will drop down to NO MORE THAN once a week. Practices will be limited to 1 ½ hour.

FIELDS

- Junior Baseball and Junior Softball will play at Kern Valley High Fields.
- Major Baseball will play all games at Mt. Mesa field and South Fork.
- Minors Baseball will be played at Mt. Mesa Field and South Fork.
- Sling will be played at Mt. Mesa Field and South Fork.
- T-Ball will play at the First Baptist Lake Isabella and South Fork.
- Major Softball and Minor Softball will play at South Fork.

No games are to be changed or canceled without the consent of the Player Agent or President. This includes Tee Ball games that want to end prior to completing the game. The canceling team will consider a forfeit if a game is not played without prior approval.

Make-up games: All canceled games must be rescheduled with the Player Agent or President within TWO days. The canceled T-Ball, Coach Pitch, and all softball games will try to be played within seven days. Minors and Major baseball will be scheduled at the end of the season to consider pitch count.

Division Champions

In T-Ball there is no score kept; no champion declared. Coach Pitch is non-competitive with no Champion. The team with the best overall record will be declared the division champion in the Minor-Major divisions. If a tie exists at the end of regular season play, a single game playoff will be played to determine the division champion. If a tie exists between more than two teams at the end of regular season play, a double-elimination tournament will be played to determine the division champion.

Managers must inform the Player Agent if a player misses more than two consecutive games or if there is a player that has missed three practices.

Game Discrepancies

Per Little League international no game shall end in a Tie. Games can continue past the time limit for ONE inning to break a tie as long as the umpire agrees there is enough visibility. If a tie is not broken in that one inning, it will revert to the first full inning where there was not a tie. If this still does not solve the tie the two teams will then have to play a makeup game. They will start the makeup game at the last inning they left off.

If inning is incomplete (if visiting team has not completed their time at bat; or home team has not completed their time at bat - if required to do so) the final score of the game will revert to the score at the end of the LAST COMPLETED INNING (in accordance with rule 4.11(d)), and will be considered a completed/regulation game.

Field Set up/Maintenance

- The home team is required to prep and chalk the field; therefore, a home team representative must arrive a minimum of 45 minutes prior to the start time of their scheduled games. The home team manager is responsible for all bases, chalking, umpire equipment (as well as scheduling an umpire for the game) at the start of the game.
- The visiting/away team is responsible for field clean-up/putting equipment away, including bases.
- It is mandatory for each team to clean up their respective dugouts at the end of each game. The home team for each game will empty the trash cans prior to leaving the field after their games.

Pets of any kind are not allowed on the Wallace, Kernville, or Randall fields, in the dugouts, or in the stands where Little League games and practices are taking place. Pets of any kind are not allowed on ANY field or the dugouts where Little League games and practices are taking place. Anyone who brings a pet on these areas will be asked to leave. All managers are responsible for informing their parents of this prior to the beginning of the season.

INJURIES/ACCIDENTS: must be reported to the Safety Officer within 6 hours of the accident. The Preliminary Injury Report form must be filled out immediately and turned in to the Safety Officer, Player Agent, Vice-President, or President if Safety Officer is unavailable within one day of injury/accident.

Uniforms

- Uniforms consist of Baseball/Softball pants/shorts, hat/visor, socks (if visible), and jersey. The League provides a jersey, hat/visor, belt, and socks to the player. All players will wear the entire, complete uniform.
- Pants: Coaches can choose any pants color, but the entire team must match. Softball may wear shorts in place of pants, but the entire team must match (excluding catchers).
- Hair and Nails: Hair shall be worn back so that it cannot fall in the player's eyes, either by wind or movement. Nails should be cut down to a length that they are no longer than the players' fingers. This applies to fake nails and natural; no metal shall be on the nails.

No smoking is allowed during any games or practice. This includes vape pens!!

Game Day Start

Before every game, each team is to line up on the baseline for pre-game ceremonies. This includes the Pledge of Allegiance as well as the Little League pledge.

- The home team must provide an official scorekeeper (who will remain unbiased) and will be responsible for the official pitch count (Minor/Major Boys). The official scorekeeper will position themselves directly behind home plate to aid the Umpire. The official scorekeeper will interact solely with the Umpire and not with the managers of either team.

Team numbers/Pool play

(Majors and below) If a team has less than nine players, our league utilizes the pool play option, meaning the other team, providing they have more than nine players, must allow one or more of their players to play for the short team. A game can be completed with eight on either side. In the event eight are in a lineup, there will be no out for the missing ninth spot. Also, players from the same division can be used in the pool play option if there is time to notify another manager/parent.

Batting Order/Play Time

Continuous batting order is mandatory. All players present will bat in the batting order. Defense - No more than nine are allowed in the field at one time. With the exception of Minors Baseball and Softball you are allowed 10 players on the field. The extra player can only play in the outfield during defensive play. To allow more play time. Tball is allowed the full team on the field during defensive play.

All-Stars

All-Star final coach/player selections will be decided by the board of directors, if we don't have volunteer coaches (must have been a regular season coach) we can't have an All-Star team. A coach can only coach for 1 All-Star team, per little league rule.

Division Specific Rules

(These are in addition to any rules contained within the official Little League Rule Book)

T-BALL

- Each team will bat through their lineup. In T-Ball the coach has the option to either start with coach pitching by pitching 3 pitches to the batter. If the batter does not hit it fair after the 3rd pitch the Tee will be brought out for the batter to hit. Runs and outs count theoretically (players who are out are to return to the dugout). However, teams will not change offense/defense positions until the batting lineup has completely been up to bat. After each team has had TWO complete at-bats or reached the time limit of 1-1/2 hours, the game is over. No new inning may start after 1hr and 15 min. The continuous batting order is mandatory. Scorebooks are not maintained in this division. All players should be on the field for defense.
- The ball is considered dead when thrown towards the pitcher, and the pitcher is standing in the pitcher's circle. The ball is considered a "Dead Ball," and all runners that are not more than halfway to the next base must return to the previous base.
- (OPTIONAL CATCHERS) T-ball is to use a catcher in full gear.

- The runner is entitled to one base on an overthrow, not including an attempt toward the pitcher.
- A side is considered retired when they have batted the entire lineup, regardless of how many outs are made.
- A maximum of THREE coaches/volunteers are allowed out in the field for the defensive and offensive. TWO base coaches and ONE coach at the plate assisting the batter (Offense) THREE base coaches (Defense (with the exception of a fourth for a player who needs special attention)). Each team must enlist a volunteer at each dugout bench for supervision. Coaches are responsible for umpiring their games. Spectators will stand/sit a minimum of 10 feet away from the baseline.

COACH PITCH

- 10 players are allowed on Defense for Coach Pitch.
- Change of Inning: The half inning is over when the offensive side has batted through their entire batting order.
- Batting Order/Play Time: Continuous batting order is mandatory. Each player must meet the minimum play requirement rules.
- Batter: Once a player has hit the ball they may only advance to first base unless the ball has gone past the first line of infielders, in which case they may advance to second base. NO batter will hit a triple in coach pitch.
- Change of Inning: There will be a maximum of 5 runs scored OR 3 outs per inning, whichever comes first.)
- Coaches: No coaches on the field during play, except for base coaches. Must have 1 in the dugout at all times
- Stop Play (Dead Ball): If any fielder makes a clear attempt to throw the ball back to the pitcher after a defensive play, the play is dead, and base runners may NOT advance to the next base. (An attempt to the pitcher does not include the pitcher standing at any other position than her own, ex: an attempt cannot be called if the pitcher is standing at shortstop, HE/SHE must be in her position) Also, if the catcher throws the ball back to the pitcher after a pitch, and the pitcher misses the ball, the play is dead, and base runners may NOT advance to the next base.
- No stealing.

SLING PITCH

- 10 players are allowed on Defense for Sling Pitch.

- Change of Inning: The half inning is over when the offensive side has batted through their entire batting order.
- Batting Order/Play Time: Continuous batting order is mandatory. Each player must meet the minimum play requirement rules.
- Batter: Once a player has hit the ball they may only advance to first base unless the ball has gone past the first line of infielders, in which case they may advance to second base. In the event of an overthrow to a base the runner is only allowed to advance 1 base.
- Change of Inning: There will be a maximum of 5 runs scored OR 3 outs per inning, whichever comes first.)
- Coaches: No coaches on the field during play, except for base coaches. Must have 1 in the dugout at all times
- Stop Play (Dead Ball): If any fielder makes a clear attempt to throw the ball back to the pitcher after a defensive play, the play is dead, and base runners may NOT advance to the next base. (An attempt to the pitcher does not include the pitcher standing at any other position than her own, ex: an attempt cannot be called if the pitcher is standing at shortstop, HE/SHE must be in her position) Also, if the catcher throws the ball back to the pitcher after a pitch, and the pitcher misses the ball, the play is dead, and base runners may NOT advance to the next base.
- No stealing.

MINOR SOFTBALL & BASEBALL

- **Game Time:** Time limit is no new batter after 2 hours. No new inning after 1 hour 45 minutes. 6 innings standard unless extra innings are needed to resolve a tie and the time limit has not been reached.
- **Softball:** Will play with 11" Little League approved softballs
- **Batter:** The continuous batting order is mandatory

- **Change of Inning:** There will be a maximum of 5 runs scored OR 3 outs per inning, whichever comes first. Together, the coaches will decide if there will be an open inning for the last inning; if both do not agree, then there will not be an open inning. (Must be decided before the first pitch is thrown)
- **Coaches:** No coaches on the field during play, except for base coaches. Must have 1 in the dugout at all times
- The use of the Sling Pitching Machine may be utilized. Best practices for the sling would be to play the first 2 innings with the sling (to minimize moving the equipment around, slowing the game) followed by live pitcher use. The development of young pitchers is mandatory and paramount for KRVLL and player success and development. Sling use is best for batter development when pitchers are growing and learning.
- **Stop Play (Dead Ball):** If any fielder makes a clear attempt to throw the ball back to the pitcher after a defensive play, the play is dead, and base runners may NOT advance to the next base. (An attempt to the pitcher does not include the pitcher standing at any other position than her/his own, ex: an attempt cannot be called if the pitcher is standing at shortstop, HE/SHE must be in her position) Also, if the catcher throws the ball back to the pitcher after a pitch, and the pitcher misses the ball, the play is dead, and base runners may NOT advance to the next base.
- If the runner is off of the base before the pitcher has the ball the runner has 3 seconds to either advance to the next base or return to the base they occupy. Once a decision by the runner has been made the runner must make that commitment. If the runner stops in the base path and does not make a decision after that 3 seconds the runner will be called out. If the runner chooses to advance they may only advance the one base unless that runner is attempted to be tagged or thrown out. Once the pitcher has the ball in the circle or on the mound the play is dead and the runner must stop at the base they have chosen to occupy.

- No stealing of home in Minors Division

MAJOR SOFTBALL & BASEBALL

- **Batting:** The continuous batting order is in effect for this division. Teams will bat through the entire roster, regardless of substitutions.
- **Game Time:** No new inning after 1hr 45 min, no new batter after 2 hours. 7 innings standard unless extra innings are needed and the time limit has not been reached.
- **Change of Inning:** There will be a maximum of 5 runs scored OR 3 outs per inning, whichever comes first. The final inning will be an “open inning” declared by the umpire at the start of that inning.
- **Stop Play (Dead Ball):** The play is dead when the pitcher has the ball in the circle. An attempt back to the pitcher does not stop play until the pitcher has the ball in the circle. Base runners may NOT advance to the next base. Also, if the catcher throws the ball back to the pitcher after a pitch, and the pitcher misses the ball, the play is live, and base runners may advance to the next base.
- If the runner is off of the base before the pitcher has the ball the runner has 3 seconds to either advance to the next base or return to the base they occupy. Once a decision by the runner has been made the runner must make that commitment. If the runner stops in the base path and does not make a decision after that 3 seconds the runner will be called out. If the runner chooses to advance they may only advance the one base unless that runner is attempted to be tagged or thrown out. Once the pitcher has the ball in the circle or mound the play is dead and the runner must stop at the base they have chosen to occupy.
- **Pitch counts and rest days:** MUST be followed as directed in the official Little League Rule Book!!

JUNIOR BASEBALL/SOFTBALL

There are specific interleague rules and the Juniors division rules in the official rule book.

ALL DIVISIONS

Code of Conduct and remediation process: If a child has issues with behavior on the field during practices or games, the remediation process will be as follows.

- The coach will address behavior with the child and parent.
- If the behavior continues, the coach will bring the concern to the Board of Directors.
- The Board will address the concern with the child's parent in writing given as a verbal warning.
- If the behavior occurs after the Board has given a verbal warning, the Board will issue a written warning.
- If the behavior occurs again, the child will be removed for the season.
- If physical aggression occurs, this will result in immediate removal and suspension of one game and an immediately written warning.
- All behavior and remediation processes will be at the discretion of the Board!!