

Huntington West Little League

2024 Standing Rules

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1. Regulations

I. League

- a. The Executive Board will consist of the President, Vice President, Treasurer, Secretary, Vice President Upper Division, Vice President Lower Division, Upper Division Player Agent, Lower Division Player Agent, Umpire-in-Charge, Safety Officer, Information Officer, League Scorekeeper, Field Maintenance Manager, League Team Mom and Coaching Coordinator.
- b. The General Board will consist of the Fundraising Chairperson, Angels Day Coordinator, Snack Bar Manager(s), Uniforms Coordinator, Equipment Manager, Master Scheduler, Opening/Closing Day Coordinator, Picture Day Coordinator, Trophies Coordinator, Yearbook Coordinator and Fanwear Chairperson.
- c. Positions
 - i. The Equipment Manager will:
 - 1. Be the chairperson of the Equipment Committee.
 - 2. Appoint the members of the Equipment Committee.
 - 3. Purchase all equipment required for the League upon approval of the Board.
 - 4. Provide a copy of all invoices to the Treasurer.
 - 5. Keep a current inventory of, and maintain all, playing equipment.
 - 6. Distribute and collect all playing equipment.
 - 7. Present an annual needs assessment to the Board for review and approval.
 - ii. The League Scorekeeper will:
 - 1. Be the chairperson of the Scorekeeper Committee.
 - 2. Appoint the members of the Scorekeeper Committee.
 - 3. Be responsible for the training of all staff scorekeepers that have been provided by each team.
 - 4. Compile weekly records of all scheduled games and League standings for each division. Make these records available to the League and the League Information Officer.
 - 5. Sign the official records of every game, which will then be considered official and the basis of settlement in the event of any dispute.
 - 6. Keep the score sheets for all scheduled games as official documents.
 - 7. Be responsible for posting the sunset times.
 - 8. Compile and maintain pitching eligibility. Distribute eligibility report in electronic format to managers in appropriate divisions.
 - 9. Compile and maintain excessive absences or attendance issues and report to Player Agent.
 - iii. The Field Maintenance Manager will:
 - 1. Be the chairperson of the Field Maintenance Committee.
 - 2. Appoint the members of the Field Maintenance Committee.
 - 3. Be responsible for the upkeep and maintenance of all playing facilities, structures and facilities related equipment.
 - 4. Schedule, and be directly responsible for work parties for Field Maintenance Day.
 - 5. Schedule at least 1 additional training day for volunteers
 - 6. Present an annual needs assessment to the Board for review and approval.

- iv. The Trophies Coordinator will:
 - 1. Obtain quotes for the trophy prices to present to the Board for choice and approval.
 - 2. Be responsible for ordering and delivering the trophies for all teams.
- v. The Yearbook Coordinator will:
 - 1. Be responsible for collecting photographs from all teams and from the Picture Day Chairperson.
 - 2. Must obtain quotes from printers and submit them to the Board for choice and approval.
 - 3. Distribute the yearbook on Closing Day.
- vi. The Picture Day Coordinator will:
 - 1. Be responsible for all arrangements of League photographs for Picture Day, Make-up Picture Day and All Stars Pictures.
 - 2. Coordinate with Master Scheduler and distribute photographs to teams.
 - 3. Work with Sponsorship and Yearbook Chairpersons when necessary.
- vii. The Opening/Closing Day Coordinator will:
 - 1. Be the chairperson of the Opening Day/Closing Day Committee.
 - 2. Appoint the members of the Opening Day/Closing Day Committee.
 - 3. Oversee the Silent Auction/Basket fundraiser and other potential fundraisers.
 - 4. Create and distribute (through the Snack Bar Manager) a volunteer schedule.
 - 5. Organize the Player Parade.
 - 6. Be responsible for all decorations.
- viii. The Snack Bar Manager (one for each location) will:
 - 1. Oversee all activities and operations of the Snack Bar.
 - 2. Appoint the members of the Snack Bar Committee, For Example Purchaser, Coordinator &/or Scheduler.
 - 3. Oversee the purchase of all items for sale.
 - 4. Schedule the operation by League volunteers.
 - 5. Account for all monies, deposit nightly and report deposits to the Treasurer within 48 hours of purchase. If receipts are not received within 48 hours, reimbursement will be jeopardized.
 - 6. Oversee operations during all games, tryouts and events during the Spring Season and all tournaments hosted by Huntington West Little League "HWLL."
 - 7. Snack bar form must be completed in its entirety.
- ix. The Fundraising Chairperson will:
 - 1. Be the chairperson of the Fundraising Committee.
 - 2. Appoint the members of the Fundraising Committee.
 - 3. Establish a fundraising goal and annual fundraising plan for approval by the board.
 - 4. Oversee all fundraising activities.

- x. The Uniform Coordinator will:
 1. Oversee purchase of all uniforms required for the League upon approval of the board.
 2. Provide a copy of all invoices to the Treasurer.
 3. Distribute all uniforms for the regular and postseason and collect payments if necessary.
 4. Present an annual budget to the board for review and approval.
- xi. The Master Scheduler will:
 1. Be responsible for managing all schedules in SportsConnect
 2. Provide a copy of all invoices to the Treasurer.
 3. Create a practice schedule & coordinate dissemination.
 4. Create a game schedule & coordinate dissemination.
 5. Create an Officer on Duty schedule for the board.
- xii. The Fan Wear Chairperson will:
 1. Be responsible for all fan wear
 2. Order fan wear
 3. Coordinate sale dates and oversee the sale of fan gear and apparel.
 4. Keep and submit a budget for all fan wear
 5. Provide all invoices to Treasurer
- d. Miscellaneous
 - i. All standard rules published by Little League Baseball “LLB” International will apply.
 - ii. HWLL provides a smoke-free environment for our families. The use of tobacco/electronic cigarettes in any form is prohibited on the HWLL complexes.
 - iii. Drug/Alcohol use is not permitted anywhere on HWLL properties. In addition, any league volunteer, player, parent or spectator who displays behaviors suggestive of drug or alcohol intoxication will be asked to leave HWLL grounds immediately.
 - iv. Pets are not permitted at the HWLL fields. Assistance animals are exempt from this rule.
 - v. Bicycle riding, skateboarding, roller-skating/blading and scooter riding is prohibited in the bowl/spectator areas.

II. Managers and Coaches

- a. **Managers and Coaches will be responsible for sportsmanlike conduct of the parents and will report any misconduct by parents or spectators to the Office on Duty (“OOD”) when it happens. The Manager should make this point clear during the parent meeting. Repeated unsportsmanlike conduct will result in stoppage of play or suspension of the game until the conduct ceases.**
- b. Good sportsmanship, safety and leadership must be displayed at all times.
- c. Use of profanity is strictly prohibited and may result in game ejection and/or suspension.
- d. Managers will be held financially responsible for the return of team equipment subject to approval by the Board.

- e. In the event of an umpire no show, managers and coaches should notify the Officer on Duty and Umpire-in-Chief "UIC."
- f. The Umpire-In-Chief will notify the Divisional Vice President when a Manager, or representative of, misses any scheduled umpiring assignment.
- g. The League Scorekeeper will notify the Divisional Vice President when a Manager, or representative of, violates a mandatory playing rule or pitching eligibility.
- h. The Home Team in Seniors, Juniors, Intermediate, Majors, Minor A and Minor B, and Minor C are responsible for providing the official scorekeeper for the game. The Visiting Team is responsible for operating the electronic scoreboard on Minor B, Minor A, and Majors' fields.
- i. The Scorekeeper for the Visiting Team in Seniors, Juniors, Intermediate, Majors, Minor A, Minor B, and Minor C is responsible for keeping the pitch count for the game. The binder is available in the snack bar.
- j. Senior, Junior, Intermediate, Major, Minor A and Minor B Managers are to supply the Official Scorekeeper, at least fifteen (15) minutes prior to game time, with the team line up (including uniform number, full name, starting positions and absent players). Each Manager must report all substitutions when they are made to the Official Scorekeeper. In the event there are no defensive substitutions being made from the previous inning, the Manager must communicate this to the official scorekeeper prior to his team taking defense.
- k. Player Attendance.
 - i. Any player missing two (2) consecutive scheduled practices during the preseason or one (1) scheduled practice and one (1) game in one (1) League week without an excuse must be reported to the Player Agent.
 - ii. All players must be accounted for in the Official Scorebook, even if not present at the game.
- l. Field Preparation.
 - i. The Home Team Manager is responsible for getting the field ready at least thirty (30) minutes prior to game time. This includes dragging, watering, chalking, installing the bases, preparing the umpire equipment, sweeping, getting a trash bag (from the snack bar), and putting out trash cans. Each team is responsible for their dugout.
 - ii. The Visiting Team Manager is responsible for cleaning up after the game is over. This includes dragging, watering, sweeping the spectator area and dugouts, emptying trash cans, and locking equipment, umpire equipment in the storage shed. Each team is responsible for their dugout. Teams playing the last game of the day are responsible for reorganizing their equipment bin.
 - iii. If the visiting team is from another league, HWLL is responsible for all field preparation and cleanup.
- m. Managers and Coaches are responsible for instructing their players in accordance with Section 3 (Players) of this document. If a player violates any of those rules, the Manager must submit, in writing to the Player Agent, the violations. After receiving permission from the Board, the Manager must notify the player's parents regarding the nature and reasons for the approved discipline.
- n. Failure to comply with any of the above may result in discipline, suspension or Manager removal by the Board. Manager grievances, recommendations, or suggestions should be submitted in writing to the Divisional Vice President for review and/or action by the Board.
- o. Managers/Coaches are subject to Board approval.

- p. Managers and Coaches of records for all upper divisions will be required to umpire 1 upper division game IF unsportsmanlike conduct is presented on or off the field towards an umpire. This will be at the discretion of the President and all Vice Presidents.
- q. Managers and Coaches of record need to attend umpire rules meeting.

III. Players

- a. Good sportsmanship and proper dugout behavior must be displayed at all times.
- b. All players must remain in the dugout area or field unless they have permission from the Umpire.
- c. Positive cheering is encouraged as long as it is not disruptive to the game.
- d. Display of temper such as, but not limited to, the following is strictly prohibited: bat throwing, helmet throwing, use of profanity, or use of any obscene gesture.
- e. There is zero tolerance for any violence or bullying amongst players, coaches, parents or spectators.
- f. Any violent act towards another minor within or outside of league activities is subject for disqualification and/or removal from the league, including any criminal conviction or the equivalent for a violent act, or a court order, whether civil or criminal in nature, prohibiting contact with any person(s).
- g. Violation of any of the above rules may result in benching, removal from the game or further action if deemed appropriate by the disciplinary committee, or President and Vice Presidents. A player ejected for unsportsmanlike conduct jeopardizes his/her All Star eligibility.

IV. Umpires

- a. In the event that a scheduled umpire is not available, the OOD may appoint a qualified substitute.
- b. No umpire will be under the age of sixteen (16) unless approved by the UIC.
- c. ANY request for the scheduling of a Junior umpire must be approved through the UIC on a per game basis.
- d. In the event two Junior umpires are on the field, the OOD must appoint an Adult Game Coordinator (“AGC”) to be at the field for the duration of the game. A Board Member may also be the AGC if necessary; this may also be the responsibility of the OOD. The AGC is responsible only for determining weather or safety issues (i.e., game called due to weather or darkness), or player injury. He/she is not allowed to overrule a call or ruling by the Junior Umpires.
- e. No relative of a player or coach may be scheduled to umpire a game where there is a perceived conflict of interest without the approval of the OOD.

V. Selection Of Players

- a. Tryouts
 - i. All registered players (7 and older) must try out to be placed on a team unless the player’s absence is approved by the Board.
 - ii. At the parent’s request, league age six (6) players must try out for the Minor C division to be eligible for the draft.
 - iii. All HWLL players that miss tryouts will be ineligible to play unless board approved. This includes children of all board members, managers and coaches of record. The Executive Board has the ability to waive this in any situation.

b. Drafts

- i. The Senior, Junior, Intermediate, Major, Minor A, Minor B and Minor C divisions utilize a draft system to form teams.
- ii. There is no try out or draft for Farm and T-Ball divisions. Attendance at the draft will be restricted to: the Manager or a board approved designate; the President; the Vice President of the drafting division; the Player Agent; and clerical help as designated by the Player Agent.
- iii. No outside calls or other media correspondence will be permitted during the draft unless there is an emergency.
- iv. Nine (9) year old candidates are not eligible for drafting to the Major division. A league age nine (9) years old must play no lower than Minor B.
- v. Sharing of draft information by manager(s) or coaches with anyone outside of the draft may result in removal of the Manager by the Board.
- vi. If draft information is released, discussed, or leaked prior to league approval, disciplinary action can be taken by the board up to and including redraft and / or removal of manager(s)

c. Replacement Players

- i. In the Majors division if a player is lost for the season the Manager must select a replacement player. The exception is that no replacement player is needed if there are only 2 weeks left of the regular season.
- ii. A Manager who loses a player for any reason must notify the Player Agent within twenty-four (24) hours. During the last two (2) weeks of the regular season, no changes will be made to the rosters. Once the loss has been verified and it is determined that there is a permanent team roster vacancy, the Player Agent will provide a list of eligible replacement players from the waiting list. The Manager has 48 hours to select a player from the waiting list. It is the responsibility of the Player Agent to contact the parents of the replacement player.
- iii. A player requesting to be on the waiting list must complete the registration form, provide proof of age and provide proof of residency. If the player declines to be selected as a replacement player he/she is ineligible to be drafted to any team for the remainder of the season, including Tournament of Champions and/or All Stars.
- iv. All vacancies will be filled in the following order: (1) from the eligible player waiting list, (2) the next lower Division rosters.
 1. If the player lost is league age twelve (12) or eleven (11), the replacement player must be selected from a list of eligible replacement players prior to 6 regular season games.
 2. The selected player cannot refuse to be selected as a replacement player.
 3. If the player lost is in Majors Division as league age ten (10), the replacement player must be the same age or older. If there are no players on the waiting list and a league age ten (10) player refuses to be drafted up to Majors from Minor A, that player will not be eligible to be drafted up the remainder of the season including Tournament of Champions and/or All Stars.
 4. Minor Division vacancies will be filled from the player waiting list. If there are no eligible players on the waiting list, the Manager can select a player from the next lower division rosters.

- v. Minor Division teams must maintain a roster of no less than one (1) less than the original drafted number of players subject to Player Agent or Vice President approval.
- d. Pool Player Policy
 - i. In the event a player or players from a manager's official roster is unavailable for a game, he or she may elect to use a pool player or, in some instances, may be required to use a pool player.
 - 1. Regular Season
 - a. If a team in Minor B, Minor A, or Majors is unable to field at least nine players, they are required to meet the nine-player minimum by using a pool player for that particular game.
 - b. At the manager's discretion, he or she may elect to use a pool player if they do have the nine-player minimum but would like an extra player in the event of injury.
 - c. A manager cannot elect to use a pool player if he or she has 10 or more players from his official roster.
 - 2. Playoffs and TOC
 - a. If a team in Minor B, Minor A, or Majors is unable to secure his or her entire roster, they are required to use pool players until the roster minimum is met.
 - 3. Pool Player Selection
 - a. Pool players are determined during the draft process for each division. The Executive Board may change the number of rounds used during the season if we are not getting enough kids.
 - b. Every player drafted in the 3rd, 4th, and 5th rounds of the Minor B, Minor A, and Majors drafts are automatically delineated as pool players.
 - 4. Pool Player Team Placement Process
 - a. A manager will contact the Upper Division Player Agent at least 24 hours in advance that they are in need of a pool player.
 - b. The 24-hour minimum is waived only if the manager was given less than 24 hours' notice by the player's family that he or she would miss a game.
 - c. If the Upper Division Player Agent or Executive Board has evidence that the manager had more than 24 hours' notice but did not contact the commissioner for a pool player with at least 24 hours' notice, the manager may be suspended for one game.
 - d. The manager will tell the Upper Division Player Agent why their permanent player is missing the game.
 - e. Upon receiving the Pool Player request from the manager, the Upper Division Player Agent will send a text message to the parents/guardians of all eligible pool players, copying the League President or a Vice President.
 - f. The following detail will be included:
 - i. The time and place of the game a pool player is needed.
 - ii. The name of the manager of the team.
 - g. In an emergency situation, the Upper Division Player Agent or OOD can appoint a pool player without using this process but only with the permission of the President/Vice President.

- h. If both teams playing a tournament game do not have a full roster, two pool players will be selected, with the first player to respond going to the home team, and the second player to the visiting team.
 - i. Under no circumstances, should a manager contact a pool player or his or her family.
 - i. Managers found to be in violation of this are subject to suspension.
5. Pool Player Playing Rules
- i. Pool Players will not be permitted to pitch, play catcher or any infield positions. All pool players must play an outfield position.
 - ii. Pool Players selected to participate in a game on a team other than his/her own team must be placed at the end of the batting order (last batter).
 - iii. Pool players that are called and show up at the game site must play at least six (6) defensive outs and bat once.
 - iv. Pool Players must wear their own team's uniform and cap.

VI. Standing and Division Championships

1. League Standings

- a. In the Senior, Junior, Intermediate, Majors, Minor A, and Minor B divisions, the standings shall be total games played that will include wins, losses, and ties. Only games amongst teams from HWLL will count in the standings.
 - 1. In the event of a tie, the following will be used to determine a division winner between the teams: The first tiebreaker is head-to-head results, second tiebreaker is runs allowed, third tiebreaker will be runs scored.
 - 2. No standings shall be kept for Minor C, Farm, or T-Ball Divisions.
- b. Division Playoff Tournament for Senior, Junior, Intermediate, Major, Minor A, and Minor B:
 - 1. Teams will be seeded based on regular season results.
 - 2. The board of directors will determine the end of season tournament format (i.e.: Double-elimination, single-elimination, round robin, etc.) prior to the first game of the season. Consideration for tournament format should be done based on the number of teams in each specific division.
 - 3. A coin flip will determine who has the choice of home team for each game within the HWLL Division Playoff Tournament.

2. Playing Rules

I. General

- a. Prior to Opening Day, teams may participate in practices and/or games a maximum number of three (3) times per week. After Opening Day, teams may participate in practices and/or games a maximum number of four (4) times per week. Practices are limited to 3 hours per day maximum
- b. All divisions will use a continuous batting order that will include all players on the team roster present for the game. This is a modification of Section 4.04 of the LLB Playing Rules.

II. Inability to field a team

- a. Although the inability to field a team of nine-(9) players is not an automatic forfeiture, the board of directors will examine each occurrence.
- b. If the board of directors determines the failure was avoidable, the game will be forfeited by a majority vote of the board.

III. A game that is canceled due to a rainout must be rescheduled in Majors, Minor A and Minor B by the League Scheduler. Minor C Managers are required to reschedule rained out games.

IV. A regulation game for Majors and below, per LLB PR&R 4.10 is six (6) innings. In the event that a game that has reached four (4) innings is called due to rain or other legitimate safety issue, it will be considered a regulation game per rule 4.11. Every effort should be made to have each game reach six (6) innings.

- a. If a game is rained out, or called before it has become a regulation game, the Divisional Vice President will schedule the game to be played or resumed at the first available open date. It might not be played or completed. A game that has been called before it has become a regulation game will be resumed at exactly the point of suspension, per LLB rules 4.01 and 4.11.

V. Junior and Senior Divisions

- a. No new inning will begin after two (2) hours and thirty (30) minutes of play or fifteen (15) minutes prior to the start of the next scheduled game or official sunset time.
- b. If a team does not have enough players to start a game, the Manager must utilize the Pool Player System. The Manager must contact the Player Agent and Division Vice President to acquire a player from the Pool Player in accordance with the guidelines in Player Selection rules above.

VI. 50/70 Intermediate Division

- a. 50/70 Intermediate Division is offered to League Age eleven (11) to thirteen (13).
- b. No new inning will begin fifteen (15) minutes prior to the official sunset time.
- c. The 10-run rule (also known as the Mercy Rule) of LLB 4.10(e) is in effect for the 50/70 Intermediate Division.

VII. Major Division

- a. No new inning will begin fifteen (15) minutes prior to the official sunset time.
- b. For games tied after six (6) innings (and not subject to sunset rule) the length of play is at the discretion of the umpire and crew.
- c. The 10-run rule (also known as the Mercy Rule) of LLB 4.10(e) is in effect for the Major division. This rule states after 3 innings of play or 2.5 innings for the home team and a team is up by 15, the losing manager shall concede. After 4 innings of play or 3.5 innings for the home team and a team is up by 10, the losing manager shall concede. After 5 innings of play or 4.5 innings for the home team and a team is up by 8, the losing manager shall concede.

VIII. Minor A Division

- a. No new inning will begin after one (1) hour and 45 minutes of play or fifteen (15) minutes prior to the official sunset time.
 - i. The official game start time will be determined by the time written in the official scorebook.
 - ii. There will be no drop-dead time limit.
 - iii. Managers cannot agree to play additional innings, if the no new inning or sunset rule goes into effect.
 - iv. Any inning beginning within 10 minutes of the (1) hour and 45 minutes time limit shall automatically be deemed as the last inning (“open inning”) of the game.
- b. Every player on a team roster will participate in each game for a minimum of nine (9) defensive outs. This is a modification of Section IV(i) of the LL Official Regulations.
- c. In either the declared last inning or the sixth (6th) inning each team can score more than five runs, limited to one time through the lineup.
- d. The 10-run rule (also known as the Mercy Rule) of LLB 4.10(e) is in effect for the Minor A division. This rule states after 3 innings of play or 2.5 innings for the home team and a team is up by 15, the losing manager shall concede. After 4 innings of play or 3.5 innings for the home team and a team is up by 10, the losing manager shall concede. After 5 innings of play or 4.5 innings for the home team and a team is up by 8, the losing manager shall concede.
- e. Per D62, you may begin a game with a minimum of eight (8) players for the first inning. At the start of the second inning, each team must have nine (9) players. If either team does not have nine (9) players, the Umpire(s) will be excused, and the game will be forfeited by the team without nine (9) players. Managers may decide whether or not to scrimmage.

IX. Minor B Division

- a. No new inning will begin after one (1) hour and 45 minutes of play or fifteen (15) minutes prior to the official sunset time.
 - i. The official game start time will be determined by the time written in the official scorebook.
 - ii. There will be no drop-dead time limit.
 - iii. Managers cannot agree to play additional innings, if the no new inning or sunset rule goes into effect.
 - iv. Any inning beginning within 10 minutes of the (1) hour and 45 minutes time limit shall automatically be deemed as the last inning (“open inning”) of the game.
- b. Every player on a team roster will participate in each game for a minimum of nine (9) defensive outs. This is a modification of Section IV(i) of the LL Official Regulations.
- c. Every player on a team roster will play at least one (1) inning in the infield per game. Any issues pertaining to the player shall be at the Board’s decision (i.e: Safety Issues of Player).
- d. In either the declared last inning or the sixth (6th) inning each team can score more than five (5) runs, limited to one time through the lineup.
- e. The 10-run rule (also known as the Mercy Rule) of LLB 4.10(e) is in effect for the Minor B division. This rule states after 3 innings of play or 2.5 innings for the home team and a team is up by 15, the losing manager shall concede. After 4 innings of play or 3.5 innings for the home

team and a team is up by 10, the losing manager shall concede. After 5 innings of play or 4.5 innings for the home team and a team is up by 8, the losing manager shall concede.

- f. Per D62, you may begin a game with a minimum of eight (8) players for the first inning. At the start of the second inning, each team must have nine (9) players. If either team does not have nine (9) players, the Umpire(s) will be excused, and the game will be forfeited by the team without nine (9) players. Managers may decide whether or not to scrimmage.

X. Minor C Division

- a. No new inning will begin after one (1) hour and 45 minutes of play or fifteen (15) minutes prior to the official sunset time.
 - i. The official game start time will be determined by the time written in the official scorebook.
 - ii. There will be no drop-dead time limit.
 - iii. Managers cannot agree to play additional innings if the no new inning or sunset rule goes into effect.
 - iv. Any inning beginning within 10 minutes of the (1) hour and 45 minutes time limit shall automatically be deemed as the last inning ("open inning") of the game.
- b. Batting Order/Substitutions: The side is retired when three offensive players are legally put out; or when all players on the roster have batted one time in the half-inning; or when the offensive team scores five (5) runs. The Batting Order shall remain the same throughout the game.
- c. Every player must play two (2) innings in the infield per game. NOTE: Catcher position is considered an infield position for the purposes of this rule.
 - i. No player shall sit out two (2) innings before all players have sat at least one inning. No player shall sit a third inning until all players have sat out a second inning.
 - ii. No player shall sit out consecutive innings.
- d. Runners: The ball is dead whenever the pitcher has possession of the ball with both feet inside the pitching circle (any part of the foot touching the pitching circle shall be considered "inside" the circle for this rule). Any runners who have advanced at least half-way toward the next base will be allowed to complete their advance. Runners may advance only one base on an overthrow.
- e. Defensive positions: 10 fielders are permitted on defense. Fielders should be placed in traditional baseball positions, plus one more outfielder. All managers should allow all players to play at least 9 outs per game on defense.
- f. An outfielder cannot make an unassisted play at a base.
- g. The infield fly rule does not apply.
- h. Coaches (Defense and Offense): During a game, a maximum of four (4) adults will be allowed in a dugout. There must be at least one (1) adult in the dugout at all times. No more than two (2) offensive coaches, plus the coach pitcher, are allowed on the playing field at one time. All coaches, except the pitcher, must remain in foul territory during offensive play. Defensive coaches are not allowed on the playing field during play.
- i. Minor C starts pitch immediately.
 - i. Pitching infractions will not be enforced.
 - ii. A player may pitch a maximum of thirty-five (35) pitches per game.
 - iii. Coach pitch comes in if a player is hit by pitch or receives four (4) balls). Coaches take over the count of the pitcher. The coach has the option of pitching from a knee or standing. The coach MUST be within 4' of the rubber on the mound.
 - iv. If a batter is hit by a ball, he/she can either take first base or continue the count.

- j. No bunts or base stealing are allowed when a coach is pitching. The ball must cross the plate before the player can steal a base.
 - i. Stealing home on a passed ball is not allowed until the Saturday game of week (5). No stealing of home is allowed when a coach is pitching.
 - ii. After any stolen base, the play is then dead.
- k. The modified version of scorekeeping for Minor C and pitch count begin with the first game of the season.

XI. Farm Division

- a. A regulation game will end with six (6) innings or one (1) hour, whichever comes first. No new inning begins after 45 minutes.
- b. No player may play in the same position for more than two (2) innings per game.
- c. Every player on a team roster will play at least two (2) innings in the infield per game.
- d. Each of the team's players present at a game must sit out one (1) inning before any of the team's players sits out a second (2nd) inning.
- e. An inning will end when all batters in the lineup have batted.
- f. The infield fly rule does not apply.
- g. No base stealing is allowed.
- h. A maximum number of seven (7) pitches will be thrown by the coach pitcher to a batter. After (7) pitches, the batter hits off a tee.
- i. No bunting is allowed.
- j. When the ball is overthrown at any base, runners may only advance one base. Play is then dead.
- k. Outfielders cannot make an unassisted play at a base.
- l. The ball is dead and play stops when the ball is in the possession of the pitcher, and he/she makes no further attempt to continue the play to get a runner out.
- m. The offensive team will provide adult coaches in the coaches' boxes at first and third base. The Manager or Coach from the defensive team may be positioned behind the catcher, with a face mask, to assist. Managers and/or Coaches may confer with the players for instructional purposes, but such conferences should be minimized in order to avoid delaying the game.

XII. T-Ball Division

- a. Players may utilize the batting tee or a pitched ball (by a coach). A maximum of five (5) pitches will be thrown by the coach pitcher. If no ball is put in play then the tee must be utilized.
- b. A regulation game will end with three (3) innings or one (1) hour, whichever comes first.
- c. No player may play in the same position for more than one (1) inning per game.
- d. Every player on a team roster will play at least one (1) inning in the infield per game.
- e. Each player will bat in every inning. When the last batter hits, he/she runs the bases.
- f. The infield fly rule does not apply.
- g. No base stealing is allowed.
- h. No bunting is allowed.
- i. When the ball is overthrown at any base, runners are not allowed to advance.

3. All-Stars

- I. All Star Managers: To be eligible to be an All-Star Manager, candidates must be a current Manager or Rostered Coach in the age division they wish to manage, of good standing in the league (no suspensions, or ejections), and submit in writing to the President their desire to be a candidate. The

President will present interested candidates to the Executive Board for a vote. The Manager with the most votes will be selected as the All-Star Manager for the division, with final approval from the President and Executive Board. The All-Star Managers will pick the coaching staff he/she will use to help coach the tournament team according to Green Book rules, pending the President and Executive Board approval. If there are not enough coaches or managers in the age group, or not enough volunteer coaches to manage and coach the age group, the executive board may appoint managers or coaches for the all-star team. Under no circumstances shall a change be made to a coaching staff unless board approved.

- II. Players/Parents/Guardians must sign a commitment letter for All Stars acknowledging financial and time requirements. Any player who fails to meet the commitments may be disqualified from future All Stars consideration.
- III. All Star Teams may consist of the following tournament teams: Senior, Junior, Little League (10/11/12), 9/10/11, 8/9/10, 8/9 (aka Superstars). At the discretion of the Executive Board, some teams may not be created due to low enrollment for a particular age bracket.
- IV. Selection Procedures for All-Star teams (Little League (10/11/12), 9/10/11, 8/9/10) is as follows:

The Player Agent will prepare a ballot listing all eligible candidates:

- Player's Picks- Players may vote for up to twelve (12) players equivalent to their own league age. The top three (3) players receiving the most Player's votes are appointed to the All-Star team. In an event of a tie, the players receiving the tie votes are appointed to the All-Star team.
- Managers and Rostered Coaches Picks- Managers and Rostered Coaches must vote for 9 players (per their age group. i.e. Majors 12 and 11 year olds, Minor A 11 and 10 year olds) in their division and the top five (5) subsequent players are appointed to the All-Star team.
- All-Star Manager Picks- The remaining roster spots will be selected by the All-Star Manager. If there is a player not on the eligibility list that the All-Star Manager would like to select, the All Star Manager needs to receive approval from the Executive Board.

Ballots will be collected and counted by at least 2 executive board members. If it is clearly apparent that a ballot vote appears to be biased, the Executive Board has the discretion to nullify their ballot.

- V. Superstar Players: Superstars is an unofficial D-62 tournament made up of eight (8) and nine (9) year old's to prepare them for All Stars. Every eight (8) and nine (9) year old that played in an upper division is eligible for the Superstar team. Managers and Coaches of Record with an eight (8) and/or nine (9) year old will put forward their top three (3) eight (8) and nine (9) year old players for consideration for the Superstar team. The Superstar roster will be selected by the Superstar Manger, subject to Executive Board review and approval.
- VI. Alternates: The All-Star Manager has the option of selecting two (2) alternates to the team. Alternates are allowed to practice with the team but are not allowed to be on the active roster unless another player is lost from the active roster. If additional players are needed, the All-Star Manager may choose from the entire eligible list of candidates.

- VII. All tournament teams will have at least twelve (12) players on their rosters. All-Star Teams' roster must be approved by the Executive Board. Younger players eligible to play up at a higher age level in All Stars (e.g., an eleven (11) year old plays on the eleven/twelve (11/12 team) must be one of the top eight (8) players for that division, determined by All Star votes. If such a player exists, his/her parents must be asked for their approval before a player moves up an age bracket. Any such player being considered for a higher age bracket must also receive approval from the League President and the Executive Board. At any time the All-Star Manager has the ability to bring forth an All-Star player for removal of the team. All-Star Manager must write a formal letter to the Executive Board explaining why such a player should be removed. Executive Board has the final say on the matter

4. Miscellaneous

I. Awards

- a. A Good Sportsmanship Award will be given to one (1) player per team in all divisions. These players will be recognized at Closing Ceremonies. After conferring with the Coach of Record and Assistant Coach, the Manager will select the player that best meets the following criteria:
 - i. Helps other players.
 - ii. Always tries hard.
 - iii. Displays enthusiasm and team spirit.
 - iv. Sets a good example for others.
 - v. Plays fair at all times.
 - vi. Loses gracefully.
 - vii. Doesn't argue with the Umpires.
 - viii. Is polite and courteous.
 - ix. Always does what the Manager asks him/her.
 - x. Is a good team player.
- b. The Board will accept written or verbal nominations for the Volunteer of the Year Award until fourteen (14) days prior to Closing Ceremonies. The winner will be recognized at Closing Ceremonies.

II. Amendments

- a. These Standing Rules may be amended by a two-thirds vote of the Executive Board at any scheduled monthly or special meeting (no more than two Executive Board members may be absent from the meeting).
- b. Written notice of such proposed change over the signature of the Secretary must be provided to each member of the Board at least seven (7) days prior to the meeting at which such proposed change(s) will be submitted to vote.