



HUNTINGTON WEST LITTLE LEAGUE LOCAL RULES

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SECTION I: PLAYER ELIGIBILITY

A. Proof of Residency or School Attendance

- a. Starting with the 2025 season, players league age seven (7) and under may register with Huntington West Little League (HWLL) without respect to any geography-related eligibility or school enrollment eligibility requirements. Players registering under this option are fully eligible to participate in all aspects of league play for the duration of their HWLL careers provided they have continuous and unbroken participation within HWLL and provided all other participation eligibility requirements have been met.
- b. A player league-age 8 or older, who does not have a league age 7 or younger sibling who is an active participant at HWLL, or has not participated in HWLL without a break since league age 7, must provide proof that his/her parent or legal guardian resides within HWLL boundaries, or that the physical location of the school where they attended classes at the start of the school year is within the boundaries. Without proof of residence or a valid Little League waiver prior to the Majors division draft, a player league-age 8 or older will be ineligible for the initial draft in any division. Any player not meeting the above requirements must prove residency within our league boundaries before being considered for team placement. Please see Regulation II in the Little League Rule Book (LLRB) rules for further details.

B. Tryouts

- a. Tryouts shall be conducted in the presence of all Managers. All players league-age 8 and above must participate in a league-sanctioned tryout. League-age 7 players who want to be eligible for the Minor C division draft must participate in a league-sanctioned tryout. This does not guarantee placement in Minor C, and any undrafted league-age 7 players will be placed on a Coach Pitch division team. Any player league-age 8 or older who does not participate in the initial tryout or the make-up tryout must participate in a league-sanctioned supplemental tryout arranged by the Player Agent prior to being eligible for placement on a team.

C. Player Assessments

- a. The league may conduct a player assessment to determine if a player poses a safety risk and should be moved into a lower division. The League may also utilize this process to prevent a player from playing in a division that is below their skill level. A League Rater will perform the player assessment. The League Rater will be appointed by the President.

D. Late Sign-Ups – Waiting List

- a. Any player league-age 8 or above, who signs up, or proves eligibility after the start of the Majors division draft, must be placed on the appropriate division waiting list(s). Any player(s) league-age 12 will be placed on the Majors division waiting list.
- b. Any player league-age 11 will be placed on both the Minor division and Majors division waiting lists. A try-out must be held for those who have not attended a previous tryout. Only players league-age 8 and above are eligible to participate in supplemental tryouts. These players will be held on waiting lists and used to replace any players lost by teams. The Player Agent will assign these players to teams, in the order in which they have signed up, as openings occur. Players may only be assigned to fill a vacancy from the waiting list if they

were on the list PRIOR to the creation of the vacancy.

E. Twelve-Year-Old eligibility

- a. All players league-age 12 must play in the Majors division.

F. Eleven-Year-Old eligibility

- a. All participating league-age 11 players must play in the Minor A division if they have not been drafted into the Majors division.

G. Ten-Year-Old Eligibility

- a. All participating league-age 10 players must play in the Minor B division if they have not been drafted into the Minor A division.

H. Nine-Year-Old Eligibility

- a. All league-age 9-year-old players will be drafted into the Minor A, Minor B, or Minor C division.

I. Eight-Year-Old Eligibility

- a. All league-age 8-year-old players will be drafted into the Minor B or Minor C division.

J. Seven-Year-Old Eligibility

- a. Any league-age 7-year-old players that would like to be eligible for a Minor division must attend a league-sanctioned tryout. This does not guarantee placement on a Minor division team.
- b. Any league-age 7-year-old players that attend a tryout but remain undrafted will be placed on a Coach Pitch division team.

K. Six-Year-Old Eligibility

- a. League-age 6-year-old players will be assigned to the Coach Pitch division by default.
- b. Any league-age 6-year-old players that would like to be eligible for the Minor C division must request a waiver from the Board of Directors to attend a league-sanctioned tryout. This does not guarantee placement on a Minor C division team.
- c. Any league-age 6-year-old players that attend a tryout but remain undrafted will be placed on a Coach Pitch division team.
- d. League-age 6-year-old players are not eligible for the T-Ball division.

L. Five-Year-Old Eligibility

- a. League-age 5-year-old players are eligible for the Coach Pitch or T-Ball division

M. Four-Year-Old Eligibility

- a. League age 4-year-old players must be placed in the T-Ball division.

The age eligibility rules listed above are subject to review on a case by case basis for player safety reasons, based on a majority vote by the Board.

SECTION II: DRAFTS

Yearly drafts shall be conducted under “the rules of play” as set forth in the Little League Handbook and manual. The draft system to be used is described as Plan “A” and can be found in the Little League Operating Manual. All drafts will use a “serpentine” drafting order. There are no drafts for the Coach Pitch and T-Ball divisions.

The events that take place in the draft room must be kept confidential. This includes, but is not limited to, the order in which the Managers have chosen, the order in which players were picked, topics discussed during the process of the draft, etc. Participation in the draft expresses consent to this confidentiality agreement, and a violation of this agreement is subject to disciplinary action. See Paragraph E of this section for rules and regulations.

A. Majors, Minor A, Minor B, and Minor C Division Drafts

- a. Managers will randomly select numbered slips of paper blindly from a container to determine order.
- b. Special Considerations Which Apply
 - a. All returning Majors division players will be drafted back into the Majors division. All players previously drafted into a Minor division may repeat a season in that division, provided they are not league-age 12. However, they may not be drafted into a division that is lower than the one they were in the previous spring season.
 - b. If the Manager chooses, the option on the son and/or daughter may be waived. In the event the parent becomes a Manager in another division, that parent may not claim the son or daughter after they have been drafted.
 - c. All players, including sons and/or daughters of Managers and Coaches, are subject to tryout and draft. Manager option to protect multiple siblings of different ages must be assessed by the Board of Directors for approval of placement in the same division.
- c. Draft rounds
 - a. The son and/or daughter of a Manager or Coach of Record must be drafted in or before the following round:

Draft Round	Little League Age
6	7-8
5	9-10
4	11
3	12

B. Parent Requests Regarding a Specific Manager or Division

The following are the only requests that will be considered by the President and/or Player Agent. Please note that there are no guarantees that the request can or will be accommodated.

- a. Lower division player placement (T-ball/Coach Pitch) with a specific manager, coach or

player (carpool, classmate, neighbor, etc.).

b. Sibling Separation

- a. Unless specifically requested by the parent/legal guardian, all siblings of the same league age will be placed onto the same team if the draft does not apply – Coach Pitch and T-Ball.
 - b. Unless specifically requested by the parent/legal guardian for siblings not to be required to play on the same team, any siblings of the same league age or eligible to play in the same division must be drafted in consecutive rounds. (Example: a set of league age 10 twins is and one twin is drafted in round 6 of the Minor A draft - the second twin will be placed on the same team with the team's 7th round draft choice).
 - c. Minor C, Minor B, Minor A and Majors Divisions Only - A parent/legal guardians request to not require siblings to be drafted together does not guarantee that the siblings will not be drafted onto the same team. It will be at the manager's discretion if he/she wants to draft a sibling of a player that has already been drafted.
- c. No Draft Request - A parent/legal guardian may request that their son/daughter not be drafted by a particular manager under the following conditions.
- a. The parent/legal guardian must submit the reason for the request in writing to the League President at least 24 hours prior to the draft.
 - b. A maximum of one no draft request per season will be allowed.
 - c. The player will not be eligible for All-Star play in the event that the same manager is selected as an All-Star, Manager or Coach of the same league age team.

B. Draft Attendance

Attendance at the draft shall be restricted to:

- a. The Team Manager or one designated team representative
- b. The League President
- c. Vice-President or if unavailable, a Member of the Board selected by the League President
- d. The Player Agent
- e. Clerical help as prescribed by either the Player Agent or the League President

C. Supplemental Draft

- a. If it is found necessary, due to lack of eligible players in any division, a supplemental draft round may be declared by the Board, subsequent to the Initial Draft. In this event, at least 7 days prior to the start of the Majors season, the Supplemental Round of the draft for the affected division(s) will be held. The teams will choose in the same order as left off in the Initial Draft.
- b. Players eligible for the Supplemental Draft will be the remainder of those late sign-ups and

late qualifiers who are league ages 7, 8, 9, 10, 11, and 12.

- c. Depending on the number of players eligible for the Supplemental Draft, there will be either one complete draft round (one choice for each team) or two complete draft rounds. No more than 2 rounds will be conducted for the Supplemental Draft.

D. Draft Room Rules, Regulations, & Confidentiality Agreement

- a. In the event that a Manager or another team representative is unable to attend, the League President will appoint a suitable substitute to draft in the absent Manager's place.
- b. The process of the draft and all conversations that take place throughout the course of the draft are confidential. This includes, but is not limited to, the order in which the Managers pick, the spot in the draft a player is chosen in, topics discussed regarding ability, safety concerns, or any other topics that may arise in the process of the draft.
- c. All Managers must treat their colleagues with respect, and refrain from any negative or derogatory comments.
- d. Electronic communication devices are prohibited. No outside communication will be allowed unless in case of an emergency. This includes, but is not limited to, text messaging, instant messaging, voice or video conferencing, email, social media, or recordings.
- e. All persons in attendance at the draft consent to this Confidentiality Agreement, with their attendance at the draft as acknowledgment of said agreement. A non-disclosure agreement will be signed prior to the draft. Refusal to sign this agreement will result in removal from the draft room. In the case of a Manager being removed, their team will be drafted by another person in attendance, chosen by the Player Agent.
- f. Violation of these rules and regulations is subject to a disciplinary hearing, and also, but not limited to, removal from the draft, possible loss of management duties, suspension, or any other sanctions the Disciplinary Committee deems necessary.
- g. At the conclusion of each draft night, a list of players who have been chosen will be generated. This list will be distributed to the Managers of the division below, in preparation for the following evening's draft. This is the only communication permitted about the draft and is restricted to the persons it is sent to. Failure to follow these guidelines will be a violation of the Confidentiality Agreement.

SECTION III: FIELD DECORUM – MANAGERS AND COACHES

A. Manager Conduct

- a. Good sportsmanship and leadership must be reflected at ALL times. Umpires, Board Members, game scorekeepers, as well as every other volunteer, must be treated with respect and courtesy. The behavior of players, assistant coaches, and parents is the Manager's responsibility. Please remind your parents to set a good example as well, and refrain from any negative or vulgar comments.
- b. The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior.
- c. Use of profanity is strictly forbidden.
- d. No disciplinary action is permitted for a player's commission of a playing error.
- e. Negative, non-constructive reprimanding of players is prohibited.
- f. Coaching of all players on the field shall cease when the following 3 conditions are met:
 - a. The pitcher has control of the ball on the mound; the catcher is set to receive the pitch; and the batter is set in the batter's box.
- g. In the interest of speeding up the pace of play, all managers are expected to keep the games moving, which means warmups between each half inning must be limited to either 3 minutes, 8 pitches (for a new pitcher), or 5 pitches (for a returning pitcher), whichever occurs first, starting from the time the last out is recorded in the previous half inning.
- h. Failure to adhere to these conditions shall result in the following sanctions:
 - a. Upon the first occurrence, a warning will be issued from the Umpire.
 - b. Upon the second occurrence, the Manager/Coach shall be sent to the dugout and shall remain in the dugout until completion of the game.
 - c. Upon the third occurrence, the specified Manager/Coach shall be ejected from the game in accordance with LLRB Rule 4.07.
 - d. Violations of the Field Decorum guidelines will be referred to the Disciplinary Committee for further review.
 - e. HWLL will follow LLRB rules on sign stealing and enforce those consequences.

B. Player Sanction

- a. Managers and Coaches are responsible for instructing their teams in Field Decorum in accordance with Section IV of this document. In line with these instructions, player disciplinary action in the form of benching is permitted for behavioral disobedience. This includes, but is not limited to, poor sportsmanship, bullying, foul language, fighting, and parent requests for punishment for events occurring outside of baseball.
- b. For actions that occurred **PRIOR** to game day, the Manager must consult with and receive

permission from the division Vice President to discipline a player in any way that reduces playing time. Before the game, every effort must be made by the Manager to notify the player's parents and the Player Agent about the nature and reasons for the approved discipline.

- c. For situations that occur or come to the Manager's attention **ON** game day or **DURING** a game, the Manager may take disciplinary action on the spot. Whenever this occurs, the Manager must:
 - a. Notify the official game scorekeeper that a player is being sat as a disciplinary action.
 - b. Notify the opposing Manager why a player is being disciplined.
 - c. Within 24 hours of the disciplinary action, give a written notice to explain his/her reasons for disciplining a player to the division Vice President and Player Agent. The Manager may be asked to explain his/her reasons for disciplining a player before the Board.

C. Missing Players

- a. All players must be accounted for in the official score book even if they are not present at the game. After 2 consecutive missed games, the Manager must notify the division Vice President as to the reason for possible intervention.

D. Refreshments

- a. Eating in a dugout area or on a field of play during the course of the game is prohibited. Plastic water bottles are allowed in dugout areas.
- b. No smoking or chewing tobacco is allowed at any HWLL facility during practices or games.

E. Field Preparation

- a. The home team Manager is responsible for getting the field ready before the baseball game. This includes:
 - a. Dragging the infield.
 - b. Watering the infield.
 - c. Lining the infield.
 - d. Setting the bases in a safe manner, so that they are free from movement.
 - e. Sweeping dugout and removing all trash at the conclusion of the game.
- b. The visiting team Manager is responsible for cleaning the field after the baseball game is over. This includes:
 - a. Removing the bases and returning to the field equipment locker.
 - b. Dragging the infield.

- c. Watering the infield.
- d. Sweeping out the dugout at the conclusion of each game.
- e. Removing trash from dugout and spectator areas, and emptying trash cans into the dumpsters (for teams that are the last game of the day).

F. Manager Absences

- a. Managers should make every attempt to attend all games, practices, and mandatory league meetings. However, it is understood that work and other personal conflicts may require a Manager to be absent. It is the Manager's responsibility to ensure that one of his/her Coaches of Record is prepared and fulfills all the Manager's duties while they are unavailable. Failure to show up for a mandatory meeting, without being excused directly by the League President, will result in disciplinary sanctions.

G. Disciplinary Sanction

- a. Failure to comply with any of the above standards or any terms agreed to in the Manager's Agreement may result in discipline, suspension, or removal by the Disciplinary Committee. All complaints potentially leading to sanctions will be reviewed by the Disciplinary Committee. Rule 4.07 applies. If any sanctions beyond Rule 4.07 are recommended, the League Vice President will advise the Manager, Coach, or Player of the committee's decision and present an outline of the committee's decision to the League Board.

SECTION IV: FIELD DECORUM – PLAYERS

A. Player Conduct

- a. Good sportsmanship must be displayed at ALL times.
- b. Unless they have permission from the Umpire, all players must remain within the confines of the dugout or be at their approved position in the field.
- c. Horseplay or scuffling of any kind is strictly prohibited.
- d. Choral chanting towards, continuous razzing of, and the use of given names against the opposing team are strictly prohibited. Cheering is allowed and encouraged as long as it is not disruptive to the game.
- e. Verbal intimidation of the batter or any player by the opposing team is strictly prohibited.
- f. Verbal abuse or physical attack of any kind to any player on any team is prohibited.
- g. Bullying is prohibited. Bullying involves repeated behavior by one person or a group of people with the intent to ridicule, harass, humiliate, or intimidate another person.

B. Player Sanction

- a. Violation of any of the above rules may result in benching, removal from the game, suspension, and/or dismissal from the league. Rule 4.07 applies. Managers shall handle disciplinary sanction as outlined in SECTION III, Paragraph B.

SECTION V: SCOREKEEPING

A. Lineups

- a. Each Manager at a game is to supply the Scorekeeper, at least 15 minutes prior to game start time, with:
 - a. The team lineup, including uniform number, full name and position(s) scheduled to be played for each inning for each player.
 - b. A list of absentee players, along with reason for absence, if known, and players who are being disciplined.
- b. Each Manager is to supply the opposing Manager, at least 15 minutes prior to game time, with their starting lineup and the players' positions for the first inning.
- c. Each Manager must declare pitching eligibility prior to the start of each game, by supplying the pitching eligibility roster to the official scorekeeper.

B. Substitutions

- a. Each Manager must report all substitutions and changes to the official scorekeeper when they are made. Changes include any time the actual position being played by a player differs from the position scheduled to be played by that player as presented in the lineup supplied to the official scorekeeper prior to the game.

C. Scorebooks and Pitch Count Logbooks

- a. The home team shall supply an official scorekeeper for every scheduled home game.
- b. The visiting team shall supply an official pitch counter for every game.
- c. These books are official game records and are not to be altered or in any way manipulated, once the game has been completed and the books have been signed by the Managers.
- d. Official scorebooks and pitch count logbooks must remain in the snackbar. The League Scorekeeper is the only person authorized to remove or alter these records.
 - a. Violation of this rule is subject to a disciplinary hearing and potential removal from HWLL.

SECTION VI: PLAYING RULES

A. Players

1. Per D62, a game may begin 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.
2. If, during the course of a game, an injury or condition causes a player to be unable to continue, that team may continue play provided they still have at least 8 eligible players. If the injury or condition improves such that the player becomes fit to resume play, they may do so without penalty, subject to the Umpire's discretion.
3. Other than the natural consequences of having one less defensive player and one less batter in the order, there will be no additional penalty for a team playing with 8 players.

B. Baseballs

- a. The home team will supply baseballs for each game. After the game, the baseballs may be kept by the home team as practice balls. The scorebook is to remain in the score box.
- b. Diamond or equivalent type of baseballs will be used. The specific type of ball used by each division is as follows:

Division	Diamond	MacGregor	Rawlings	TOC/All Stars
Tee Ball	DFXL 1	MCB56TBX	TVB	NA
Coach Pitch	DFXL 5	MCB5SV05	SCOR5	NA
Minor C	DFXL 5	MCB5SV05	SCOR5	NA
Minor B	DLL 1	MCB76C1X	RLLB1	DLL or Equiv.
Minor A	DLL 1	MCB76C1X	RLLB1	DLL or Equiv.
Majors	DLL	MCB76CXX	RLLB	DLL or Equiv.

C. Tie games and games called due to sunset or weather

In the case of a tie game, or a game that has started because the first pitch has been thrown but is halted due to sunset or weather, as defined in Little League Playing Rules:

1. The game will be continued prior to the next game between the two teams involved, provided:
 - a. The two teams are scheduled to meet again prior to the end of the season.
 - b. The outcome will affect the division standings.
 - c. It is eligible to continue, in accordance with LLRB 4.12 - Starting and ending the game.
2. If the teams in a tie game are not scheduled to play each other again, the game is to be scheduled on the next available open date on the same field. Pitching eligibility and back-to-back game days shall not be considered with regard to scheduling the game on the next available open date.
3. Tie games are allowed in the Minor C Division and will not be continued, except for games during the Division Championship Tournament, in which a winner must be declared.

D. Rain Outs and Game Rescheduling

In case of a rain out (i.e., a game that has not started because the first pitch has not been thrown), the game will be replayed on the next available day. All games will be made up in the order that they are cancelled. Games will be played on the first available makeup day that the fields are deemed playable by the League President. Failure to appear or field a complete team on the designated makeup day may result in a forfeit. Games will be scheduled at the Board's discretion. Pitching eligibility shall not be considered with regard to rescheduling the game. Games that are rescheduled due to rain outs will take priority over practices. It is the responsibility of both Managers to report to the Division Vice President and the UIC that a game needs to be rescheduled. Managers will be notified by their Division Vice President of the makeup schedule.

The rescheduling policies described above only pertain to the Majors, Minor A, and Minor B Divisions. Any game rained out in the Minor C, Coach Pitch, or T-Ball Divisions may be rescheduled at the discretion of the Managers, which is encouraged but not required. Unless the rescheduled game will occur during one of the teams' regularly scheduled practice time and location, the Managers must obtain approval from the Division Vice President of the location and time of any rescheduled game. The only exception is the Division Championship Tournament in the Minor C Division, which will be rescheduled according to the process described above.

E. Protests

Game protests must be made in accordance with LLRB 4.19. Protests must be recorded at the scorekeeper's box before the next pitch or play. Scorekeepers will make a note in the scorebook immediately, at the time of the protest. Protests must be elaborated in writing and delivered to the Chief Umpire and President within 24 hours of the incident, either in person or by e-mail.

SECTION VII: TIME LIMITS

- A.** The umpire will declare the official start time at the conclusion of the plate meeting, which will be recorded in the scorebook.
- B.** Majors 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.** Minor A Division:
 - a. No new inning will begin fifteen (15) minutes prior to the official sunset time.
 - b. No new inning will start after (1) hour and 45 minutes from the start of the game, as determined by the Umpire, if one team is ahead and at least 4 innings have been completed.
 - c. 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.
 - d. There will be no drop-dead time limit.
- D.** Minor B Division:
 - a. No new inning will begin fifteen (15) minutes prior to the official sunset time.
 - b. No new inning will start after (1) hour and 45 minutes from the start of the game, as determined by the Umpire, if one team is ahead and at least 4 innings have been completed.
 - c. In the event the (1) hour and 45-minute time limit has been reached, and 4 innings have not been completed the game may be continued until at least 4 innings are completed.
 - d. 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.
 - e. There will be no drop-dead time limit.
- E.** Minor C Division:
 - a. No new inning will start after (1) hour and 45 minutes from the start of the game, as determined by the Umpire.
- F.** Coach Pitch Division:
 - a. Each game will stop after 1 hour from the start of the game, as determined by the Managers.
- G.** T-Ball Division:
 - a. Each game will stop after 1 hour from the start of the game, as determined by the Managers.

SECTION VIII: MAJORS DIVISION SPECIFIC RULES

A. Playing Time

- a. Each player on the team, provided the player is present and is not being kept from playing because of disciplinary reasons, must play at least six (6) defensive outs and bat through the order. No player shall sit out consecutive defensive innings.
- b. Violation of these rules will be reviewed by the Disciplinary Committee, and by majority vote, disciplinary action will be taken as directed by the Disciplinary Committee.

B. Games {No modification to the LLRB}

C. Lineups {No modification to the LLRB}

D. Batting Order

- a. The team batting order shall consist of all eligible players present. Players shall bat continuously in order through the entire roster, regardless of which players constitute the defensive team at any time.

E. Player Substitution

- a. Free substitution shall be allowed to the extent that no limit is placed upon the number of times any position player can re-enter the game at the start of any half-inning.
- b. A pitcher may not be removed and reinstated as a pitcher in the same game.

F. Offensive Team {No modification to the LLRB}

G. Batting {No modification to the LLRB}

H. Base Running {No modification to the LLRB}

I. Defensive Team {No modification to the LLRB}

J. Pitching

- a. All LLRB regulations regarding pitch counts and days of rest always apply.
- b. Violation of these rules will be reviewed by the Disciplinary Committee, and by majority vote, disciplinary action will be taken as directed by the Disciplinary Committee.

K. Catching {No modification to the LLRB}

L. Coaching {No modification to the LLRB}

M. Field {No modification to the LLRB}

N. Scoring {No modification to the LLRB}

O. Game Concession

LLRB Rule 4.10(e) - If after (3) innings, two and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the Manager of the team with the least runs shall concede the victory to the opponent. If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the Manager of the team with the least runs shall concede the victory to the opponent. If after five (5) innings, four and one-half innings if the home team is ahead, one team has a lead of eight (8) runs or more, the Manager of the team with the least runs shall concede the victory to the opponent.

NOTE: (1) If the visiting team has a lead of fifteen (15), ten (10), or eight (8) runs or more, respectively, the home team must bat in its half of the inning. (2) A game determined by the 15-run rule, 10-run rule, or 8-run rule shall be considered a regulation game.

SECTION IX: MINOR A DIVISION SPECIFIC RULES

1. Playing Time

- a. Each player on the team, provided the player is present and is not being kept from playing because of disciplinary reasons, must play at least nine (9) defensive outs and bat through the order. No player shall sit out consecutive defensive innings. This is a modification of Section IV(i) of the LLRB.
- b. Violation of these rules will be reviewed by the Disciplinary Committee, and by majority vote, disciplinary action will be taken as directed by the Disciplinary Committee.

2. Games {No modification to the LLRB}

3. Lineups {No modification to the LLRB}

4. Batting Order

- a. The team batting order shall consist of all eligible players present. Players shall bat continuously in order through the entire roster, regardless of which players constitute the defensive team at any time.

5. Player Substitution

- a. Free substitution shall be allowed to the extent that no limit is placed upon the number of times any position player can re-enter the game at the start of any half-inning.
- b. A pitcher may not be removed and reinstated as a pitcher in the same game.

6. Offensive Team {No modification to the LLRB}

7. Batting {No modification to the LLRB}

8. Base Running {No modification to the LLRB}

9. Defensive Team {No modification to the LLRB}

10. Pitching

- a. All LLRB regulations regarding pitch counts and days of rest always apply.
- b. Violation of these rules will be reviewed by the Disciplinary Committee, and by majority vote, disciplinary action will be taken as directed by the Disciplinary Committee.

11. Catching {No modification to the LLRB}

12. Coaching {No modification to the LLRB}

13. Field {No modification to the LLRB}

14. Scoring

Scoring will be in accordance with LLRB Rule 5.07. During the 6th inning, the 5-Run Rule will be

suspended. If the game continues after the 6th inning, the 5-Run Rule will also be suspended for those innings. If the game does not reach the 6th inning for whatever reason, the 5-Run Rule will not be suspended prior to the 6th inning. For all innings, including the 6th inning and subsequent innings during which the 5-Run Rule is suspended, the hitting team may only bat through the order once, regardless of the number of players in the lineup.

15. Game Concession

LLRB Rule 4.10(e) - If after (3) innings, two and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the Manager of the team with the least runs shall concede the victory to the opponent. If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the Manager of the team with the least runs shall concede the victory to the opponent. If after five (5) innings, four and one-half innings if the home team is ahead, one team has a lead of eight (8) runs or more, the Manager of the team with the least runs shall concede the victory to the opponent.

NOTE: (1) If the visiting team has a lead of fifteen (15), ten (10), or eight (8) runs or more, respectively, the home team must bat in its half of the inning. (2) A game determined by the 15-run rule, 10-run rule, or 8-run rule shall be considered a regulation game.

SECTION X: MINOR B DIVISION SPECIFIC RULES

A. Playing Time

- a. Every player on a team roster will play at least one (1) inning in the infield per game.
- b. Each player on the team, provided the player is present and is not being kept from playing because of disciplinary reasons, must play at least nine (9) defensive outs and bat through the order. No player shall sit out consecutive defensive innings. This is a modification of Section IV(i) of the LLRB.
- c. Violation of these rules will be reviewed by the Disciplinary Committee, and by majority vote, disciplinary action will be taken as directed by the Disciplinary Committee.

B. Games {No modification to the LLRB}

C. Lineups {No modification to the LLRB}

D. Batting Order

- a. The team batting order shall consist of all eligible players present. Players shall bat continuously in order through the entire roster, regardless of which players constitute the defensive team at any time.

E. Player Substitution

- a. Free substitution shall be allowed to the extent that no limit is placed upon the number of times any position player can re-enter the game at the start of any half-inning.
- b. A pitcher may not be removed and reinstated as a pitcher in the same game.

F. Offensive Team {No modification to the LLRB}

G. Batting {No modification to the LLRB}

H. Base Running {No modification to the LLRB}

I. Defensive Team {No modification to the LLRB}

J. Pitching

- a. All LLRB regulations regarding pitch counts and days of rest always apply.
- b. Violation of these rules will be reviewed by the Disciplinary Committee, and by majority vote, disciplinary action will be taken as directed by the Disciplinary Committee.

K. Catching {No modification to the LLRB}

L. Coaching {No modification to the LLRB}

M. Field {No modification to the LLRB}

N. Scoring

Scoring will be in accordance with LLRB Rule 5.07. During the 6th inning, the 5-Run Rule will be suspended. If the game continues after the 6th inning, the 5-Run Rule will also be suspended for those innings. If the game does not reach the 6th inning for whatever reason, the 5-Run Rule will not be suspended prior to the 6th inning. For all innings, including the 6th inning and subsequent innings during which the 5-Run Rule is suspended, the hitting team may only bat through the order once, regardless of the number of players in the lineup.

O. Game Concession

LLRB Rule 4.10(e) - If after (3) innings, two and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the Manager of the team with the least runs shall concede the victory to the opponent. If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the Manager of the team with the least runs shall concede the victory to the opponent. If after five (5) innings, four and one-half innings if the home team is ahead, one team has a lead of eight (8) runs or more, the Manager of the team with the least runs shall concede the victory to the opponent.

NOTE: (1) If the visiting team has a lead of fifteen (15), ten (10), or eight (8) runs or more, respectively, the home team must bat in its half of the inning. (2) A game determined by the 15-run rule, 10-run rule, or 8-run rule shall be considered a regulation game.

SECTION XI: MINOR C DIVISION SPECIFIC RULES

A. Playing Time

- a. Every player on a team roster will play at least two (2) innings in the infield per game.
- b. No player can play any 1 position more than 2 innings in one game.
- c. No player shall sit out consecutive defensive innings.
- d. Violation of these rules will be reviewed by the Disciplinary Committee, and by majority vote, disciplinary action will be taken as directed by the Disciplinary Committee.

B. Games {No modification to the LLRB}

C. Lineups {No modification to the LLRB}

D. Batting Order

- a. The team batting order shall consist of all eligible players present. Players shall bat continuously in order through the entire roster, regardless of which players constitute the defensive team at any time.

E. Player Substitution

- a. Free substitution shall be allowed to the extent that no limit is placed upon the number of times any position player can re-enter the game at the start of any half-inning.
- b. A pitcher may not be removed and reinstated as a pitcher in the same game.

F. Offensive Team

- a. Modifications to the LLRB for the Offensive Team are specified in Paragraphs H and I below.

G. Batting

LLRB Rule 6.00 shall apply with the following modifications:

- a. If one of the pitches from the pitcher hits the batter, the batter is awarded first base. There is no option to receive Coach-pitch after being hit-by-pitch.
- b. If the batter hits the ball into fair territory, then a live play will be in progress.
- c. If the batter receives three strikes, the batter is out.
- d. If the batter receives four balls from the pitcher without receiving three strikes, an offensive Coach may step in to pitch.
 - i. The Coach will continue the count (example: if the Batter has two strikes, then proceeds to swing and miss on the first pitch from Coach, the batter is OUT). The coach is permitted to pitch up to four (4) pitches. If the batter hits one of these pitched balls into

fair territory, then a live play will be in progress. Should the batter foul off a pitch from the Manager or Coach, that pitch will be not counted against the batter.

- ii. The Manager or Coach shall deliver the pitched balls to the batter from the circle area of the pitcher's mound from a kneeling or standing position in an overhand manner.
- iii. If a batted ball unintentionally contacts the Manager or Coach pitcher, the ball is live.
- e. The Infield Fly Rule does not apply.
- f. Intentional bunting is not allowed.
- g. The batter cannot be walked, and intentional walks are not allowed.

H. Base Running

- a. Stealing of home is prohibited in the Minor C Division. In order to advance to home, the runner must be batted-in, or forced to advance due to a hit-by-pitch with bases loaded.
- b. No stealing of any base is allowed while a Coach is pitching.
- c. The ball must reach the batter before a player can steal a base. After any stolen base, the play is dead.
- d. One base will be awarded or taken on an overthrow when the batted ball is thrown to first base on any infield play.
- e. On an overthrow to second, a runner may advance at their own risk to the next base.
- f. The ball is dead when the defensive team's pitcher has control of the ball in the pitching area and is not attempting to make any further play as determined by the Umpire. "Attempting to make any further play" should be interpreted narrowly and does not include the act of raising the ball in one hand without throwing it.
- g. Any runners who have advanced at least half-way toward the next base will be allowed to complete their advance.
- h. Placement of runners during dead ball situations is based on an Umpire's judgment and may not be protested.

I. Defensive Team {No modification to the LLRB}

- a. The defensive team is permitted 10 players on the field. Fielders should be placed in traditional defensive positions, plus an additional outfielder.
- b. Outfielders cannot make an unassisted play at any base.

J. Pitching

LLRB Rule 8.00 and Section VI of this document shall apply to the pitcher position with the following modifications:

- a. A player may pitch a maximum of 35 pitches per game, regardless of league-age.
- b. If the pitcher hits 2 batters in one inning they shall be removed.
- c. The player/pitcher will stand with at least one foot on the clay area of the pitcher's mound while the Manager or Coach delivers any Coach-pitched balls.

K. Catching

- a. The catcher must wear full protective gear in accordance with the little league safety rules.
- b. A hard-protective cup must be worn by the catcher.
- c. The catcher must wear a catcher's mitt.

L. Coaching

- a. Only Coaches are permitted in the coaching area.
- b. In the event a base coach touches a ball in play, the nearest runner will be declared out.
- c. The batting team will provide Coaches in the first (1st) and third (3rd) base coaching boxes. Players may not occupy these positions at any time.
- d. 4 coaches of record are allowed in this division, if desired. This will consist of 1 Manager and 3 assistant coaches. This exception is allowed so that there is always an adult present in the dugout. Defensive coaches are not allowed in the field and must remain in the dugout unless time has been granted.

M. Field {No modification to the LLRB}

N. Scoring

No official score is kept in the Minor C division. Scorekeepers are required to track positions by inning and record pitch counts. These records are to be submitted to the League Scorekeeper. Scorekeepers are encouraged to "score games" for the sake of practice in preparation for the DCT and future upper division play.

SECTION XII: COACH PITCH DIVISION SPECIFIC RULES

A. Organization

The Coach Pitch division shall be organized based on age (league-age 5, 6, and 7) and lack of previous Little League participation. Little League rules prohibit league age 4 and 6-year-old players from participating together. See SECTION I, for player eligibility.

B. Games

- a. Each game will consist of 6 innings or (1) hour, whichever comes first.
- b. No record shall be made of hits, runs, outs, etc.
- c. No record shall be kept of the winning or losing teams. There will be no league standings.

C. Lineups

- a. Each team's lineup shall consist of all players present for the game.
- b. Each player must bat in each inning. The offensive lineup shall consist of all players in the batting lineup.
- c. The defensive lineup shall consist of all players present.
 - i. Pitcher, defensive only
 - ii. 4 Infielders (first base, second base, shortstop, and third base); and
 - iii. Up to four (4) Outfielders.
 - iv. The Catcher position is optional.
- d. Each player must play at least one inning of infield each game. Managers are encouraged to rotate players every inning to ensure each player gains experience in various positions throughout the season.

D. Batting

- a. Coach Pitch shall be used at all times throughout the season.
 - i. The coach is permitted to pitch up to seven (7) pitches. If the batter hits one of these pitched balls into fair territory, then a live play will be in progress. If the batter is unable to hit one of the seven pitches from the Coach, a batting tee will be brought out.
 - ii. The Manager or Coach shall deliver the pitched balls to the batter from the circle area of the pitcher's mound from a kneeling or standing position in an overhand manner.
 - iii. If a batted ball unintentionally contacts the Manager or Coach pitcher, the ball is live.
 - iv. There are no strikeouts, walks, or ht-by-pitch

- b. An arc of 12-foot radius, centered on home plate, will define the area in which a batted ball must pass in order to be considered in play. If a batted ball fails to pass this arc, it shall be considered a foul ball.

E. Base Running

Continuous, uncontrolled running of the bases is not allowed. Base runners may advance a maximum of 1 base on any hit that stays within the baseball field. The last batter of each half inning may attempt to advance all the way around the bases.

F. Coach Participation

- a. Every effort shall be made by the Managers and Coaches of both teams to maintain control of the game. Each play and situation for offensive or defensive play must be treated as a learning experience for the players.
- b. The batting team will provide the coaches for the coach's boxes at first and third bases. Players may not occupy these positions at any time.
- c. The batter may be assisted by the Manager, Coach, or an Umpire in adjusting his/her stance and positioning the ball on the Tee.
- d. 4 Coaches of record are allowed in this division, if desired. This will consist of 1 Manager, and 3 assistant coaches. This exception is allowed so that there is always an adult present in the dugout. Three coaches on the defensive team may be positioned in the outfield to assist the fielders. They shall help in guiding the defensive play but may not interfere with the play.

SECTION XIII: T-BALL DIVISION SPECIFIC RULES

A. Organization

The T-Ball division shall be organized based on age (league-age 4 and 5) and lack of previous Little League participation. Little League rules prohibit league age 4 and 6-year-old players from participating together. See SECTION I, Paragraphs M and N, for player eligibility.

B. Games

- a. Each game will consist of 6 innings or (1) hour, whichever comes first.
- b. No record shall be made of hits, runs, outs, etc.
- c. No record shall be kept of the winning or losing teams. There will be no league standings.

C. Lineups

- a. Each team's lineup shall consist of all players present for the game.
- b. Each player must bat in each inning. The offensive lineup shall consist of all players in the batting lineup.
- c. The defensive lineup shall consist of all players present.
 - i. Pitcher, defensive only
 - ii. 4 Infielders (first base, second base, shortstop, and third base); and
 - iii. Up to four (4) Outfielders.
- d. Each player must play at least one inning of infield each game. Managers are encouraged to rotate players every inning to ensure each player gains experience in various positions throughout the season.

D. Batting

- a. The batting tee shall be used at all times throughout the season.
- b. There are no strikeouts.
- c. Bunting is not allowed.

G. Base Running

Continuous, uncontrolled running of the bases is not allowed. Base runners may advance a maximum of 1 base on any hit that stays within the baseball field. The last batter of each half inning may attempt to advance all the way around the bases.

H. Coach Participation

- a. Every effort shall be made by the Managers and Coaches of both teams to maintain control of the game. Each play and situation for offensive or defensive play must be treated as a learning

experience for the players.

- b. The batting team will provide the coaches for the coach's boxes at first and third bases. Players may not occupy these positions at any time.
- c. The batter may be assisted by the Manager, Coach, or an Umpire in adjusting his/her stance and positioning the ball on the Tee.
- d. 4 Coaches of record are allowed in this division, if desired. This will consist of 1 Manager, and 3 assistant coaches. This exception is allowed so that there is always an adult present in the dugout. Three coaches on the defensive team may be positioned in the outfield to assist the fielders. They shall help in guiding the defensive play but may not interfere with the play.

SECTION XIV: DIVISION CHAMPIONSHIPS

A. General

No Division Champion will be declared in any division comprising only one team.

B. Majors, Minor A, and Minor B Divisions

There will be a Division Championship Tournament (DCT). This tournament will be a double-elimination tournament set in the last three weeks of the season. Regardless of regular season standings, the team in the winners' bracket will be the home team in the championship game. If a second championship game is required, a coin flip will determine the home team, which will be called by the higher seeded team from the regular season. The coin flip will be held after the first Division Championship game concludes.

The teams will be seeded in the tournament based upon their record in the regular season. If there are an odd number of teams in the division, the number 1 seed will have a first-round bye. The winner of the DCT will go to the D62 Tournament of Champions.

1. The first-place trophy will be awarded to the winner of the DCT. The second-place trophy will be awarded to the runner up in the DCT.
2. Per LLRB Rule 4.13, the Majors division may play 2 double headers in a calendar week, and the Minor Divisions may play one double header in a calendar week.
3. If two teams have identical win-loss records, the following tiebreakers shall be used to determine seeding in the DCT:
 - a. Head-to-Head record.
 - b. Total runs scored Head-to-Head.
 - c. Total runs allowed Head-to-Head.
 - d. Total runs allowed for the season against all teams.
 - e. Coin flip. A committee comprised of the President, Vice President, and Division VP will conduct the coin flip. Managers of the teams involved are welcome, but not required, to attend.
4. If three or more teams have identical win-loss records, the following tiebreakers shall be used to determine seeding in the DCT:
 - a. Total runs scored in games with all teams with identical win-loss records.
 - b. Total runs allowed in games with all teams with identical win-loss records.
 - c. Total runs allowed for the season against all teams.
 - d. Team names will be drawn out of a hat to determine seeding. A committee comprised of the President, Vice President, and Division VP will conduct the drawing. Managers of the teams involved are welcome, but not required, to attend.

5. Tournament Rules, as outlined in the Little League rule book, are only used for All-Star Tournaments. Tournament Rules are not used for the DCT.
6. During the DCT, the time limits described in Section VII are not in effect. Official sunset rules as described in Section VII are still in effect.
7. During the DCT, all game protests must be reported immediately to the Board Member on duty, who will communicate the issue(s) to the member(s) of the Protest Committee for a decision. If this process is not followed, the protest will not be accepted or considered.

C. Minor C Division

This tournament will be a Blind Pool Play Seeding format set in the last weeks of the season. Teams will be randomly divided into pools by blind draw. Teams will play a short round-robin schedule within their pools. After pool play, teams will be ranked and seeded into a single-elimination bracket.

1. Pool Play and Seeding Rules:
 - a. Teams will be assigned to pools randomly by blind draw
 - b. Pools may contain uneven numbers of teams if needed; some teams may have one extra game or a scheduled bye.
 - c. Single-elimination seed position will be determined by winning percentage, not total wins.
 - d. After pool play, all teams will be seeded into the tournament bracket based on pool-play results.
 - e. Higher seeds will face lower seeds in the opening round of the single elimination bracket.
2. The first-place trophy will be awarded to the winner of the DCT. The second-place trophy will be awarded to the finalist in the DCT.
3. No double headers may be played
4. All regular season rules will be in effect for the DCT, with the following modifications:
 - a. In the event the time limit has been reached, but 4 innings have not been completed or the game is tied, the game should continue until a winner can be declared and at least 4 innings are completed, provided the official sunset rule is not in effect. Should a tournament game be discontinued because official sunset is called, it will be resumed on the next available open date on the same field until 4 innings have been completed and a winner can be declared.
5. During the DCT, all game protests must be reported immediately to the Board Member on duty, who will communicate the issue(s) to the member(s) of the Protest Committee for a decision. If this process is not followed, the protest will not be accepted or considered.

D. Coach Pitch and T-Ball Divisions

There will be no win/loss records kept, nor will there be a Division Champion declared for the Coach Pitch or T-Ball division.

SECTION XV: ALL-STAR TEAM AND MANAGER SELECTION

A. Number of All-Star Players

The number of players on each All-Star Team shall be determined by the all-star tournament rules. There shall be no fewer than 12 and no more than 14 players on an All-Star Team.

B. All-Star Team Coaching Staff

1. Approval of any regular season Manager or Coach of Record to represent HWLL in the All-Star Tournament will be based on several factors including, but not limited to, fulfillment of Manager assignments (Meetings, Umpire duties), being ejected from games, sportsmanship demonstrated by them and their team during the regular season, how they conducted themselves during the regular season, and how their team conducted itself during the regular season. Qualified individuals interested in becoming All-Star Managers will declare themselves in writing to the League President. Additionally, an All-Star Manager will have served as a regular season Manager or Coach of Record and meet District 62 eligibility requirements.
2. The League President will present their recommended All-Star Managers for approval by majority vote of all Executive Board members, who are not candidates for an All-Star Team Manager.
3. Each All-Star manager will select 2 Coaches who served as a regular season manager or Coach of Record and meet District 62 eligibility requirements to complete their coaching staff. These are subject to Board approval.

C. All-Star Team Nominations and Selection

1. 8-9-year-old Super-Star Ballot
 - a. All league-age 8 or league-age 9 players from the Minor B or Minor A divisions are eligible to be nominated to the Super-Star Ballot by their Manager.
 - b. Each Manager within the Minor A and Minor B division will be asked to nominate up to 4 league-age 8 or 9 players from his/her team for the Super-Star roster.
 - c. Each nominated player must sign the All-Star commitment letter in order to be placed on the Super-Star ballot.
 - d. The Super-Star roster will be selected by the Super-Star Manager from the ballot of eligible Super-Stars and approved by the Board.
2. 9-10-year-old All-Star Ballot
 - a. All league-age 9 and league-age 10 players from the Minor or Majors divisions are eligible to be nominated to the All-Star Ballot by their Manager.
 - b. Each Manager within the Minor B, Minor A and Majors division will nominate 4 league-age 9 and/or league-age 10 players from his/her team to be on the All-Star Ballot.
 - c. Each nominated player must sign the All-Star commitment letter in order to be placed on the All-Star ballot.

- d. Managers may request to nominate an additional player to the ballot by petitioning the Board.
 - e. If a league-age 10 year old player is drafted onto a Majors division team for the regular season, automatic inclusion on the 9-10-year-old ballot.
3. 10-11-year-old All-Star Ballot
- a. All league-age 10 and league-age 11 players from the Minor or Majors divisions are eligible to be nominated to the All-Star Ballot by their Manager.
 - b. Each Manager within the Minor A and Majors division will nominate 4 league-age 10 and/or league-age 11 players from his/her team to be on the All-Star Ballot.
 - c. Each nominated player must sign the All-Star commitment letter in order to be placed on the All-Star ballot.
 - d. Managers may request to nominate an additional player to the ballot by petitioning the Board.
 - e. If a league-age 10 year old player is drafted onto a Majors division team for the regular season, automatic inclusion on the 10-11-year-old ballot.
4. 11-12-year-old All-Star Ballots
- a. All league-age 11 and league-age 12 players from the Majors divisions are eligible to be nominated to the All-Star Ballot by their Manager.
 - b. Each Manager within the Majors division will nominate up to (4) league-age 11 and up to (4) league-age 12 players from his/her team to be on the All-Star Ballot.
 - c. Each nominated player must sign the All-Star commitment letter in order to be placed on the All-Star ballot.
 - d. Managers may request to nominate an additional player to the ballot by petitioning the Board.
5. Voting and Selection Process
- a. The Player Agent will prepare the All-Star Ballots based on the All-Star Ballot nomination process outlined previously. All players/parents/guardians included on an All-Star Ballot must sign the All-Star commitment letter acknowledging financial and time requirements.
 - i. 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 the event of a tie, the All-Star manager will act as tie breaker.
 - ii. Managers and Coach of Record Picks- Managers and CORs may 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 three (3) subsequent players are appointed to the All-Star team. In the event of a tie, the All-Star manager will act as tie breaker.
 - iii. 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.

- b. The Super-Star roster will be selected by the Super-Star Manager from the list of names nominated by the Minor A and Minor B Managers and approved by the Board.
 - c. Alternates: The All-Star Managers have the option of selecting two (2) alternates to the team. Alternates practice with the team but cannot be on the active roster unless another player is removed from the active roster.
6. The President of the League reserves the right, with the Board's approval, to place an additional player or players on any of the All-Star Ballots.
7. Draft Confidentiality Rules apply to the All-Star Draft (see SECTION II).

SECTION XVI: PLAYER REPLACEMENT

A. Permanent Roster Vacancy

When a Permanent Roster Vacancy causes a team to have fewer than the original drafted number of players with at least two weeks left before the end of that division's current regular season, this player must be re-placed within seven days, as described in this section. For purposes of determining that a Permanent Roster Vacancy exists, the end of the division's current regular season is considered the last scheduled game prior to the beginning of the division tournament.

1. The team's Manager shall inform the Player Agent and Division Vice President within 24 hours from the time the Manager discovers that a Permanent Roster Vacancy MAY exist. Discovery that a "Permanent Roster Vacancy may exist" is defined as no communication between the Manager and the parents for a period of one week, or a player has not attended three team meetings (practices or games) in a row. Notice must be in writing or email and is to include the player's name and explanation for the vacancy.
2. In the event of a possible vacancy due to injury, the Player Agent should be notified immediately. The determination of a Permanent Roster Vacancy will occur when the player's doctor informs the player that he or she will not be able to resume playing baseball prior to the end of the season.
3. Notice of a Permanent Roster Vacancy is deemed perfected only upon receipt of a written or emailed notice by the Player Agent.
4. The Manager providing the Player Agent with a dated notice of a Permanent Roster Vacancy first in time shall be first to receive a replacement player.
5. Players on the waiting list are only eligible to fill a vacancy if they were on the list PRIOR to the creation of the vacancy. The date used for the "creation of the vacancy" will be defined as the time of the injury. A player on the waiting list, for the purposes of executing this process, is defined as a prospective player not currently placed on a team.

B. Player Replacement

MANAGERS, COACHES, OR ANY BOARD MEMBER MAY NOT CONTACT POTENTIAL REPLACEMENT PLAYERS OR THE PARENTS OF POTENTIAL REPLACEMENT PLAYERS.

It is the sole responsibility of the Player Agent to contact all parties involved. After the draft, player replacements shall be made as described herein.

Sanctions and/or penalties for a Manager, Coach, Board Member, or other person found to be in violation of the above shall be determined by the Disciplinary Committee. Said sanction/penalty may include, but shall not be limited to, suspension or removal. A recommendation of removal of the Manager or Coach shall be approved by a majority of the Board.

1. Majors Division

- a. The Player Agent will assign a player from the appropriate waiting list if there was an eligible player on the list PRIOR to the creation of the vacancy. All eligible players on the waiting list will be invited to attend a special tryout within 48 hours.
 - i. If the vacancy is created by the loss of a league-age 12 player, this player will be replaced

by a league-age 12 player from the Majors division waiting list.

- ii. If the vacancy is created by the loss of a non-league-age 12 player or if there are no league-age 12 players on the Majors division waiting list, the replacement player will be a league-age 11 player from the waiting list.
- b. If there are no eligible players on the waiting list, the Player Agent shall send an email to all league-age 11 players in Minor A to create a pool of players interested in being drafted up. Players shall be given 48 hours to respond. The team's Manager shall select a replacement player from the pool within 2 days of the creation of the pool of interested players and notice from the Player Agent.
- c. If no players express interest in being drafted up, the team's Manager shall select a replacement player within 2 days of determination that there is no pool of interested players and notice from the Player Agent. The replacement player must have been eligible for the Major division draft, drafted to a Minor A team, and currently on a roster in the Minor A division.
 - i. Sons and/or daughters of Managers and the two Coaches of record for each team are not eligible for selection.
 - ii. Each team within any division must have given up one player as a replacement before a second player can be drawn from any team.

2. Minor A, Minor B, and Minor C Divisions

- a. The Player Agent will assign a player from the appropriate waiting list if there was an eligible player on the list PRIOR to the creation of the vacancy. All eligible players on the waiting list will be invited to attend a special tryout within 48 hours.
- b. If there are no eligible players on the waiting list, the Player Agent shall send an email to all eligible players in the division directly below to create a pool of players interested in being drafted up. Players shall be given 48 hours to respond. The team's Manager shall select a replacement player from the pool within 2 days of the creation of the pool of interested players and notice from the Upper Division Player Agent.
- c. If no players express interest in being drafted up, the team's Manager shall select a replacement player within 2 days of determination that there is no pool of interested players and notice from the Player Agent. The replacement player must have been eligible for the Minor division draft, drafted to a team in the division directly below, and currently on a roster in the division directly below.
 - i. Sons and Daughters of Managers and the two coaches of record for each team are not eligible for selection.
 - ii. Each team within any division must have given up one player as a replacement before a second player can be drawn from any team.

3. Coach Pitch and T-Ball Divisions

- a. The Player Agent will assign a player from the appropriate waiting list.
- b. If there are no eligible players on the waiting list, the opening will remain until a player

becomes available on the waiting list.

C. Parent, Player, and Current Manager Notification

1. Notification of the replacement player selection shall be made **ONLY BY THE PLAYER AGENT** or his/her selected representative. Notification shall occur in the following order:
 - a. The parent(s) of the selected replacement player
 - b. The selected replacement player's current Manager to notify him/her that the player has been released, so that he/she might select a replacement player for his/her team.
 - c. The replacement player's new Manager to notify him/her of the player change. Any prior notification shall be treated as a serious offense of these Bylaws by the Board.

D. Player Pool

1. In order to prevent forfeits, the Player Agent will manage a player pool.
 - a. The Player Agent will create and run the pool. The Player Agent will use the pool to assign players to teams that are short of players on a rotating basis.
 - b. Managers and/or coaches will not have the right to randomly pick and choose players from the pool.
 - c. Any player from the player pool will bat last, cannot pitch, and will be limited to playing in the outfield.
 - d. During the regular season, a team can request a player from the player pool, allowing a team to play with up to 9 players. During the Division Championship, a team can request no more than one player from the player pool, which will allow a team to play with up to 9 players.

E. Player Refusal

Replacement players may not refuse to be drafted up. Once the Upper Division Player Agent transfers a player to a new roster, they may not return to their former team. If a player does not report to his/her new team within 3 meetings, they will reinitiate the creation of a Permanent Roster Vacancy on the team.

SECTION XVII: REFUND POLICY

Prior to tryouts, HWLL will honor all refund requests in full, minus the website service fee. After tryouts begin, no requests for refunds will be honored.

CERTIFICATION:

This is to certify that I am the duly elected, qualified and acting officer of HWLL and that the above and foregoing Standing Rules were adopted by this league.

IN WITNESS WHEREOF I have hereunto set my hand this ____ day of _____.

Matt Frey – President, Huntington West Little League

APPENDIX I: GENERAL SAFETY

- A.** All managers and coaches are required to review and adhere to guidance in the league's Safety Plan, which Little League refers to as A Safety Awareness Program (ASAP) and is posted on the HWLL website.
- B.** It shall be the responsibility of all members of HWLL to ensure that no player is subjected to any hazardous conditions or situations.
- C.** There shall be no scheduled practices unless supervised by the Manager, Coach, or an adult who has also passed the Little League mandated background check, as well as the concussion protocol training.
- D.** Medical Release Forms shall be in the possession of the responsible adult conducting the practice or game at all times.
- E.** All injuries shall be reported by the Manager to the League Safety Officer and President as soon as possible.
- F. Proper Equipment**
 - a. Only players in team uniforms are allowed on the playing field (including dugout area). Only uniforms issued by HWLL are permitted to be used unless otherwise approved by the Board. Alternate hats do not require Board approval but must be appropriate in cost, function, and design.
 - b. Baseball shoes with metal cleats are not allowed.
 - c. Any player warming up a pitcher must wear a catcher's helmet with a throat protector, and a protective cup. This is to be followed during pre-game warm-ups, in the bullpen, on the mound between innings, and at practices.
 - d. All offensive team members on the field must wear protective helmets. Offensive players include the batter, youth base coaches, and base runners.
 - e. Magnetic safety bases are to be used on all fields at all bases. This is mandated to reduce leg injuries caused by short, hard slides.
- G. Safe Playing Practices**
 - a. Bats and balls are to be used only under strict, organized adult supervision.
 - b. Bats are to be handled only by the batter.
 - c. No ball throwing or swinging of bats near the spectator areas is allowed.
 - d. There shall be no climbing on backstops or standing on benches.
- H.** Managers and/or Coaches must have Medical Release Forms at all practices and games.
- I.** Each Manager shall have a First-Aid Kit provided by the League. The First-Aid Kit shall be brought to every practice and game.

J. Injury Response

- a. Each injured player must be evaluated immediately after an accident to determine the extent of the injury.
- b. In the event of a serious injury, the Fire and/or Police Department should be called at 911.
- c. If an injury is deemed serious, but the injured party is mobile, the injured party's team Manager must ensure that the injured party is transported to a hospital Emergency Room for treatment.

Following an incident/injury, a notification needs to be submitted to the Safety Officer, Division VP, or Board Member on Duty. Any incident as described above must be reported to the Safety Officer within 48 hours.