

I. Introduction

These Baseball Local Rules have been approved by the Tustin Western Little League (“TWLL”) Board of Directors (the “Board”) for the current season. Along with the current version of the Official Playing Rules and Regulations (the “Green Book”), the Little League Operating Manual (the “Operating Manual”) and the TWLL Constitution (the “Constitution”), they govern operations and play for the current baseball season.

It is not the intent of the Board to re-state the policies, rules and regulations in the Green Book, the Operating Manual or the Constitution. Instead and by adopting these Local Rules the Board is supplementing those documents, addressing rule elections where TWLL is either allowed or required by Little League Baseball to make an election, and addressing by rule situations and circumstances which are anticipated but not clearly contemplated in those documents.

To the extent any rule, regulation or policy is not contained within these Local Rules, the Green Book, the Operating Manual or the Constitution, the rule, regulation or policy is not enforceable for the current season. However, and notwithstanding the foregoing, the Board retains the absolute right in its discretion to amend these Local Rules during the course of the season and to adopt rules and regulations to govern situations and circumstances not currently covered or contemplated herein, or which may arise during the course of the season. All such amendments shall apply to operations and play for the current year baseball year, and in the discretion of the Board may apply to situations retroactively.

These Local Rules and the rules promulgated by Little League Baseball may only be enforced by the Board and those authorized by the Board to do so, or by representatives of Little League Baseball.

II. League Format

A. Overview

The league offers baseball programs divided into the following three divisions: (1) the Majors Division; (2) the Minor Division; and (3) the Clinic Division. The makeup of each is as follows:

B. Majors Division

The Majors Division will be made up of teams of players League Age 10 through 12-years-old. The number of players per team will be governed by the Green Book. The total number of Majors Division teams will be determined after consideration of registration counts for current season. Limitations on the number of League Age 10- year-old players in the Majors Division, as well as rules concerning League Age 11 and 12-year-old players are set forth below in Section IV Player Selection.

Throughout these Local Rules, the term “League Age” for a Little League Baseball player refers to the Little League Age as determined by Little League International, which is amended from time to time. At the time of this writing, the League Age for baseball refers to the actual age of a child as of August 31 of the current year. Parents are encouraged to consult Little League International for any updates to the League Age, as the Little League International rule will control.

Note: While Little League Baseball allows League Age 9-year-old players to be selected into the Majors Division, the Board elects to continue TWLL’s tradition of restricting play in the Majors Division to League Age 10 through 12-year-old players. The policy behind this rule is to foster the safety and overall

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baseball development of our League Age 9-year-old players.

C. Minor Division

The Minor Division is made up of the following three subdivisions: (1) AAA; (2) AA; and (3) A. The format for each subdivision is as follows:

(1) Minor AAA {"Triple A"} Subdivision

Shall be made up of players League Age 9-years-old through 11-years-old.

Note: Pursuant to the rules promulgated by Little League Baseball, League Age 12-year-old players must play in the Majors Division unless a Regulation V(a) Waiver Form is executed by the player's parent or guardian, and the request for play in the Minor Division is approved by the President of TWLL and the District 30 Administrator. If such a request is approved, the player is not allowed to pitch in any minor league games.

Note: While TWLL has a general policy of trying to accommodate parent requests to restrict 11-year-old players to the minor Triple A Subdivision, depending on the number of players registered for the current year, such requests may be denied for the good of the Majors Division and in the absolute discretion of the Board. It should be further noted that to the extent a request to restrict a league age 11-year-old player to the Triple A Subdivision is granted by the Board, such restriction shall result in the forfeiture of the 11-year-old player's eligibility for play in the Major's Division for the entire baseball season, as well as result in forfeiture of the right to be considered for selection onto TWLL's 11-year-old State Tournament Team.

Note: No parent may restrict a player to play in a subdivision in one season and have the player skip play in the subdivision immediately following that subdivision the next season.

Note: Limitations on the number of League Age 9-year-old players playing in the AAA Subdivision are addressed in Section IV below pertaining to drafting and draft pools.

(2) Minor AA {"Double A"} Subdivision

Shall be made up of players League age 8-years-old through 10-years-old.

Note: TWLL's policy with respect to parent requests to restrict a league age 10-year-old player to the AA Subdivision is the same as set forth with respect to requests to restrict 11-year-olds in the AAA Subdivision.

Note: Limitations on the number of League Age 8-year-old players playing in the AA Subdivision are addressed in Section IV below pertaining to drafting and draft pools.

(3) Minor A {"Single A"} Subdivision

Shall be made up of players League age 7-years-old through 9-years-old.

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Note: TWLL's policy with respect to parent requests to restrict a league age 9-year-old player to the A Subdivision is the same as set forth with respect to requests to restrict 11-year-olds in the AAA Subdivision.

Note: Limitations on the number of League Age 7-year-old players playing in the A Subdivision are addressed in the Section IV below pertaining to drafting and draft pools.

D. Clinic Division

The Clinic Division is made up of the following three Subdivisions: (1) Rookie; (2) Coach Pitch; and (3) Tee Ball. The format for each Subdivision is as follows:

(1) Rookie Subdivision

This is the highest level in the Clinic Division. Players playing in this Subdivision shall be League age 6-years-old through 8-years-old. The League's preference is that players in this Subdivision have already played one year of Tee Ball and one year of Coach Pitch before playing in the Rookie Subdivision. Moreover, the League may in its absolute discretion elect to place players not having such experience in a different Subdivision and notwithstanding the request by the player's parent to make a placement in the Rookie Subdivision. Additionally, players being placed in this Subdivision who do not have such experience may be re-placed in a lower Subdivision in the event that it is determined by the Manager and Player Agent that the player's overall baseball development would be better fostered in a lower Subdivision.

(2) Coach Pitch Subdivision

This is the second highest level in the Clinic Division. Players in this Subdivision shall be League age 5-years-old through 7-years-old, unless otherwise approved by the Board. The League's preference is that players in this Subdivision have already played one year of Tee Ball before playing in the Coach Pitch Subdivision. League Age 5 year olds are required to have completed one year of Tee Ball before playing in the Coach Pitch subdivision.

(3) Tee Ball Subdivision

This is the entry level into the Clinic Division. The Subdivision shall be made up of players League age 4 years old through 6 years old. The League's preference is that League Age 6's playing in Tee Ball shall be first time players that have not participated in organized baseball before joining the League.

III. Manager and Coach Selection

A. Regular Season

Regular season Managers for each team are determined by nomination of the Manager Selection Committee and approval of the Board. The Manager Selection Committee shall include the President, Vice President and the Player Agents. Regular season Coaches for each team are determined by nomination of the President and approval of the Board. No person can manage or coach at TWLL without receiving the approval of the Board.

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(1) Managers - All Divisions (Regular Season)

Each team within the Majors and Minor Divisions shall be staffed with one (and only one) Manager unless approved by the Board. Any candidate who wishes to manage a team for the regular season must submit a written communication (email acceptable) to the President or the Player Agent for the Division/Subdivision in which they seek to manage indicating all of the following:

1. Their interest for a managerial position;
2. Designating which level of play they are seeking to manage in;
3. Their experience and reason for wanting to manage a team;
4. Their availability to hold practices and attend games throughout the little league season;
5. The identity and league age of any children they have who will be registered to play for the current year;
6. Whether they intend to have any of their children play on their team, and if so the identity of that child or children; and
7. If seeking a managerial job in the Minor Division and seeking to have appointed a coach prior to the draft for the Subdivision, the identity of the proposed coach, whether that person has agreed to coach on the team, and the identity and league age of any child or children of the coach that are proposed to play on the team.

In addition to the foregoing and by the date designated by the President, all managerial candidates must complete and provide all necessary documentation to allow TWLL to conduct the necessary background check required by Little League Baseball. This same requirement applies to coaches in the Minor Division who a Manager seeks to have selected prior to the draft.

Note: Coaches in the Major Division cannot be selected by a Manager until after completion of the draft. Any Coach selected by a Majors Division Manager must still be nominated by the President and approved by the Board. Additionally, and even following nomination and approval, selection is contingent upon the timely satisfaction of all requirements by Little League Baseball, including but not limited to any background check requirements.

Note: A Manager in the Minor Division may only have one Coach appointed prior to the draft.

Note: In the Clinic Division because there is no draft, a Manager may seek immediately to have appointed both Coaches that will comprise the balance of his coaching staff.

The Manager Selection Committee shall nominate Managers based upon, but not limited to, the following criteria:

- League service
- Availability
- Sportsmanship
- Coaching experience

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- Coaching performance
- Feedback from players and parents of players previously coached
- Pre-selection meeting (if any) attendance

Following nomination by the Manager Selection Committee and confirmation by the Board, all candidates will be called by the Player Agent of the applicable Division and/or Subdivision to inform the candidates of the outcome of the selection process. All selected Managers and Coaches must timely satisfy all requirements by Little League Baseball, including but not limited to submitting to and passing a background check. Final selection for managing and coaching positions are conditioned upon the candidate's satisfaction of all such requirements.

In the event a candidate is not given a managing position, it is TWLL's policy, as recommended by Little League Baseball, that the reason for non-selection is not to be disclosed by the Player Agent, the President or any member of the Board.

(2) Coaches - All Divisions (Regular Season)

Each team in the Majors and Minor Divisions shall have an official coaching staff that is comprised of a Manager and no more than two Coaches. Coaches are required to be personally present in their team's dugout actively participating in coaching activities for at least 60% of the team's games during the regular season. Coaches failing to meet the 60% requirement described herein will be subject to appropriate penalty as determined by the Board. While a team's official coaching staff may have a stand-in participate in the dugout and on the field on game day, such stand-in must have been preapproved by the President and Board, and he/she must have also submitted to and passed a background check. Finally, participation by the stand in shall not cause the team to have more than 3 members of the coaching staff in the dugout or on the field at any time on game day.

In the Majors Division, all selected Managers will have the right and duty to propose for nomination to the President the two Coaches who will complete their coaching staff. Such proposals shall be made by the Manager at the earliest opportunity following the draft. Notification of the proposed Coach by a Manager shall be made to the Majors Division Player Agent. Email notification is acceptable. In the event that any Coach proposed by the Manager is not nominated by the President and approved by the Board, the Manager will be required to make another proposal, and such obligation shall continue until the coaching vacancies on the team are fulfilled through nomination and approval.

In the Minor Division, all selected Managers shall have the right and duty to propose for nomination to the President the two Coaches who will complete their coaching staff. As set forth above, in the event that a Minor Division Manager elects to seek appointment of a Coach prior to the draft, only one of the two coaching positions may be filled prior to the draft. The second position must be filled following the draft. Following the draft, in the event that any person proposed by the Manager to fill a coaching position is not nominated by the President and approved by the Board, the Manager will be required to make another proposal, and such obligation shall continue until the coaching vacancies on the team are fulfilled through nomination and approval.

In the Clinic Division, all selected Managers shall have the right and duty to propose for nomination to the President the two Coaches who will complete their coaching staff. In the Clinic Division because

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there is no draft, a Manager may seek immediately to have appointed both Coaches that will comprise the balance of the coaching staff.

B. Tournament Play

All regular season Coaches and Managers who wish to manage a Tournament Team must submit a written request for appointment to the President or the Player Agent for their respective Division in which they manage or coach. The written request must be submitted by no later than May 1st, or earlier if required by the President.

Prospective Managers will be selected by a majority vote of the Board of Directors. Coaches will also be selected by majority vote of the Board of Directors.

IV. Player Selection

CONFIDENTIALITY - The Draft is to be kept completely confidential, including player draft order and trades. Each individual attending the draft is responsible for maintaining the confidentiality of the draft and draft materials. Violation of this rule will result in an immediate referral to the Conduct Committee for discipline and is cause for suspension of the Manager as determined by the Conduct Committee.

A. Majors and Minor Divisions

(1) Player Evaluations

All league age 8 or older players must participate in one of the player evaluation sessions scheduled by the Board of Directors. Player participation shall be with the members of their league age unless otherwise agreed upon by the Board. Any league age 7-year-old players seeking to be drafted into the Single A Minor Division must also participate in one player evaluation session.

Managers are required to attend all player evaluation events, including make-up evaluations. A manager may send their designated coach (A, AA, AAA only) or a representative approved by the player agent (Majors only) if they are unable to attend. A manager's failure to comply with this requirement will result in a minimum Level 2 infraction, as described herein, and will be referred to the Board for review.

(2) Consequences of Failing to Attend Evaluation Session

Candidates for the Majors Division

Any player candidate desiring to play in the Majors Division must attend an evaluation session to be eligible for the Majors draft, unless attendance is excused by the Board for good cause shown. If a failure to attend is excused by the Board, the player agent is responsible for confirming that all managers in the division are aware of the player's skill level and that the draft can be conducted fairly. If the player agent is unable to confirm the foregoing, then the player will be selected by the hat pick procedures described below.

In the event that the absence is not excused by the Board, the player candidate will be placed on the Majors Division Waiting List, whereby their eligibility to play in the Majors Division for the season will be conditioned on a player within the Majors Division becoming lost to its team for the season. The Board may also elect in its absolute discretion to take another action depending on the circumstances of the

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case and what it finds to be in the best interest of the Majors Division.

Player candidates, to the extent they have not previously played in the Majors Division, may play and be placed in the Minors Division in accordance with the hat pick rules below.

Candidates for the Minors Division

League age 8 through 11-year-old players seeking to play in the Minors Division who fail to participate in at least 60 percent of the required activities in a player evaluation, unless excused by the Board for good cause shown, will be placed on a team within a Subdivision of the Minor Division that is appropriate given the player's league age and experience. During the draft, Managers within the Subdivision will participate in a blind draw ("hat pick") to determine the team on which the player will be placed. The required procedure for conducting the hat pick is discussed below in the Subsection relating to Minor Division Draft Procedures.

League Age 7-Year-Old Candidates

Any league age 7-year-old candidate who fails to attend evaluations shall be placed on a team within the Clinic Division which is in a Subdivision that immediately follows the last Subdivision in which the player played. However, if the player last played in the Rookie Subdivision, he will be placed on a team in the Rookie Subdivision.

(3) Majors Division Draft Procedures

The draft is moderated and presided over by the Player Agent for the Majors Division (or in his absence a Board Member as directed by the President). With the exception of persons on the Board invited by the Player Agent to attend the draft, only the Manager of each team in the Majors Division shall be permitted to attend the draft.

The decision of the Majors Division Player Agent concerning any matter required to be resolved to complete the draft is final.

Majors Division Draft Rules

The draft rules are in accordance with the Little League Operating Manual, Plan B (Redraft System) Alternate Method for Plan B. This includes all rules regarding Options on Sons, Daughters and Siblings. Note: At the Majors level the rules require a manager's son/daughter to be drafted by round 4 if they are league age 11 and by round 3 if they are league age 12.

Majors Division Draft Pool

The draft pool for the Majors Division is limited by local rule to League Age 10 through 12-year-old players who have met all the registration and tryout requirements.

- 12-Year-Old Candidates – Must be drafted into the Majors Division if they complied with the evaluation requirements or their excuse for non-participation was accepted by the Board unless: (1) selected by a Junior League team, or (2) the player's parents execute a Regulation V(a) Waiver that is approved by the Board and the District Administrator prior to the Draft. League Age 12-year-old players that previously played in the Majors Division are not eligible to play in the Minor Division.
- 11-Year-Old Candidates – Are not guaranteed a spot on a Majors Division team unless they previously played in the Majors Division. This is notwithstanding the fact that the candidate played in the AAA Minor Subdivision the prior year.

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- 10-Year-Old Candidates – 10-year-old players may only be drafted in the Majors Division if they are drafted in the first four (4) rounds of the draft, and only if their parents have agreed in advance to that player being drafted into the Majors Division.

Notwithstanding the foregoing, the base rule of being drafted in the first 4 rounds of the draft is subject to the “Rule by Necessity,” which when applicable allows 10-year-olds to be drafted after the first 4 rounds of the draft. The Rule by Necessity applies only when League Age 10-year-old players are needed to fill the roster openings on the Majors teams. In the event the Rule by Necessity is determined to apply, selection of 10-year-old players may be made in any round of the draft, so long as their selection does not result in the displacement of an eligible League Age 11-year-old into the Minor Division. Twelve-year-olds can never be displaced into the Minor Division absent the appropriate waiver executed by the parents and approved by the District.

By way of example, if there are 40 players need to fill the roster openings on all Majors Division teams and there is a pool of 10 League Age 12-year-olds, 25 League Age 11-year-olds and 10 League Age 10-year-olds (45 total players in the pool), League Age 10-year-old players can be drafted in any round of the draft, until 5 League Age 10-year-olds have been selected from the pool. Once that occurs, no more League Age 10-year-old players can be drafted into the Division, and the balance of roster openings need to be filled by the remaining League Age 11 and 12-year-olds that remain in the pool.

MAJORS TEAM PLAYER COUNTS – Each Majors team shall be made up of the minimum number of players set forth in the Green Book.

MAJORS DRAFT ORDER – Immediately prior to the draft, the Player Agent shall hold a meeting with the Major Division Managers to decide the team names to be selected by each team and the draft order.

The Player Agent shall use any method he chooses to arrive at the draft order so long as the method is random and so long as application of the method takes place in the presence of the Managers.

Players in the first round will be selected in accordance with the order established by the Player Agent. After completion of the first round of the draft, the draft will proceed in serpentine order with the team in the last selection spot of each round making the first selection in the next round and the team in the first selection spot in each round making the last selection. Throughout the draft, if a team already has a Manager or Coach’s son or daughter slotted in the round being selected, he/she must take the player slotted in that round as their selection. The draft will continue in serpentine fashion until each team has selected the number of players that have been specified by the League.

MAJORS TEAM NAMES – At the discretion of the Player Agent or President, team names shall be selected by the Managers in reverse order of the draft order if the Managers are unable to come to prior agreement. In other words, the Manager with the last pick in the draft order shall have the first choice in team names. Returning Managers to the same level receive the option of selecting the same team name from the prior year, unless the league has phased that team name out of the league.

MAJORS DRAFT LOCATION, DATE, AND TIME – The draft location, date and time are as directed by the Board.

MAJORS FINAL DRAFT POOL CANDIDATE LIST – In a reasonable time before the Draft, the Majors Division Player Agent will supply the Majors Division Managers with a final list containing all candidates eligible for the Majors Division draft, along with their assigned draft number.

MAJORS PARENT RESTRICTIONS ON DRAFTING A PLAYER – Parents may restrict their son or daughter

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from being drafted by a Manager. Parents may make only one election in that regard. Under no circumstances may a parent restrict their child from being drafted by more than one Manager. Parents make a written request to the President, no less than five days prior to the draft, any Manager by whom they wish to restrict their child from being drafted. Requests occurring less than five days prior to the draft will not be honored. The President shall communicate such restriction to the Player Agent and to the impacted Manager. If a parent chooses to restrict a player from playing with a Manager, TWLL strongly urges that parent to call the manager directly and tell him or her that they have “blackballed” them for the draft and the reason for the restriction. Failure to contact the manager directly may constitute good cause to deny the request.

Little League rules do not require the Manager to honor the restriction. However, TWLL will honor a valid restriction unless it is determined by the President and Player Agent that good cause exists to deny the request.

MAJORS TRADES – Following the draft, Managers are allowed to trade players until the commencement of Cap Night. All trades occurring before the commencement of Cap Night shall be made through and with the approval of the Player Agent. Trades falling within this category do not require the consent of the parents of the players involved in the trade.

All trades shall be for justifiable reasons. The Player Agent shall scrutinize any proposed trade for unfairness, inequality or improper motive. Any proposed trade that is deemed unfair, not for equal value or motivated to try to create an imbalance in the Division shall be disallowed by the Player Agent.

Players drafted into the Majors Division may not be traded for Minor Division Players. All trades must be player for player only.

Following the commencement of Cap Night, trades may only be made with the express consent of the involved Managers, the parents of the players to be traded, the Player Agent, and the Board of Directors. Moreover, all such trades may only occur up to 14 days after the first regular season game.

(4) Minor Division Draft Procedures

The draft is moderated and presided over by the Minor Player Agent (or in his absence a Board Member as directed by the President). With the exception of persons on the Board invited by the Player Agent to attend the draft, only the Manager of each team and his/her single pre-selected Coach are allowed to attend the draft.

The decision of the Minor Division Player Agent concerning any matter required to be resolved to complete the draft is final.

MINOR DIVISION PRE-DRAFT MANAGERS MEETING – In a reasonable time prior to the date scheduled for the Draft, the Player Agent shall hold a meeting with the Managers to slot players within the Subdivision who are Manager and Coaches children. The general procedure used for doing so is to have the Manager of each team slot all such players by secret ballot, the outcome of which is reviewed by the Player Agent. The Player Agent then discloses the results of the outcome of the secret ballot process, noting where there is unanimity and disagreement. The goal is for all Managers to agree to the final slotting outcome. The Player Agent shall use any method he chooses to try to arrive at such a result, short of altering the draft order. If unanimity is not achieved after a reasonable effort to do so, the Player Agent is to resolve the outcome in the manner he sees fit, again, except altering the draft order. The Player Agent’s decision on final slotting relative to any disagreement is final.

MINOR DIVISION DRAFT LOCATION, DATE, AND TIME – The draft location, date and time are as

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directed by the Board

MINOR DIVISION DRAFT POOL - The draft pool for each sub-division in Minor Division is limited to the age restrictions noted herein. With the foregoing said, players who fall within the youngest league age parameter for the Subdivision must be drafted in the first four rounds of the draft.

Notwithstanding the foregoing, the base rule of being drafted in the first 4 rounds of the draft is subject to the “Rule by Necessity,” which when applicable allows players meeting the age parameter to be drafted after the first 4 rounds of the draft. The Rule by Necessity applies only when players of that League Age are needed to fill the roster openings on the teams being drafted. In the event the Rule by Necessity is determined to apply, selection of such players may be made in any round of the draft, so long as their selection does not result in the displacement of a player who falls within a higher league category into a lower Subdivision.

By way of example, if there are 40 players need to fill the roster openings on all AAA Subdivision teams and there is a pool of 10 League Age 11-year-olds, 25 League Age 10-year-olds and 10 League Age 9-year-olds (45 total players in the pool), League Age 9-year-old players can be drafted in any round of the draft, until 5 League Age 9-year-olds have been selected from the pool. Once that occurs, no more League Age 9-year-old players can be drafted into the Subdivision, and the balance of roster openings need to be filled by the remaining League Age 11 and 10-year-old players that remain in the pool.

MINOR DIVISION HAT PICKS – Prior to the start of the draft, Managers, by majority vote, must agree on which round each hat pick will be taken in. The hat pick will be placed on the team in the round agreed upon, and by random selection as determined by the Player Agent. The usual method for resolving which team gets a hat pick is by blind draw. Hat picks will be recorded as the pick of the Manager in the agreed-upon round and that Manager will not get another draft selection in that round.

If there are less hat picks than total teams in the draft, no team is required to include on its roster more than one hat pick.

MINOR DIVISION PREVENTING A MANAGER FROM DRAFTING A SON OR DAUGHTER – The player restriction rules applicable to the Majors Division shall also apply to the Minor Division.

MINOR DIVISION DRAFTING – Immediately prior to the Draft, the Player Agent shall hold a meeting with the Managers to select team names and draft order. The Player Agent shall use any method he chooses to arrive at the draft order so long as the method is random and so long as application of the method takes place in the presence of the Managers.

Players in the first round will be selected in accordance with the order established by the Player Agent. After completion of the first round of the draft, the draft will proceed in serpentine order with the team in the last selection spot of each round making the first selection in the next round and the team in the first selection spot in each round making the last selection. Throughout the draft, if a team already has a Manager or Coach’s son or daughter slotted in the round being selected, he/she must take the player slotted in that round as their selection. The draft will continue in serpentine fashion until each team has selected the number of players that have been specified by the League.

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MINOR DIVISION TEAM NAMES - At the discretion of the Player Agent, team names shall be selected by the Managers in reverse order of the draft order. In other words, the Manager with the last pick in the draft order shall have the first choice in team names. Returning Managers to the same level receive the option of selecting the same team name from the prior year, unless the league has phased that team name out of the league.

MINOR DIVISION TRADES – Following the draft, Managers are allowed to trade players until the commencement of Cap Night. All trades occurring before the commencement of Cap Night shall be made through and with the approval of the Player Agent. Trades falling within this category do not require the consent of the parents of the players involved in the trade.

All trades shall be for justifiable reasons. The Player Agent shall scrutinize any proposed trade for unfairness, inequality or improper motive. Any proposed trade that is deemed unfair, not for equal value or motivated to try and create an imbalance in the Subdivision shall be disallowed by the Player Agent.

Players drafted into a Subdivision may not be traded for a player in a different Subdivision. Additionally, all trades must be player for player only.

Following the commencement of Cap Night, trades may only be made with the express consent of the involved Managers, the parents of the players to be traded, the Player Agent, and the Board of Directors. Moreover, all such trades may only occur up to 14 days after the first regular season game.

CONFIDENTIALITY – The Draft is to be kept completely confidential, including player draft order and trades. Each individual attending the draft is responsible for maintaining the confidentiality of the draft and draft materials. Violation of this rule is cause for suspension of the Manager.

V. Player Replacement

A. Majors Division

(1) Permanent Loss of a Player on the Roster

When a player is lost to a team during the playing season for any of the following reasons:

1. He/she moves to another city or state too distant to commute for practice and play;
2. He/she is injured and will not be able to return to play within a reasonable period of time (“reasonable time” is to be determined by decision of the majority of the Board);
3. He/she has for personal reasons decided to terminate his/her association with the team;
4. Any other justifiable reasons, reviewed and approved by the Board of Directors.

The Manager of the team losing a player shall promptly advise the Player Agent. The applicable Player Agent shall advise the President and the Board. If the Board determines that the player is permanently lost to the team, the President will send a letter of release to the player and the parents indicating the player is released from the team and the League. This action creates an open roster spot for a replacement player unless the opening occurs with only 2 weeks or less remaining in the regular season.

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Once an open roster spot is created, the Player Agent shall develop a list of players within the League who are eligible for play in the Majors Division, including players on the waitlist at the time the open roster spot is created. The Manager shall review the list with and advise the Player Agent of his preference, in order, for those players. The Player Agent shall then contact the parents of the players on the list in the order identified by the Manager needing a replacement player, until he confirms agreement from the parents of the player that they will agree to allow their child to play in the Majors Division and to become a member of the team needing a replacement player. That player will then become a permanent player on the team needing a replacement player. Preference will be given to League Age 12's.

In the event that there are no players available to become a permanent player on the team needing a replacement player, the Manager of the team needing a replacement player and the Player Agent shall go outside the League to try to locate a replacement player. Once a player list of outside available players is identified, the Manager shall identify to the Player Agent his preference, in order, for those players. The Player Agent will then contact the parents of the players in the order specified, until he confirms agreement from the parents of the players that the player will fill the opening. That player will then become a permanent player on the team needing a replacement player.

Note: Failure by the Manager to advise the Player Agent of a player's continued absence may result in disciplinary action against the Manager.

Note: If a player candidate declines to become a member of the team needing replacement, he will no longer be eligible to play in the Majors Division for the balance of the season.

(2) Insufficient Player Availability to Field a Team for a Game (less than 9 players)

When a team's total number of players is insufficient to play a game (less than 9 players), the Manager of that team shall, at his/her first opportunity, inform the Player Agent and also provide the Player Agent with the name of the players that are not available. The Player Agent shall then consult his list of Majors Division players who have agreed to participate in extra games for other teams, and he shall contact the parents of the players on the list in the order that the list is kept until he receives confirmation that a player is available to play. That player shall then fill the spot on the team needing players to reach the minimum level required by rule (9 players). Once the level of 9 players is reached, no additional players may be added to the team for temporary use.

Note: The player provided to the team for temporary use may not pitch in the game. Additionally, and in the event that a permanent player who was thought to be unavailable to play later becomes available, and the temporary player is not informed by the Player agent more than 2 days in advance that he is no longer needed to act as a temporary player, the temporary player must play no less than 4 innings, in the game he was asked to participate in.

Note: Once a player has been used for temporary use, the Player Agent shall attempt the next time a temporary player is needed to locate a different player. The purpose is to provide the opportunity to play more games to more players.

B. Minor Division

A Temporary Replacement Player Pool shall be established for the Minor A, AA and AAA Subdivisions. The appropriate Player Agent shall ask the Managers in these Subdivisions to invite players to

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participate in the Temporary Replacement Player Pool. All responding players shall be placed in a wait-list-pool for Temporary Replacement Players for the next Subdivision above their current playing Subdivision. The Pool is always open for players to join or leave. The order of selecting Temporary Replacement Players is based on the order in which the players were placed on the list. If a player is not available, as determined by the player's team Manager, then the selection moves on to the next available player. The Player Agent for each Subdivision shall control and maintain the wait list and shall administer the following Temporary Replacement procedures.

If a team roster dips below 9 players for an upcoming game, then the team Manager will notify the Player Agent that a player is needed. The Player Agent will select from the Temporary Replacement Player Pool the next player listed and then determine their availability, and gain the approval of the player's Manager. The following procedures are to be followed:

1. As soon as possible and within 24 hours of losing a 9th player, the team Manager shall notify the Player Agent of the reasons leading to the request for temporary replacement.
2. If the Player Agent agrees that the reasons are justifiable, the Player Agent shall call up a replacement player as follows:
 - a. Player Agent selects the replacement player on the top of the list of the next lower Subdivision Temporary Replacement Player Pool.
 - b. Player Agent verifies with Manager player's availability. If player does not/cannot take the Replacement, the player goes back into the pool and waits a full cycle of all players in pool before being eligible again (i.e. goes to the bottom of the list).
3. In the event of three consecutive Player absences and/or two missed games by a Player, the Manager shall notify the Player Agent for appropriate action. At the discretion of the Board, the player may be dropped from the team unless he has a legitimate excuse for his absences. While a player may, with the approval of the Board, be disciplined for unexcused practice or game absenteeism, or other infractions, Managers are directed to use the utmost discretion in this action. The Player Agent must notify the Players Parents/guardians and warn the player in writing of possible disciplinary actions in an effort to correct the situation prior to instituting the disciplinary action.
4. All Temporary Player Replacement must be accomplished by coordination between the team Manager and the Player Agent. The Player Agent shall arbitrate team equalization if this is required. Arbitration shall be held at the request of a Manager or the Board of Directors.

VI. Rained Out, Postponed or Suspended Games

A. Majors and Minors Divisions

Rained out, postponed or suspended games in the Majors and Minors Divisions will be made up or completed pursuant to the following rules:

1. Regular season make up games will be rescheduled for the next available day after the missed game as determined by field availability. Sunday is considered an available day for rained out, postponed or suspended games.

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2. Once a game has been rescheduled, that becomes the current official schedule and that time slot is no longer available for other games to be rescheduled into.
3. If multiple games in a day are postponed, games will be rescheduled in the order they were originally scheduled to be played. For example: if two Saturday games are postponed, and Sunday is the next day with field availability, the first originally scheduled game from Saturday would be rescheduled into the first open time slot on Sunday and the second game from Saturday rescheduled into the second open time slot on Sunday.
4. Should there be only one open time slot on Sunday, the second Saturday game would be rescheduled on the next day with field availability (i.e., Monday or later).
5. Should a game need to be rescheduled more than once, the game will again be rescheduled for the next available day based on field availability as determined by the current official schedule. This game will not have the priority to "bump" any other originally scheduled or rescheduled game.
6. Tournament games will be played in the order that they were originally scheduled. Rained out, or postponed games will be played the next day. Any previously scheduled games impacted by the rescheduled Tournament game(s) will be pushed out accordingly.

B. Clinic Division

Rained out, postponed or suspended games in the Clinic Division may be made up depending on the availability of fields and other considerations, all of which is in the sound discretion of the Clinic Division Player Agent and the Board.

VII. Final Season Standings

A. When Regular Season is One Continuous Season with an End of Season Tournament

When a season is not divided into halves or thirds and is run as one continuous season, the team with the best overall record is declared the Regular Season Champion. If two or more teams finish with a tie for the best record in a continuous season, ties are resolved by comparing the following, and in the order set forth until the tie is resolved: 1) Record in head-to-head competition, 2) Least runs allowed, 3) Highest run differential. If the tie is not resolved through application of the tie-break-formula, it is to be resolved by a single elimination playoff game between teams have tied, seeding to be determined at random by coin flip in the presence of the managers.

At the player agent's discretion, additional interleague games or league games may be added to the schedule but will not count toward the overall standings in the division. Managers will be notified ahead of opening day as to which games count toward the standings and which do not.

The ranking of each team based upon their overall record in the continuous regular season and any applicable tiebreakers will determine the seeding for the End of Season Tournament. The End of Season Tournament schedule will be arranged by the player agents and will be a modified double elimination tournament.

The District 30 Tournament of Champions shall be seeded as follows:

- #1 Seed = The winner of the End of Season Tournament
- #2 Seed = The Regular Season Champion
- #3 Seed = The runner up of the End of Season Tournament
- #4 Seed (if applicable) = The remaining team with the best Regular season record

In the event of two or more teams finishing with the same overall Regular Season record ties are resolved by comparing the following, and in the order set forth until the tie is resolved: 1) Record in head-to-head competition, 2) Least runs allowed, 3) Highest run differential. If the tie is not resolved through application of the tie-break-formula, it is to be resolved by a coin flip.

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B. When Regular Season Broken into Halves

When a season is divided into two halves and a team finishes with the best record in each half, that team is declared the Season Champion. Under that scenario, second and third place are determined by best overall record.

If two teams finish with a tie for the best record in a half, ties are resolved by comparing the following, and in the order set forth until the tie is resolved: 1) Record in head-to-head competition, 2) Least runs allowed during games in that half, 3) Highest run differential in that half. If the tie is not resolved through application of the tie-break-formula, it is to be resolved by coin flip as conducted by the Player Agent for the applicable Division/Subdivision, and in the presence of the Managers whose teams have tied. If different teams win the first and second half, the two winning teams shall play a championship game to determine the Season Champion. The game will occur on the date chosen by the Board. The team that loses the Championship Game finishes in second place. Third place goes to the team with the next best overall record, with ties being resolved under the formula noted above.

Note: In a tie situation, all teams must have played the same number of regular season games. Suspended or postponed games must be made up prior to the Championship Game. Additionally, if more than two teams are tied, the tiebreaker formula must be applied simultaneously to all tied teams, such that if the head-to-head comparison does not break the tie and reveal the winner, the next category is compared (least runs allowed), and so on, until the application of the same category breaks the tie.

C. When Regular Season Broken into Thirds

When the season is divided into thirds, if one team wins all three thirds, they are declared the Season Champion.

If one team wins two of the thirds, and a second team wins one of the thirds, the teams will have a play-off for the Championship. The team winning only one of the thirds must beat the team winning two of the thirds twice in a row, or they will be declared the runner up and the team winning two thirds will be the Season Champion.

If three different teams win a third, the team with the best overall record (ties being resolved as set forth above) will advance to the Championship Game. The other two one-third winners will have a one game playoff to see who advances to the Championship Game. The winner of the Championship Game is declared the Season Champion. The other team playing in the championship game is declared runner-up. Third place goes to the team with the next best overall record, with ties being resolved by the formula set forth above.

Note: The Season Champion team (and in some years the second-place team, as determined by District 30) from the Majors Division and Triple A Subdivision will be selected to represent the League in the District 30 Tournament of Champions. Rules governing the District 30 Tournament of Champions are promulgated by District 30.

D. When Regular Season Halves or Thirds are not Feasible

If breaking the season into halves or third is not feasible due to fairness or at the discretion of the Board, the Season Champion will be determined by the team with the best overall inner-league record (TWLL vs TWLL games only). Second place goes to the team with the next best overall record. In the event of a tie, the Season Champion will be determined by the tiebreaker formula set out in Section VII(A) above.

E. Interleague Play

Should any division participate in interleague play with another little league, the Board shall determine what, if any, impact such games should have on the Final Season Standings and Season Champion declaration.

VIII. All Stars Player Selection

National Team

The National Team will consist of 12 to 13 players, unless more players are allowed by Little League rules, at the discretion of the Manager. All players eligible for All-Stars per Little League rules and ages 11 or 12 may be considered.

The players of the Major Division will select 11 League Age 12-year-old players that they would like to represent the league on the National Team. The four players that received the most votes will be automatically selected for the team. If there is a tie for the fourth position after a recount, both

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players will be added to the team making the 4th and 5th positions. Balloting will be administered by the Majors Division Player Agent, and votes will be counted by the Majors Division Player Agent in the presence of at least two other Board Members who will verify the counts. The results of the balloting and a vote count tally for all league age 12-year-old players at the Major's level will be provided to the Major Managers for the next phase of the selection process.

The Major Managers select the balance of players on the National Team up to the 11th roster spot, and by majority vote. They also select by majority vote a pool of up to six players to act as alternates. The Manager of the All-Star team must select the 12th (and 13th if applicable) player and two alternates from the alternate pool.

B. 11-Year-Old State Team

The 11-year-old State Team will consist of 12 to 13 players, unless more players are allowed by Little League rules, at the discretion of the Manager. All players eligible for All-Stars per Little League rules and age 11 and under may be considered by the Manager.

The same Major players balloting process used for the National Team will be used for the 11-Year-Old State team.

The Major Managers select the balance of the 11 players by Majority vote. The Major Managers then select a pool of up to six players to act as alternates. The Manager of the All-Star team must select the 12th (and 13th if applicable) player and two alternates from the alternate pool.

C. 9-10 State Team

The team will consist of 12 to 13 players, unless more players are allowed by Little League rules, at the discretion of the Manager. All players eligible for All-Stars per Little League rules and ages 10 and under may be considered by the Manager. The AAA Managers select the first 11 players by Majority vote. The AAA Managers then select a pool of up to six players to act as alternates.

The Manager of the All-Star team must select the 12th (and 13th if applicable) player and two alternates from the alternate pool. The two alternates are NOT eligible to play on the Pool Play team.

IX. VJ Lovero Award Winner Selection

Each year since 1998, the Major Division players vote for one individual that most promotes the ideals of integrity, sportsmanship and respect for the game of baseball. This award is the highest honor given to any player at TWLL because it is voted on by his/her peers.

Balloting will be administered by the Majors Division Player Agent, and votes will be counted by the Majors Division Player Agent in the presence of at least two other Board Members who will verify the counts.

X. Rules of Conduct

A. Overview

Except as modified by Local Rule, the Little League Baseball Official Regulations and Playing Rules, Current (the "Green Book"), govern all levels and teams. All Managers and Coaches should thoroughly be familiar with all of the rules. The following rules of conduct and play are shared for clarifications, and

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unless otherwise specified, apply to all levels of play. Failure to follow these Rules of Conduct can result in penalties and infractions described throughout these Local Rules. Should any Rules of Conduct conflict with the Green Book, the Green Book rule shall control.

Managers & Coaches

1. Managers, Coaches, and players not actively participating in the game are to remain in their respective dugouts and out of fair territory.
2. Managers and coaches must control their tempers, as well as their players' tempers, at all times. The throwing of equipment, improper or abusive language of any kind will not be tolerated.
3. Only the Manager of record on a team's roster may approach or question an umpire about a call made on the field. "Team Helpers" and "Parents" are not permitted to enter the field of play at any time.
4. Managers are ultimately responsible for the conduct of their fans/parents. The behavior outlined in Sections B(2)-(3), (5), and any other applicable Local Rules or Little League Rules shall apply to the parents and fans of the Manager's team.
5. No Manager or Coach shall be allowed on the field of play, unless, time has been granted by the umpire.
 - a. Majors Division: During the ball game, the Manager may call time to confer with his pitcher and/or catcher. This meeting may take place on the pitching mound. Upon the second visit to the pitcher in a single inning and/or third visit in a game, the Manager must replace the pitcher. Only one (1) offensive time out per inning will be allowed.
 - b. Minor Division: During the ball game, the Manager may call time to confer with his pitcher and/or catcher. This meeting may take place on the pitching mound. Upon the third visit to the pitcher in a single inning (fourth visit in a game), the Manager must replace the pitcher. Only one (1) offensive time out per inning will be allowed.
6. Managers and coaches are responsible to ensure their dugouts are cleaned after each game played or practice held.
7. The home team manager and/or the coaches are responsible for performing field maintenance after each game. The last team to practice on a particular field for the day is responsible for performing field maintenance for that field.

B. Players

1. Chattering by the players is properly considered to be part of the game; however, it shall be kept within the bounds "of good sportsmanship." Improper or abusive language, reference to a player's ability, or actions, which confuse or intimidate any player, shall not be permitted. The familiar chant, "hey batter, hey batter..." will not be allowed. Similarly, yelling designed to disrupt the pitcher during his windup and delivery shall not be permitted.
2. Casts may not be worn during the game. Soft braces may be worn subject to the umpire's approval. Players who have been injured may not resume practice or play until a doctor's release has been submitted to the Safety Officer.
3. All male players must wear athletic supporters. Male catchers must wear the metal, fiber or plastic

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type cup and an appropriate length, approved chest protector. Female catchers must wear long or short-sleeved model chest protectors. All catchers must wear chest protectors with neck collar, throat guard, shin guards and catcher's helmets, all of which must meet Little League specifications and standards. All catchers must wear a mask, throat protectors and catcher's helmet during practice warm-up and games. Note: A skullcap is not permitted.

If a game cannot be played because of the eligibility of either team to place nine (9) players on the field before the game begins, this shall not be grounds for automatic forfeiture, but shall be referred to the Board of Directors for a decision. Note: A game may not be played at any time with less than nine (9) players on each team.

C. Levels of Infraction

Consistent with the above rules of conduct, the following actions will occur provided the complaint procedure, below, is followed. As a general rule, the Board shall have complete discretion to alter the infraction policies and/or penalties for the actions of Managers, Coaches or Parents that, in the opinion of the Board, are not in keeping with the conduct expectations of TWLL. In addition, any TWLL Board Member or umpire may eject a Manager, Coach, spectator, or player for unsportsmanlike conduct or any violation under Rule X.

Level 1 Infraction

Level 1 Infractions will result in either a warning (written, e-mail being sufficient) and/or a one game suspension:

1. Use of swearing or profanity of any nature.
2. Use of abusive, derogatory or defamatory language toward anyone on the "ball field"
3. Verbal abuse/heckle any opposing players or umpires directly or indirectly
4. Smoking or chewing tobacco at the facilities.
5. Bringing a dog to the TWLL field facilities.
6. Violation of local or Green Book rules.

Level 2 Infraction

Level 2 Infractions will lead to the suspension of the Manager, Coach, Assistant Coach, player or member (parents) from participation in Tustin Western Little League activities for a period to be determined in the sole discretion of the Board are listed below:

1. Failure by a team manger, or his designated coach/player agent approved representative to attend all player evaluation events.
2. Repeated misconduct after a warning has been issued
3. Dangerous play/intent to harm another player

Level 3 Infraction

Level 3 ("Major") Infractions which will lead to the suspension of the Manager, Coach, Assistant Coach, player or member (parents) from participation in Tustin Western Little League activities for the remainder of the season are listed below:

1. Any of the above-mentioned participants who intentionally hits and/or attempts to physically

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harm an umpire or any other TWLL participant on the baseball facility.

2. Any Manager, Coach, Assistant Coach, parent, guardian, player or other parents or representative of Tustin Western Little League, who participate in violent behavior with any spectators, Tustin Western Little League players or members and/or any other person during any league game or function, shall be automatically expelled from TWLL.
3. Causing physical harm to an opponent due to any act of violent conduct.
4. Repeated misconduct after a warning has been issued such that, in the sole discretion of the Board, the offending party's continued involvement is detrimental to the League.
5. Any acts of vandalism to the ball field facilities.

If a member has been suspended for a season, they will not be allowed on a TWLL facility until they have submitted a written request for permission to resume participation in TWLL to the Conduct Committee. This Conduct policy will be enforced to all Managers, Coaches, players, parents and Board Members.

D. Complaint Procedure

The Little League International Sport Parent Code of Conduct will be utilized. If an issue does arise the following actions will be taken:

Step 1 – If a Board Member is not otherwise made aware of an issue, a verbal complaint must be directed to the Player Agent for the Division/Subdivision within 48 hours of the event. If a Board Member is the reporting party he/she shall timely and discreetly inform the Player Agent within 72 hours of the event and the Player Agent shall proceed to Step 2(b).

Step 2 – (a) If the complaint is not resolved to the satisfaction of the complaining party, the complaint must be submitted in writing to the Player Agent, with the complainants name, phone number, email address, the nature of the complaint, who the complaint is against, the name of any witnesses involved, and the complainants recommendation for resolution. All formal complaints at Step 2 must be received by the Player Agent within 72 hours of the original incident.

(b) After receiving a complaint, the Conduct Committee shall review the case, talk with any parties involved and make a decision based on the Tustin Western Little League's Conduct Tolerance Policy. The Conduct Committee shall use reasonable efforts to promptly and efficiently resolve all complaints.

If the recommendation of the Conduct Committee is to suspend a member for more than one game or terminate his/her membership, the recommendation must be forwarded to the Board for 2/3 approval. All members will have the right to attend that Board meeting, to be scheduled within a reasonable period after the Committee's decision, to give his/her side of the incident. The Board decision is final. Members suspended will not be allowed to participate in any TWLL function including practices, games, and special events until all games they are suspended from are served.

When a Manager, spectator, Coach or player is ejected from a game, they shall leave the field immediately and take no further part in that game. A Manager, spectator, or Coach ejected from a game must LEAVE the game site (i.e. physically remove themselves from TWLL grounds) for the remainder of that game and may not be within earshot of the parents, Coaches, players or umpires. The game in which the ejected Manager, Coach, parent or player is ejected will not resume until the Manager, Coach, player or parent has left the game site. Players ejected from the game, may wait in the stands for the game to finish, but will be asked to leave the facility if he/she creates any disturbance. Any Manager,

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Coach, player or spectator ejected from a game is automatically suspended for the following game.

XI. Umpires

Umpires are representatives of the League, regardless of age, and shall be treated with respect and courtesy by Managers, Coaches, players, and parents at all times. Judgment calls made by the umpire are final. If a Manager feels that an umpire's decision is incorrect, he may speak only to the umpire making the call. An umpire may ask others in his umpiring crew for help in making a call, but that decision rests with him alone.

Umpires and Managers have a shared responsibility to see that the game(s) are played according to the rules, and to its end, discussions between them can often be beneficial. However, conversations shall always be conducted in a gentlemanly and sportsmanlike manner. Attempts to intimidate an umpire will not be tolerated.

XII. Rules Relating to Pitching

A. Green Book Governs

Green Book Rules relative to pitch counts and all aspects of pitching apply in all Divisions/Subdivisions where pitchers are used to deliver the ball to the batter. With the foregoing said, TWLL's local rule is that until such time as weekday or Sunday (if Sunday games are scheduled the same week as Saturday games) games are scheduled, no pitcher may pitch more than three (3) innings per game. In other words, the three inning local rule shall not apply to any game played during a week where there is more than one game scheduled (i.e. two or more games scheduled in a given 7 day period)

B. Targeted Use of Intentional Walks

Managers who use intentional walks against the same player excessively, may be subject to disciplinary action.

C. Pitch Counts

The Official Scorekeeper shall keep track of pitches thrown by all pitchers appearing in the game. When requested by a Manager or umpire, they shall provide that information. However, the Manager is responsible for knowing when his/her pitcher must be removed.

If possible, the Official Scorekeeper shall inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in the Green Book. The umpire-in-chief will inform the pitcher's Manager that the pitcher must be removed in accordance with Regulation VI (c).

However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the Manager, does not relieve the Manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

Violation of the pitch count rules by the Manager can result in protest of the game in which it occurs.

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XIII. Game Time Limits

1. Time limits are imposed to ensure that all games may be played according to schedule, and without delays. The intent of the time limits, therefore, is that they be applied only when it is absolutely necessary. Otherwise, six (6) full inning ball games shall be played.
2. Official Sunset Time: Before Pacific Daylight Savings Time begins, the official time of sunset as reported in the daily newspaper or website shall determine and regulate the end of TWLL games. The plate umpire at each field shall keep official time on his timepiece, and his decision shall be final.
3. Saturdays: No new inning may begin after 2 hours OR after the official time of sunset. For clarification, a new inning begins with the “last out” of the previous inning. The two hour limit will not apply to the last game of the day.
4. The responsibility for terminating games due to sunset time, weather and any conditions that may affect player safety will be the plate umpire at each individual field. When available, the plate umpire is encouraged to consult the Board Member On Duty or another Board Member. If the plate umpire is under the age of 18, he/she is required to consult with the Board Member on Duty or another Board Member.
5. Regulation Games, All Divisions: The umpire shall declare the last inning if it becomes evident that a full six (6) inning game will not be possible due to official sunset time, time limit, weather, etc. All innings that are started must be completed. No inning will revert back to the previous inning to prevent time delays by Managers. If the umpire declares last inning and must call the game mid-inning due to darkness, the game will be treated as a suspended game and only the current inning (the one being played at the time darkness was called) will be made up prior to the next time the two teams meet.
6. There are no tie games in Single A through Majors. All ties will be treated as suspended games and will be made up prior to the next time the two teams play.

XIV. Pre-Game Procedures

1. Home team shall occupy the third base dugout, and shall provide an official scorekeeper.
2. The visiting team shall take the field for warm-ups 30 minutes before game time. The visiting team has until 20 minutes before game time and then must relinquish the field to the home team. The home team shall take the field for warm-ups 20 minutes before the game time. The home team has until 10 minutes before game time and then must relinquish the field and have it cleared for the Manager and umpire meeting. Managers and umpires shall meet at home plate 5 minutes before game time to exchange line-ups and discuss rules. Umpires shall strictly enforce these limits, as well as field warm-ups between innings.
3. Keeping in mind the safety aspects for each game, Managers may wish to discuss any problems concerning field conditions, ground rules, etc. during the pre-game line-up exchange.
4. The umpire may also ask to see the registration forms for all the boys in each line-up. The original of these sheets are necessary since they contain signed medical releases that allow for emergency treatment in the event of an injury. Managers should have the originals of these sheets with them at all times, as medical providers may not honor copies.

XV. Scorekeepers

The Manager or Coach for the home team is not allowed to be the official scorekeeper. This scorekeeper should sit close enough to the home plate umpire to allow proper exchange of information. The scorekeeper at the Minor AA, Minor AAA and Major Level must sit in the designated booth. Note: The official scorekeeper is not permitted to inform either bench of game situations, batters out of order, etc. The scorekeeper is an impartial official, and must maintain that impartiality during the game.

XVI. Practices

Practices shall be limited, such that no player shall be required or encouraged to attend more than 4 Little League events per calendar week. A “Little League Event” means a game or a practice. If there are two games in a given week, there shall be no more than two required practices. For the first violation, the Manager will receive a warning. For each subsequent violation the Manager will receive a one game suspension. Repeated violations will result in appropriate action by the Board.

XVII. Playing Time and Substitution

1. Minor and Major Divisions: All players shall remain in the batting line-up, even if they are not playing a defensive position. Each player is required to play a total of nine (9) defensive outs, but not necessarily consecutive. All players, including non-starters, may be taken out, and later put back in the defensive line-up to accommodate this rule. Any player who is not able to play nine (9) defensive out due to a shortened game by darkness, time limit, and no home half of the sixth inning, etc., must start the next game, and must remain in the game until he has played the mandatory time.
2. Minor Divisions Minimum Infield Play: AAA players must play at least one (1) inning in the infield during each game. AA and A players must play at least two (2) innings in the infield during each game. The minimum infield play requirement may be waived if such requirement would impose an unreasonable safety risk on the player and only after consultation with and agreement by the player’s (a) parents/guardians, (b) the team manager, (c) the player agent and/or league president. The player agent and/or league president must consult with the other division managers on the issue. Managers are **encouraged** to meet the minimum infield play requirements by the end of the 4th inning of play.
3. The penalties for violating the “Mandatory Play and Substitution” requirements described in this Section XVII include:
 - a. An automatic Level 1 Infraction and referral to the conduct committee for the first offense.
 - b. A one-game suspension to the Manager for the second offense.
 - c. A seasonal suspension to the Manager upon the third offense.

The TWLL Board may impose a more severe penalty if the mandatory play violation is deemed intentional.

4. The Player Agent, who has the power to impose penalties a. and b., shall monitor these situations. The Board must approve a seasonal suspension.
5. Should a Manager wish to enforce disciplinary measures with one of his players, he may only limit the player to the mandatory playing time without the approval of the Player Agent. For repeated

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infractions, the Manager may suspend the player for one game with the approval of the Player Agent.

VIII. Protests

1. Protests should be discouraged but if utilized properly, they can in fact be effective in defusing arguments, as well as speeding play. Protest shall be considered only when based on violation or interpretation of the playing rules, or in determining the use of an eligible player. No protest shall be considered on a decision involving an umpire's judgment.
2. Equipment, which does not meet specifications, must be removed from the game immediately but shall not be the basis for a protest.
3. A simple notification by the Manager to the umpire that the game is being played under protest is all that is required at the time. After consultation, if the umpire is convinced that the decision is not in conflict with the rules, the umpire will announce to both Managers that the game is being played under protest. The Manager must then submit the protest in writing to the Player Agent or League President within 24 hours of the end of the game in question.
4. A committee composed of the League President, Player Agent, and a member at large will make a decision on the protest after receiving an opinion by the chief umpire, and the game umpire. The committee shall respond to the protesting Manager as soon as possible, but no later than 7 days after the submission. The committee may also consider a written account from the Manager on the opposite side of the protest, if he wishes to submit one within the same 24-hour limit.

XIX. Balls Leaving the Field of Play

1. On fields where fences delineate the outfield boundaries, a fair ball which goes beyond the "field of play" fence in foul territory will constitute a ground rule double.
2. On many fields, cones are used to define the limits of the outfield. Balls hit past the cones on the fly, or a ball that strikes the cones on the fly, whether touched by a defensive player or not shall be considered home runs. Ground balls which pass the cones, whether touched by a defensive player or not, are considered ground rule doubles.

XX. Majors, Minor AAA and AA Local Rules

1. Current Little League Minor Division and Tee Ball Official Regulations and Playing Rules shall apply to all games, as modified by Current TWLL Local Rules and the following. These local rules are intended to clarify the Official Rules or govern local conditions.
2. The following divisions will utilize the double first base (safety base): Rookie, A, AA, AAA and Major.
3. The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire, this behavior is occurring, those responsible including any player(s), coach(es), and/or manager shall be ejected from the game.
4. Minor AAA and AA only: Teams must bat all eligible players. AAA players must play one (1) inning in the infield each game. AA players must play two (2) innings in the infield each game. Infield positions include Pitcher, Catcher, 1st base, 2nd base, 3rd base, and Shortstop. This is also described in the Section XVII obligations.
5. Rule 6.02(c) has been adopted by TWLL - after entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat.

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5. Infield fly rule will be called in AAA and above. There is no infield fly rule in AA or below.
6. No new inning shall start after 2 hours from the official game start time, which is kept by the umpire and recorded by the official scorekeeper. There is not a 2-hour limit if there is not a game following, for so long as safe conditions permit: examples are the last game on a Saturday or any weekday game.
7. Concrete pad in front of dugout area is considered part of the dugout. Any balls going onto the concrete or into the dugout itself are out of play. Balls that hit the outer edge of this concrete pad and bounce back into fair territory are still in play.
8. Out of play down either line will be designated by the front dugout fence, extended.
9. Five-Run Rule. A team, whether ahead, behind or tied, may not score more than five runs in an inning. Once the fifth run crosses the plate, the half inning ends, regardless of outs. The exception to this rule shall be if the batter hit a homerun with runners on base in which case all runs batted in by the homerun shall be scored. This rule shall not apply to the sixth inning or declared last inning (or subsequent innings in case there is a tie after six) - an unlimited number of runs may be scored in these situations.
10. Courtesy Runner: A manager may substitute a “courtesy runner” for the catcher and/or pitcher of record when there are two (2) outs. A player whose name is on the team’s batting order may not become a substitute runner for another member of the team. Neither the pitcher nor the catcher is subject to removal from the lineup. The same courtesy runner may not run for both the pitcher and the catcher at any time during the game. A courtesy runner must be reported to the plate umpire. Exception: If the continuous batting order is used, the “courtesy runner” may be in the team’s batting order and must be the player in the batting order who made the last out.
11. **Minor AA Only:**
 - a. Ten defensive players may be used on the field, 4 must be outfielders. The outfielders must play in the outfield, and must start each play, i.e., each pitch, outside the radius of 60 feet from the “pitching rubber” (about 15 feet behind second base). Whether an outfielder is outside the radius shall be a judgment call by the umpire.
 - b. There will be no stealing home until the second half of the season, or in the case of a season played in thirds, until all teams have played each other one time previously.
 - c. There are no illegal pitches.

XXI. Minor A Local Rules

1. Each player must be on the field for a minimum of four full defensive innings (12 defensive outs), which do not have to be consecutive, with at least two (2) innings in the infield.
 - a. Managers may substitute freely at the beginning of each defensive inning, but once an inning has begun, substitutions may only occur as a result of an injury. However, defensive players on the field may switch fielding positions.
 - b. If the game is completed in fewer than six defensive innings, each player shall be deemed to have completed his/her minimum defensive playing time with three defensive innings (nine outs). Any player not playing the required time will start the next regularly scheduled game as a starting player.

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- c. Managers are required to play each player in the infield for at least two (2) innings. Infield positions include Pitcher, Catcher, 1st base, 2nd base, 3rd base, and Shortstop.
2. Teams will play with ten players on the field, four of whom must be in the outfield. Outfielders must be positioned behind an imaginary arc extending from home plate and encompassing the point that is 25 feet behind second base (roughly 10 feet beyond the start of the outfield grass).
3. If a team can field only nine players, that team may play with three outfielders. The opposing team will still play with ten fielders.
4. A pitching machine shall be used for all Single A games. The pitching machine shall be a Blue Flame pitching machine placed at approximately 42 feet from Home Plate, and set at Power Level between Six and Eight, as determined by the Clinic Player Agent.
5. The batter will be allowed six pitches unless the batter hits a ball in fair territory or strikes out. The offensive team's Manager or Coach will feed balls into the machine. If a batter is hit by a pitched ball, the ball is dead, batter does not go to first base. The batter's turn shall not end on a foul ball. (Except if it's a foul fly, which is caught.)
6. Errant pitches will not be counted, including the sixth pitch. Exception: If the batter swings and misses, providing it is not the sixth pitch. If the batter has two strikes and swings at an errant pitch, and this is not the sixth pitch, it will be strike three and the batter will be out. Umpires shall determine all errant pitches.
7. Bunting is not allowed. The batter must take a full swing.
8. Batting Machine Interference
 - a. A batted ball hitting any part of the pitching machine or stopping underneath the machine shall be declared a dead ball and an automatic single. Runners will advance one base.
 - b. A thrown ball getting stuck in the machine or stopping under the machine shall be declared a dead ball. If a player reaches underneath the machine for a ball, the ball shall be declared a dead ball (players should be taught not to reach under the machine). The runners are allowed to advance only as far as the umpire deems they would have gotten had the ball not been affected by the pitching machine.
 - c. In all cases involving the machine, safety is first. The umpire has full discretion to declare a dead ball and to place runners as far as the umpire deems they would have gotten had the ball not been affected by the pitching machine.
9. Five (5) run limit per inning. No limit on runs shall be applied in the sixth or last inning of the game. Additionally, if a player hits a home run (Over the fence/cones home run) at any time during a game all runs will count. Example if the game is only 5-innings due to time, this will be considered the last inning. Additionally, if the game is tied in the 6th inning and there is time to play an extra inning, the same shall apply as the last inning.
10. Base Running
 - a. Stealing is not allowed until the second half of the season.
 - b. Only one base may be stolen per player, per pitch, even if the ball is overthrown.
 - c. A base runner may not steal home plate. A base runner on third base may score only as a result

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of a batted ball.

- d. There will be no delayed steals (on the throwback to the pitcher). A base-runner must clearly signal his intent to steal a base by running to the next base when the pitch crosses the plate. Once stealing is allowed, the base-runner may advance on an errant throw back to the pitcher (this would not be considered a delayed steal, but rather advancement on an overthrow).

Examples:

- (i) A base runner steals third base and the throw from the catcher to the third baseman is wild and goes into the outfield. The runner may not score because there is no batted ball on the play.
- (ii) If there is a runner on first base in this situation, that runner is permitted to attempt to advance to second base.
- (iii) With runners on base, the batter hits a ball to the shortstop that fields the ball and throws to the first baseman. The throw is wild and goes out of play. The runner(s) advance because the play is the result of a batted ball.

11. Players need to be instructed to stay out of the pitching machine area. The umpire has full discretion to call Time Out if he/she deems there is a safety concern. A circle measuring 12 feet in diameter will be chalked around the pitching machine. The player playing the position of pitcher must have one foot inside the circle behind the front of the machine until the ball is batted.

12. Stop Play. There is no "Circle" to stop play as previously existed in single-A. Instead, defensive players are encouraged to make plays and get outs as in "real" baseball. The batter and any runners on base can advance a maximum of two bases per batted ball (unless the hit is a "legitimate" home run; i.e. over the cones/fence), including any bases awarded as a result of an overthrow.

Note: Play shall be stopped when, in the judgment of the umpire, the players indicate their intent to stop play. This could be the result of the base-runner(s) stopping at a base and no longer attempting to advance, or by a defensive player holding the ball in front of a base-runner, forcing him to retreat or freeze. Once play has stopped, the ball will be returned to the pitching machine for the next batter.

Each Manager may request from the umpire a "time out" only once per inning. Time out cannot be requested until after the umpire has ruled that the play has stopped.

13. Infield fly rule does not apply.

14. No game shall start a new inning after two hours. Exception: the two hour limit will not apply to the last game of the day.

- a. The responsibility for terminating games due to weather and any other conditions that may affect player safety will be at the sole discretion of the umpires. The sunset time shall be used as a guide by the umpires to determine when a game shall be stopped due to insufficient light.

15. There will be 3 certified and Board approved adults permitted in a dugout. One approved adult must remain in the dugout at all times.

16. Bat Throwing. Any player who throws the bat will be given one warning per game. If it happens to the same player a second time, he will be called out and all runners will return to the base they occupied prior to the last pitch to the batter.

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17. Defensive Coach. One defensive coach is allowed in the outfield during the first half of the season.
18. Mercy Rule. Rule 4.00 of the Green Book shall apply with regard to starting and ending the game. However, if a game is ended early due to a mercy rule as described in Rule 4.10 the teams are encouraged to end the official game noting the win and loss for each team, but finish out the scheduled innings unofficially without impact to the prior outcome. For example, if Team A ahead of Team B by 10 or more runs after 4 innings then Team A is victorious. However, we encourage Team A and Team B to continue playing so that the players can continue to gain experience in the game. Should the teams continue to play, Team A will remain victorious regardless of the outcome of the continued gameplay.

XXII. Rookie Local Rules

Rookie Level baseball is designed to be a transition from the Clinic Divisions to the more competitive upper divisions of Little League. Coaches should focus on the development of fundamentals while introducing Rookie players to competitive baseball. Please keep the following in mind:

1. Two base maximum is in place to limit bases taken due to overthrows—Coaches should highly encourage and celebrate defensive plays. All throws should be encouraged as there is little downside to an overthrow.
2. Hitting off the machine is highly encouraged and is rewarded with an additional available base. As a Clinic Division, the League wants players swinging at balls from the machine with no fear of striking out. However, the league views a hit off the machine as more valuable than a hit off the TEE and therefore limits a hit off the TEE to a one base maximum for the hitter and any base runner.
3. Counting outs is highly recommended and a great way to “keep score”. Competition is “o.k.” and should be encouraged. The League has elected to not keep score in the Rookie Subdivision to encourage coaches to teach the game, focus on fundamentals and ease into competition.
4. The league encourages Coaches to keep the game moving quickly, limiting time between pitches and limiting coaching players at the plate. The batting Coach is there to encourage batters, assist players in getting in the right position in the batters box, if necessary, and to collect pitched balls and return bats to the dugout. Players will stay more involved and parents will be happier if Coaches keep the game moving.
5. Season Rules:
 - a. 6 innings of play.
 - b. Two hour time limit.
 - c. Two base maximum on hit/overthrow/play. Unless playing on a field with fences whereupon a ball hit over the fence shall be considered a home run. There are no triples.
 - d. Baseball used: Safety Ball, Level 5.
 - e. Pitching machine used: Louisville Slugger UPM 45 Blue Flame. Blue Flame pitching machine shall be placed at approximately 36 feet from Home Plate. Pitching speed set at Power Level between Two and Four, as determined by the Clinic Player Agent.
 - f. Each team will bat one-half of their batting order each inning, keeping the batting order intact throughout the game.

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Example 1: If both teams have 12 players, they will each bat 6 players each inning

Example 2: If both teams have 13 players, they will each bat 6 players in the first, third and fifth innings and will bat 7 players in the second, fourth and sixth innings. Because there is no scorekeeping, if one team has more players than the other, no additional at-bats shall be awarded to the team with fewer players.

- g. Each half inning will end when $\frac{1}{2}$ of the team line-up has batted (unless a team has an odd number of players in which case the above rationale will apply). The recording of outs shall not affect the ability of each team to bat $\frac{1}{2}$ of their order each inning.
- h. While at bat, the offensive team may have a Pitching Coach, First Base Coach, Third Base Coach, and a Batting Coach to assist batter and collect passed balls. Passed balls will be collected and kept in a bucket behind Home Plate. Each team must have a dugout Manager to control the players while the team is at bat.
- i. Each batter shall receive 5 pitches per at-bat. If the batter fouls off the fifth pitch (or continues to foul off subsequent pitches), the batter shall receive an additional pitch.
- j. The pitching machine may at times throw bad pitches. It is up to the pitching coach to call a “No Pitch”, if they deem the pitched ball unhittable due to being “wild.”
- k. Bunting is not allowed. A batter must take a full swing.
- l. There is a minimum distance that a batted ball must travel in order to be a fair ball. This area will be marked with a 10-foot arc in front of Home Plate (or will be at the discretion of the Coach feeding the pitching machine, if unmarked).
- m. Home Plate is in fair territory. The fact that a batted ball strikes Home Plate does not render it a foul ball.
- n. Any batted ball that hits the pitching machine, ball bucket or Pitching Coach is declared dead. The batter is awarded First Base, and all other runners advance one base. There are no strikeouts and no walks. If the 5 “good” pitches are not hit, the batter will hit off of a tee. There is a one base maximum for all balls hit off the tee—this includes the batter and any base runner.
- o. No base stealing. No lead offs.
- p. A maximum of three defensive Coaches are allowed. All other Coaches must remain in the dugout. Defensive Coaches should be positioned along the outfield foul lines, and behind Centerfield players, so as not to visually impede defensive players or base runners. Defensive Coaches are not allowed in the field of play. Any batted ball that hits a defensive Coach is an automatic Home Run.
- q. All players must play defense every inning—no player shall sit out.
- r. Teams are limited to 6 players in the infield. Infield is defined as Pitcher, Catcher, 1st Base, 2nd Base, 3rd Base and Shortstop. All remaining players shall play in the outfield.
- s. All players will play a minimum of 2 innings in the infield.
- t. All players will play a maximum of 4 innings in the infield.

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- u. Catchers must be behind Home Plate. If preferable, catchers may set-up at the backstop, but still must be in position to receive ball from pitching machine.
- v. The Pitcher acts as a fielder, standing with at least one foot inside a 12 foot circle around the center of the pitch machine as the pitch is made. The Pitcher must be positioned either to the side or behind, but not in front of the pitching machine.
- w. Outfielders must remain at least 15 feet behind the baseline, or on the outfield grass, until the batted ball is put into play.
- x. Outfielders may participate in infield play.
- y. Any ball thrown by a defensive player during the course of play that hits the pitching machine will be called dead, and the runners will advance one base.
- aa. Stop Play: except in the event of imminent or actual injury to a player, there is no calling of time out to stop play. Play shall be stopped after the players indicate their intent to stop play. Offensive Intent to stop play: the base-runner(s) stop at a base and no longer attempt to advance. Defensive Intent to stop play: player holding the ball in front of a base-runner, forcing him to retreat or freeze. Coaches must utilize good judgment on stoppage of play giving the benefit of the doubt to the defensive player.

XXIII. Coach Pitch Guidelines

These are to be used as guidelines and may be adjusted by the managers and Player Agent for the division. This is a non-competitive division with no wins, losses outs or runs tallied.

1. Length of Game: 3 or 6 Innings – estimated time 1 1/4 Hours
2. Batting
 - a. The coach is to pitch overhand no more than 5 pitches (good or bad). If the batter is unable to hit the ball, then the ball will be placed on the tee.
 - b. If playing 3 innings, each team will bat its entire lineup each inning. If playing 6 innings, each team will bat half of its lineup each inning.
 - c. A batted ball that does not travel sufficiently from home plate may be called a “foul ball” by the Manager or Coach.
 - d. A batter is not allowed to throw the bat. This is a safety risk to all participants and repeated offenses will subject the Manager to conduct discipline from the Conduct Committee.
3. Fielding
 - a. Each team is to position 5 players in the infield. One at first base, second base, third base, shortstop, and pitcher. A 6th infielder can be placed in front, or behind the second base bag. There cannot be 2 pitchers as this detrimentally limits the number of batted balls reaching the other defensive players.
 - b. Managers should make every effort to give players the opportunity to play all the positions. However, Managers are encouraged to be careful not to place a child in a position such as first base or pitcher if it creates a safety risk where a hard hit or thrown ball could injure the player.
 - c. Outfielders are to be placed a "minimum" of 10 feet beyond the base paths at all times. Do not congest the base paths with infielders and outfielders.

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4. Base Running

- a. There is no base stealing in Coach Pitch. A player who steals a base will be sent back to their original base.
 - b. No base runner is allowed to lead off their base. Base runners may only leave the base after a batted ball.
 - c. No running on overthrows. The runner is only awarded the base that they would have gained had there been a throw.
 - d. (Reserved).
 - e. Base runners may continue to advance when a ball is hit to the outfield for a maximum of two bases.
 - f. The last batter in the lineup runs all of bases to end that half of the inning with a “Home Run.”
 - g. Batters and Runners must wear protective helmets at all times
5. A maximum of three defensive coaches are allowed. All other coaches must remain in the dugout. Defensive coaches should be positioned along the outfield foul lines, and behind Centerfield players, so as not to visually impede defensive players or base runners. Defensive coaches are not allowed in the field of play. Offensive coaches may place themselves near first, third, and home plate.
 6. There is NO score kept at the Coach Pitch Level.
 7. There is NO official counting of outs at the Coach Pitch level.
 8. Orange cones (or a similar form of demarcation) will be placed in the outfield for homerun boundaries. If a ball traveling on the ground passed the cones on the ground will be a ground rule double. A ball traveling past the cones or nearest, positioned outfielder on the fly is a home Run. There are NO triples!

XXIV. Tee Ball Guidelines

These are to be used as guidelines and may be adjusted by the managers and Player Agent for the division. This is a non-competitive division with no wins, losses or runs tallied.

1. Length of Game - 3 or 6 innings – 1 ¼ hour
2. Batting
 - a. Each batter shall hit the ball off a batting tee. No coach-pitch is allowed.
 - b. If playing 3 innings, each team will bat its entire lineup each inning. If playing 6 innings, each team will bat half of its lineup each inning. Outs are not counted, but if a play is made on a batter or runner and they are out. However, the runner remains on base and the next batter is up.
 - c. A batted ball that does not travel sufficiently from home plate may be called a “foul ball” by the Manager or Coach.
 - d. A batter is not allowed to throw the bat. This is a safety risk to all participants and repeated offenses will subject the Manager to conduct discipline from the Conduct Committee.
3. Fielding
 - a. Each team is to position 5 players in the infield. One at first base, second base, third base, shortstop, and pitcher. A 6th infielder can be placed in front, or behind the second base bag. There cannot be 2 pitchers as this detrimentally limits the number of batted balls reaching the other defensive players.

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- b. Managers should make every effort to give players the opportunity to play all the positions. However, Managers are encouraged to be careful not to place a child in a position such as first base or pitcher if it creates a safety risk where a hard hit or thrown ball could injure the player.
 - c. Outfielders are to be placed a "minimum" of 10 feet beyond the base paths at all times. Do not congest the base paths with infielders and outfielders.
4. Base Running
- a. There is no base stealing. A player who steals a base will be sent back to their original base.
 - b. No base runner is allowed to leave their base until the ball is hit.
 - c. No running on overthrows. The runner is only awarded the base that they would have gained had there been no throw.
 - d. If a runner is on base and a fielder catches a fly ball the batter is technically out, but may continue to advance to first base, and all other base runners may advance one base.
5. A maximum of three defensive coaches are allowed. All other coaches must remain in the dugout. Defensive coaches should be positioned along the outfield foul lines, and behind outfield players, so as not to visually impede defensive players or baserunners. Defensive coaches are not allowed in the field of play.
6. The last batter in the lineup after each half inning runs the entire bases to end that half of the inning with a "Home Run."
7. Batters and Runners must always wear protective helmets.
8. There is NO score kept.
9. There is NO counting of outs. And while there is no official counting of outs, experienced Coaches tell us that our kids will stay very focused when you count how many outs you can get in a game.

XXV. Safety Plan

All Managers, Coaches, Team Parents, and Board Members must be familiar with the TWLL Safety Plan, a copy of which shall be delivered to each and available on the TWLL website.

Concussion Protocol. All managers and coaches are required to complete an online training regarding concussion and head injury protocol and safety. All athletes in the organization shall be provided with a concussion information sheet annually and obtain parent/guardian acknowledgement signatures before participation commences. TWLL will offer annual concussion education/training for administrators and coaches. If a manager or coach suspects that an athlete has a concussion, the following steps should be taken:

1. Remove the athlete from play.
2. Ensure that the athlete is evaluated by a licensed health care provider trained in the evaluation and management of concussions. The manager/coach will not try to judge the seriousness of the injury themselves.
3. Inform the athlete's parents or guardians about the possible concussion and refer them to the CDC fact sheet on concussion.
4. Keep the athlete out of play the date of the injury. An athlete shall not be permitted to return to play until he or she receives written clearance to return to athletic activity from a licensed

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health care provider. If the licensed health care provider determines that the athlete sustained a concussion or other head injury, the athlete must also complete a graduated return-to-play protocol of no fewer than seven days in duration under the supervision of a licensed health care provider.

XXV. How TWLL Business Is Conducted

1. The TWLL President shall be the presiding officer of TWLL Board Meetings; if the President is unavailable, then the Vice President shall be the presiding officer.
2. A quorum will be needed to transact business legally. The official quorum number will be the majority of Board Members. The only business that does not require a quorum is: taking measures to obtain a quorum; fixing the adjournment time; and to adjourn.
3. The presiding officer shall draft an Agenda (program or general orders). Any Board Member may request in advance of a Board Meeting that an item or subject be included on the Agenda. The presiding officer shall have discretion with respect to where and when to place such item on the Agenda. Further, any Board Member may request that items/subjects be added to the Agenda for future Board Meetings.
4. In addition to drafting the Agenda, the presiding officer's duties are generally as follows¹: To open the Board Meeting at the time at which it is scheduled by taking the presiding officer and calling the Board Members to order; to announce the business before the Board in the order in which it is to be acted upon; to recognize Board Members entitled to the floor; to state and to put to vote all questions which are regularly moved, or necessarily arise in the course of the proceedings, and to announce the result of the vote; to protect the Board from annoyance from evidently frivolous or dilatory motions by refusing to recognize them; to assist in the expediting of business in every way compatible with the rights of the Board Members, as by allowing brief remarks when undebatable motions are pending, if he thinks it advisable; to restrain the Board Members when engaged in debate, within the rules of order; to enforce on all occasions the observance of order and decorum among the Board Members, deciding all questions of order (subject to an appeal to the Board by any two Board Members) unless when in doubt he prefers to submit the question for the decision of the

¹ Robert's Rules of Order Revised, Fourth Edition, Article X, Section 58.

Board; to inform the Board, when necessary, or when referred to for the purpose, on a point of order or practice pertinent to pending business.

5. Whenever a motion is made referring to the presiding officer only or which compliments or condemns the presiding officer with others, it should be put to vote by the Vice President, the Secretary, or by the maker of the motion.
6. What Precedes Debate
 - a. A Board Member who has the floor makes a motion. The motion must be seconded.
 - b. The presiding officer states the motion. Only the presiding officer may put a motion before the Board.
 - c. If Board Members are debating an issue that applies to one or more Board Members, the presiding officer may request those Board Members to debate the motion then request that they excuse themselves if the presiding officer feels this will facilitate a more open and honest

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debate with remaining Board Members.

Example:

If a motion is only affecting a Board Member's team, the Board Member may state his/her opinion, but then leave the floor for the remainder of the debate.

OR

During debating Manager approvals the Manager Candidate may participate in debate regarding others, but must excuse himself/herself during debate referring to himself/herself.

7. The presiding officer can close debate only by order of the Board, which requires a majority vote of Board Members present.
8. The presiding officer will then “put the question to vote.”
 - a. In his discretion, the presiding officer may take the votes by voice (yeas and nays) or by general consent (asking if there is any objection to the proposed action).
 - b. When secrecy is an issue, the presiding officer shall put the question to vote by secret ballot.
 - i. All ballot votes will be folded before being put into the ballot collection device.
 - ii. Ballots will be counted by the presiding officer and recorded by the secretary.
 - iii. The presiding officer will state the question and the outcome of the vote, which will be recorded by the secretary.
9. Who is entitled to Vote?
 - a. Committee Members and Honorary Board Members hold no voting rights. TWLL will follow the general rule that no one can vote on a question in which he or she has a direct personal or financial interest. Spouses are not automatically included in this statement, only if they will benefit directly from the vote.
 - b. A Board Member can vote for himself or herself for any office or other position.
 - c. A Board Member can also vote when other Board Members are included with him or her in a motion, even when the Board Member has a personal or financial interest at stake.

Example:

"There has been a motion to declare the published sunset time as the official guideline for determining the time for calling a game due to darkness."

This motion would affect all Managers/Coaches so all may vote.

- d. The presiding officer is entitled to vote when the vote is by ballot, but must do so before the counting process has begun and in all other cases where the vote would change the result.

Example:

If a two-thirds vote is necessary, and the presiding officer's vote thrown with the minority would prevent the adoption of the question, he or she can vote.

OR

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The presiding officer may also vote with the minority when it will produce a tie vote thus cause the motion to fail. The presiding officer may not vote twice on the same issue.

Example:

Once to tie the vote, then once to break the tie.