

# Mukilteo Little League – 2024 Local Rules and Policies

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## Mukilteo Little League – 2024 Local Rules and Policies

**Mukilteo Little League 2024 Local Rules:** The objective of Mukilteo Little League ("League") shall be to implant firmly in the children of the community the ideals of good sportsmanship, honesty, loyalty, courage, and respect for authority, so that they may be well-adjusted, stronger and happier children, and will grow to be good, decent, healthy and trustworthy citizens. To achieve this objective, Mukilteo Little League, will provide a supervised program under the Rules and Regulations of Little League Baseball, Inc. All Directors, Officers, and members shall bear in mind that the attainment of exceptional athletic skill or winning of games is of secondary importance to the molding of future citizens.

Note: Local rules apply only when the official rules of Little League Baseball, Inc. ("Little League") do not address a specific or unique characteristic of Mukilteo Little League play. No part of the local rules can supersede any Little League rule, regulation, or policy.

### I. League Organization

1. Mukilteo Little League shall serve youth baseball and softball players living within the boundaries of the Mukilteo School District.
2. The management of the property and affairs of Mukilteo Little League shall be under the operation and direction of the Board of Directors according to the Constitution and By-Laws of the League.
3. Mukilteo Little League shall be divided into Baseball, Softball, and Challenger divisions. Unless so noted, local rules will apply to all divisions.

#### League Organization - Baseball Divisions

Division	League Ages	Team Size	Method of Team Formation	Notes
Tee Ball	5, 6	7-8	Player Agent Assignment	1
Rookie	7, 8	10-11	Player Agent Assignment	1, 2
Farm (if utilized)	8, 9	11-12	Draft Plan C – Vested Redraft	2, 3
Little League Minors	9-11	11-12	Draft Plan C – Vested Redraft	3
Little League Majors	10-12	12-13	Draft Plan C – Vested Redraft	
Intermediate League	11-13	12-15	Draft Plan B – Full Redraft	
Junior League	13-14	12-15	Draft Plan B – Full Redraft	
Senior League	14-16	12-15	Draft Plan B – Full Redraft	2

#### League Organization - Softball Divisions

Division	League Ages	Team Size	Method of Team Formation	Notes
Tee Ball	5, 6	7-8	Player Agent Assignment	1
Rookie	7, 8	11-14	Player Agent Assignment	1, 2
Farm (if utilized)	8, 9	11-14	Draft Plan C – Vested Redraft	2, 3
Little League Minors	9-11	11-14	Draft Plan C – Vested Redraft	3
Little League Majors	9-12	12-13	Draft Plan C – Vested Redraft	
Junior League	13-14	12-15	Draft Plan B – Full Redraft	
Senior League	14-16	12-15	Draft Plan B – Full Redraft	2

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## League Organization - Challenger Divisions

Division	Ages	Team Size	Method of Team Formation	Notes
Chad Werdell League	5-18	12-23	Player Agent Assignment	

### Notes

- 1. Teams at the Tee Ball and Rookie level are balanced by age and ability to the extent possible after consideration of school, coach requests, and friend requests.*
- 2. Younger players may petition to play at this level under the provisions of Local Rule I 4.8. **Only players who demonstrate sufficient ability and have approval of the Player Agent and Division Vice President shall be eligible to play in a higher division.***
- 3. Players league ages 9 through 11 not selected to a Majors team shall comprise the pool of players for the Minor League selection process. League age 9 players not selected to a Minors team shall comprise the pool for the Farm selection process.*

4. Baseball and Softball will be divided into the following divisions: Tee Ball, Rookie League, Little League (Major and Minor/Farm divisions), Intermediate League, Junior League, and Senior League.
  - 4.1. The Tee Ball division will be comprised of as many teams necessary to accommodate registered players league ages 5 and 6. The league may elect to combine Tee Ball Softball and Baseball depending on registration. Should this situation arise, at least one (1) division of teams will be Co-ed.
  - 4.2. The Rookie division will be comprised of as many teams necessary to accommodate registered players league age 7 and 8.
  - 4.3. The AAA Minors and Farm divisions will be comprised of registered players league age 9 through 11 not drafted to a Majors team. League age 12 players are only accepted into Minors under the provisions of Little League Regulation V (a). The Farm division is a Minors option based on registration and the annual decision of the Board of Directors. As much as is practical, given registrations, all teams in the Minors and Farm divisions shall carry the same number of players on the roster. The League will strive to limit the number of Minors/Farm teams to no more than twice the number of Majors teams.
  - 4.4. The Majors division will be comprised of as many teams necessary to accommodate all registered league age 12 players and at least 50% of all registered league age 11 players. All teams in the Majors division shall carry a minimum of twelve (12) players on the roster at all times. Each Majors team roster shall include a minimum number of 12-year-olds as determined annually by the Board of Directors.
  - 4.5. Intermediate League will be comprised of registered players league age 11-13 giving preference to 13-year-olds first. 11- and 12-year-olds will be allowed to double roster in Majors and Intermediate League and will be subject to an additional charge for the second division of play.
  - 4.6. Junior League will be comprised of as many teams necessary to accommodate registered players aged 13 and 14.
  - 4.7. Senior League will be comprised of as many teams necessary to accommodate registered players aged 15 and 16. Players age 14 can play in the Senior League to the extent that roster spots are available. Each Senior Baseball team roster shall include a minimum number of 16-year-olds as determined annually by the Board of Directors.
  - 4.8. Exceptions to the League age requirements may be allowed to the extent that roster spots are available at the discretion of the Player Agent and Division Vice President. Any request for an age exception shall be initiated in writing by the child's parent or legal guardian. Exceptions will

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only be considered if the child has had at least one year of playing experience at the level they are petitioning to move from. The appropriate skill level may be evaluated with a tryout supervised by a committee made up of at least 2 board members, preferably the Player Agent, Division Vice President, Safety Officer, and 1 or 2 managers at the division level that is being challenged. **Only those players who demonstrate sufficient ability and have approval of the Player Agent and Division Vice President shall be eligible for an exception.**

- 4.9. The Player Agent retains the right to recommend exceptions to League age requirements in situations where the safety of other players may be an issue. Such recommendations will only be considered with the approval of the child's parent or guardian.
5. The Challenger division shall consist of one division: "The Chad Werdell League." Each team will operate with a maximum of twenty-three (23) players. All players shall be between league age 5 and 18 years, or completion of high school.
6. The Board of Directors (at the request of the Player Agent) reserves the right to revise the number of teams or roster limits depending on player registrations.
7. The Board of Directors can, upon request of the respective Division Vice President, agree to affiliate with other Little Leagues within Washington State District One in all divisions, from Rookie to Senior League.

## II. Player Selections and Assignments

1. All children residing within the boundaries of Mukilteo Little League shall be given the opportunity to register for play, subject to roster limitations and registration date deadlines as set by the Board of Directors. No child whose registration is accepted by the Player Agent may be denied the opportunity to play solely based on ability.
2. It shall be the policy of Mukilteo Little League to obtain the most equitable distribution of player talent possible by selecting players through secret player draft and by making team assignments based on desire, skill, ability, and neighborhood proximity at the entry division levels.
3. Players shall be assigned by the Player Agents to teams within each division specified in the League organization on the following basis:
  - 3.1. For Rookie and Tee Ball divisions,
    - 3.1.1. Registrations are taken on a first come, first serve basis.
    - 3.1.2. Players are placed on the roster for the school they attend: If necessary, children from schools in close geographical proximity will be placed together to fulfill roster requirements.
    - 3.1.3. Players from private schools or home school will be placed on the roster of the public school they would attend if not in private or home school.
    - 3.1.4. Friend and coaching requests are permitted and will be considered to the extent possible.
  - 3.2. For Little League Majors, Minors, and Farm divisions, the selection of players is based on Regulations III, IV, and V of Little League Official Regulations and Playing Rules. A player draft process shall be utilized according to the following provisions:
    - 3.2.1. Players league age 10-12 must attend the Majors try-out for consideration at the Majors division level. All league age 12 players who have completed the tryout process must play in the Majors division. The only exception to this rule is due to safety considerations and requires Board and District approval under the provisions of Little League Regulation V(a). Each Majors team roster shall include a minimum number league age 12 players as determined annually by the Board of Directors.

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- 3.2.2. Players league age 9 through 12 not selected to a Majors team and who have completed the tryout process shall comprise the pool of players for the Minor League selection process. All eligible league age 10 & 11 players must be drafted onto a Minors team.
- 3.2.3. When the Farm division is operated, remaining players league age 9 not selected to a Minors team shall comprise the pool for the Farm selection process. All eligible league age 9 players must be drafted onto a Farm team
- 3.3. For Senior, Junior and Intermediate League divisions, the selection of players is based on Regulations III, IV, and V of the Little League Official Regulations and Playing Rules.
  - 3.3.1. For Senior and Junior League, a player draft process shall be utilized. Each Senior League roster shall include a minimum number of 14, 15, and 16 year-olds as determined annually by the Board of Directors prior to the draft. Any 14 year-olds not selected to a senior team and all 13year-olds shall comprise the pool of players for the Junior League draft process. (See Section III for draft rules.)
  - 3.3.2. For the Intermediate League, all 13year-old not selected in the Juniors draft and those requesting Intermediate league only will be taken first. The remaining roster or rosters will be filled by draft of the 11 and 12 year-old players that have made themselves available and have attended the Juniors/Intermediate Tryouts.
- 3.4. For the Challenger Division, the selection of players to specific teams will be based on the Challenger Division Regulations and Playing Rules booklet.

### **III. Draft Selection Systems**

1. The selection of players is based on Sections III, IV, V and the Operating Policies of the Official Little League Regulations, Playing Rules and Policies.
2. ELIGIBLE PLAYERS:
  - 2.1. Only those candidates who are registered by the deadline established by the Board of Directors and who have attended 1 or more of the tryout sessions are eligible for the draft selection process. Any player failing to attend at least 1 of the tryout sessions shall forfeit draft eligibility.
  - 2.2. Transfer players from other Little Leagues who have played at a Major Division level may be given special consideration, at the discretion of the Board of Directors, for the opportunity to play at a Major Division level for Mukilteo Little League.
  - 2.3. Pull Up Requests (i.e., requests for a player to be drafted into a division other than they attended tryouts for) must be submitted in writing 48 hours prior to the draft and must include parent/guardian consent. The Player Agent approves/denies pull up requests and determines if approved pull up players are eligible or ineligible for the draft.
  - 2.4. Non-Draft eligible players will be blind drafted in last rounds of the draft.
  - 2.5. The Player Agent is the final arbitrator of which players are eligible or ineligible for the draft.
3. Draft Plan A – Conventional Draft Plan
  - 3.1. Established teams draft in the reverse order of the previous complete regular season finish (not including playoff or tournament games) in every round. In the event there were ties, a random draw between teams involved will determine the order. All drafts will be conducted from the same pool of eligible players.
  - 3.2. Each manager requiring eight (8) players prior to the draft to complete the roster will be allowed one bonus pick at the completion of round four. A team with nine (9) roster openings shall have bonus selections at the end of the fourth and fifth rounds. A team with ten (10) roster openings shall have bonus selections at the end of the fourth, fifth and sixth rounds. A team with eleven or more roster positions open shall have bonus selections at the end of the fourth, fifth, sixth

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and seventh rounds. If more than one manager is allowed bonus picks under this rule, the order of selection will be identical to that being followed in the draft.

- 3.3. If a League division is expanded by one or more teams, the Board of Directors shall devise an equitable method for filling the roster of the expansion team or teams. The process shall be determined as soon as possible following registration and prior to the draft. The particular circumstances of the expansion shall be considered in determining the expansion draft process. For example, if the existing teams have older, more experienced players, the Board should consider a method that would give each new team a nucleus of older experienced players. Such a process may involve a redistribution of players from existing teams. Possible options are described in the Operating Manual. Expansion teams will be given priority draft order in each round. If there is more than one expansion team, the draft order of the expansion teams will be determined by a blind draw.
- 3.4. If the number of teams is to be reduced, the Board of Directors shall determine which team is to be deleted from the division. The Board shall consider factors such as the number of returning players, returning managers, or any other factors deemed appropriate to determine which team shall be dissolved. All current players affected must be reassigned by a preliminary draft to other teams prior to the regular player draft involving new candidates. The order of draft will be in the reverse order of finish from the previous season. The regular draft involving new candidates will begin once the preliminary draft is complete.
- 3.5. The Player Agent will provide lists of eligible 12-year-olds before the Majors draft and ensure that each player is selected to a Majors team, and that each team has the minimum number of 12-year-olds per local rule I.4.3
- 3.6. The draft shall be stopped by the Player Agent at the appropriate time to allow for placement of players ineligible for the draft (such as those who did not attend one of the tryout sessions). The Player Agent will then complete the rosters by assigning any ineligible players to teams using a blind draw.
4. Draft Plan B – Full Redraft Plan
  - 4.1. Team managers shall select from a list of eligible players. The order of the draft shall be determined by blind draw. This draft order shall be used in odd-numbered rounds. In even-numbered rounds the draft order shall be reversed (a Serpentine Draft).
  - 4.2. The roster size of each team shall be set by the Board of Directors prior to the start of the draft. The Player Agent shall determine requirements for age distribution of each team to ensure that teams are reasonably evenly distributed by age. Managers may draft players in any order they see fit but must adhere to any age distribution requirements imposed by the Player Agent. The draft shall continue until all roster positions are filled.
  - 4.3. All Players returning to a division shall be drafted to a team in that division. If a number of returning players have not been drafted by the time that same number of draft picks remain, those returning players shall be the only players eligible from that point forward in the draft (example with 5 picks left in the draft, 5 returning player are undrafted. Those 5 players become the only eligible players for the remainder of the draft and must be drafted).
  - 4.4. The draft shall be stopped by the Player Agent at the appropriate time to allow for placement of players ineligible for the draft (such as those who did not attend one of the tryout sessions). The Player Agent will then complete the rosters by assigning any ineligible players to teams using a blind draw.
5. Draft Plan C – Vested Redraft Plan
  - 5.1. The **Vested Redraft Plan** reflects the team first philosophy of Mukilteo Little League and is intended to enable players & families to stay together during their little league experience.

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- 5.2. Parents/Guardians may request their player to stay (vest) with the same group of players from the previous year's regular (spring) season team or move to a different team via the registration form or by otherwise notifying the Player Agent. All comments are confidential and will not be shared with managers or coaches.
- 5.3. If a group of players from the previous year's regular season (spring) team requests to stay together and that team's manager is not returning, the player agent will strive to keep that group of players together as vested players under a new manager or as part of a new team.
- 5.4. There are no friend requests under the Vested Redraft Plan
- 5.5. There are no manager/coaching requests under the Vested Redraft Plan
- 5.6. All requests for player vesting or team reassignment will be reviewed and decided on by the League President, Player Agent, and Division Vice President.
- 5.7. Vested player draft round assignments. To maintain balanced teams and encourage stimulating games, all vested players will be assigned to draft rounds based on the players assessed ability.
  - 5.7.1. Via Tryouts, managers evaluate players and share those evaluations with the Player Agent. The Player Agent uses the managers' evaluations to compile a balanced skill assessment for each player and slots all players into one of the 12 draft rounds.
  - 5.7.2. Prior to the start of the draft, vested players are assigned to their teams based on their draft round assignments. For example: Joey K is slotted into the 3<sup>rd</sup> draft round by the player agent, as such Joey is filled in as the manager's 3<sup>rd</sup> round draft pick. If two or more players align to the same draft position, the additional players will be assigned to the next subsequent draft position.
- 5.8. For the remainder of the draft managers shall select from a list of eligible un-vested players. The order of the draft shall be determined by blind draw. This draft order shall be used in odd-numbered rounds. In even-numbered rounds the draft order shall be reversed (a Serpentine Draft).
- 5.9. The Player Agent shall declare the total number of roster positions available for underage players (example 8-year-old players in Farm) and the names of underage players that are approved for the draft. A manager can draft an underage player at any time during the course of the draft provided sufficient roster positions are reserved for that divisions 'must play' age players.
- 5.10. The Player Agent may establish requirements for age distribution of each team to ensure that teams are reasonably evenly distributed by age.
- 5.11. All sons, daughters, and sibling options from Part III, Section 6 of the Local Rules are applicable to the Vested Redraft Plan
- 5.12. In the Minors draft all available 10, 11 and Regulation V waived 12-year-old players shall be drafted to a Minors team. 9-year-old players must have one (1) year Farm experience before being drafted to a Minor's team.
- 5.13. In the Farm draft all available 9-year-old players shall be drafted to a Farm team. 8-year-old players must have one (1) year Rookie experience before being drafted to a farm team.
- 5.14. In the event registration is insufficient to support Minors and Farm divisions, a single draft will be held for all teams in the Minors division. The draft will proceed in the same manner, except that the player pool will include available 9-, 10-, and 11-year-old players. Any approved 8-year-old players are available under the provisions of part I.4.7 of the Local Rules can be drafted at any time provided sufficient roster positions are reserved for 9-, 10-, and 11-year-old players.

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### 6. OPTIONS ON SONS, DAUGHTERES AND SIBLINGS

An option is an agreement between a manager and the player agent covering a special condition. All options must be in writing (except 6.1) and must be submitted to the player agent 48 hours prior to the draft. The options are as follows:

- 6.1. BROTHERS/SISTERS IN THE DRAFT: When there are two or more siblings in the draft, and the first sibling is drafted by a manager, that manager automatically has an option to draft the other sibling on their next turn. If the manager does not exercise this option, the second sibling is then available to be drafted by any team.
- 6.2. BROTHERS/SISTERS OF PLAYERS CURRENTLY ON A TEAM: If desired, a manager shall submit an option in writing on a draftee if the player candidate's sibling is a member of that manager's team. If such an option is submitted, the managers MUST draft the sibling within the first three (3) draft selections.
- 6.3. SONS/DAUGHTERS OF MANAGERS: If a manager has sons and/or daughters eligible for the draft, they may submit an option in writing for those players prior to the start of the draft. If so stated, the parent/manager is required to exercise the option at or before the close of the specific draft round, depending on the League age of the sons and/or daughters. The parent/manager option takes priority over any other option.
- 6.4. SONS/DAUGHTERS OF COACHES:
  - 6.4.1. New coaches shall not be appointed nor approved until after the draft to avoid "red shirting" of players through selective coaching appointments.
  - 6.4.2. A returning coach, through the manager, may exercise an option in writing to the player agent provided: (A) The coach has served as a manager or coach in the league (at any level) for the past two years AND (B) The coach is returning to the same Major league team as last season. In order for a manager to exercise this option, the coach must qualify under both A & B conditions above.
- 6.5. Draft Rounds: If an option is submitted in writing for the son and/or daughter of a manager or coach, such candidate must be drafted in or before the following round:

Baseball Division/Age				
Draft Round	Minors	Majors	Juniors	Seniors
5	8 or 9	10	12	13 or 14
4	10	11	13	15
3	11	12	14	16

Softball Division/Age				
Draft Round	Minors	Majors	Juniors	Seniors
5	8 or 9	10	12	13 or 14
4	10	11	13	15
3	11	12	14	16



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### 7. LENGTH OF OWNERSHIP:

- 7.1. Each player selected to a Little League Majors roster shall, for the duration of their Little League career, be the property of the team making the acquisition, unless subsequently traded or released. Draft re-entry for Major divisions may be allowed at the discretion of the Board of directors after review of specific circumstances which would warrant such an action.
- 7.2. Each player selected to a Senior, Junior, Intermediate, Minors or Farm roster shall be the property of the drafting team only for the duration of one (1) playing season
- 7.3. The Board of Directors shall reserve the right to claim a player whose residence changes after becoming a member of the League as provided for in Regulation II (d) of the Official Regulations of Little League. However, the best interests of the child should be taken into consideration by the Board in exercising this right.
- 7.4. Following the draft, managers may (if they desire) complete up to four (4) player trades up to fourteen (14) days after the draft has been completed or the start of the regular season, whichever is later. All trades shall be made through and with the approval of the Player Agent. All trades must be player-for-player only and may only be conducted within the same division. Trades involving a player for draft choices are not permitted. Only the Player Agent may directly contact parent(s) and player(s) involved in a trade. The Player Agent must monitor any attempts by managers or parents to manipulate the system and thus create an imbalance in the League. The Board of Directors may disallow any trade that, in their sole judgment, creates a competitive imbalance, was not done for a justifiable reason, or was otherwise conducted in an improper manner.

### 8. **SECURITY: Players shall never be told the order in which they were selected.** Violation of this rule shall result in disciplinary action by the Board of Directors.

### 9. **PLAYER RELEASE:** The Player Agent must be notified if there is an extended absence of a player and if a player is lost to a team during the playing season for any of the following reasons:

- 9.1. Moving to another city or state too distant to commute for practice and play.
- 9.2. An injury and will not be able to return to play within a reasonable period of time to be determined by the Board of Directors.
- 9.3. They have missed three (3) consecutive games.
- 9.4. They have decided for personal reasons to terminate their association with the team.
- 9.5. Any other justifiable reason must be reviewed and approved by the Board of Directors.
- 9.6. In such circumstances, the manager of the team losing a player shall promptly advise the Player Agent. The Player Agent shall advise the League President and the Board of Directors. If the loss of player is approved, the League President will send a letter of release to the player and the parents stating that the player is released from the senior or Major League team and the league for a justifiable reason. This action creates a legitimate opening for a replacement on the team roster
- 9.7. **Note: Failure by the manager to inform the Player Agent of a player's continued absence should result in disciplinary action against the manager.**

### 10. **PLAYER REPLACEMENT:** If a roster position opens on a Senior League or Majors division team, the manager of that team will make every effort to fill that position within three (3) days of its opening. The Player agent shall keep a list of replacement players shared only with the League President and Division Vice President. The team manager shall review the list and select a replacement player. A player brought up to a Senior/Major division from a Junior/Minor division shall be considered the Senior's /Major's division team's property and shall stay on the team's roster. In this instance, the

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player replaced must be released, will not be eligible for regular or post-season play, and is returned to the draft pool the following year.

10.1. Call ups from the Minors divisions to the Majors division is prohibited during the last two weeks of the regular season.

### **11. Exceptions:**

11.1. A Major division team playing in a post-season tournament may use a player from a Minor division level to avoid a forfeit situation. To be eligible, the player's Minor division level team must have completed all regular-season and post-season play, the player will not be allowed to pitch, and will not remain the property of the Major division team. A player need not be dropped from the Major division team roster to make room for the lower-level player.

11.2. Players who register late will be placed on a waiting list if there is no team opening at the appropriate level. Those players shall be listed in the order they registered with the player Agent. The waiting list shall remain confidential, accessible only by the respective Player Agent and the League President. If a position should open on a roster during the regular season, it must be filled by the first age-appropriate player on the waiting list. It is Little League's intent to provide a playing opportunity for all that are interested. An attempt will be made to find a roster position for every interested player.

## **IV. Duties and Authority of the Executive Committee**

1. The League President, Vice President of Administration, Vice President of Operations, Treasurer and Secretary shall comprise the Executive Committee.
2. The Executive Committee shall have the authority to make the following decisions on behalf of the full board of directors.
  - 2.1. Approve manager, coach & volunteer appointments
  - 2.2. Approve player trades, player releases and player replacement requests
  - 2.3. Approve contracts for budgeted expenditures
  - 2.4. Approve out of budget expenditures for up to two thousand dollars (\$2,000)

## **V. Volunteer Appointments and Assignments**

1. Team managers, coaches, and umpires shall be appointed annually by the League President and be approved by the Board of Directors.
2. Either a Manager Selection Committee, chosen by the Board of Directors, or the respective Division Vice President shall nominate team managers. A list of all candidates considered for appointment shall be furnished to the President with recommendations as to particular team assignments for each manager. To the extent possible, all manager assignments shall be made prior to the beginning of tryouts, in those divisions that require a tryout. After the draft, each manager will designate coaches and assistant coaches for the roster pending approval of the Board of Directors. Approved coaches will not be assigned prior to the draft.
3. In accordance with Little League rules, all League volunteers who have continual contact with players are required to complete a background check. A national background check and a National Sex Offender Registry check will be run on each person.
4. The League President will review the results of all background checks and address any potential problems with the respective Division Vice Presidents. If the League President and the respective Division Vice President feel it is not appropriate for the volunteer to be around players, the volunteer will not be so authorized and may be denied their requested volunteer position.

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5. Each manager/coach and volunteer umpire will be required to sign a Commitment Statement and Code of Conduct provided by the Executive Committee. The commitment statement contains the following requirements:
  - 5.1. Complete Concussion and Sudden Cardiac Arrest Training at least every two years.
  - 5.2. Annually complete Abuse Awareness Training provided by USA Baseball or a comparable training
  - 5.3. Attend League meetings when requested.
  - 5.4. Participate in League functions, including tryouts, opening day, field maintenance days, and fundraising.
  - 5.5. Attend League sponsored clinics on coaching, rules, safety, etc.
  - 5.6. Attend League required training sessions.
  - 5.7. Be responsible for the safeguard and return of all League issued equipment and uniforms.
  - 5.8. Teach players and parents fair play, sportsmanship, and respect for opponents and umpires.
  - 5.9. Work positively with Mukilteo Little League personnel and assist in providing an umpire core and volunteer base of parents.
  - 5.10. Read and abide by Official Little League Playing Rules and Mukilteo Little League Local Rules.
  - 5.11. Comply with the League's Zero Tolerance policy and Mukilteo School District policies, including prohibition of alcohol, drugs, tobacco, and profanity at league activities.
  - 5.12. Accept the decisions of the officials with good grace and conduct themselves with dignity.
6. In addition, each manager shall commit to the following requirements:
  - 6.1. Complete a board approved Coaches Training program annually
  - 6.2. Handle the administrative requirements of their team, including the roster and parent or guardian signed medical releases.
  - 6.3. Spend necessary practice and game time with their team.
  - 6.4. Be responsible for the selection of their team and for their actions on the field.
7. In addition, each volunteer umpire shall commit to the following requirements:
  - 7.1. Attend League training session(s) and demonstrate an understanding of the rules of the game.
  - 7.2. Be reasonable, well mannered, and respected by demonstrating an understanding of how to handle the game, work with other volunteers, and positively interact with players.
  - 7.3. Have the desire to: make accurate and fair calls at all times; not be partisan or intimidated by the players, coaches, manager, or fans; and always be prepared to make a call that can hurt one side or the other, knowing it can impact a participant you like, are related to, or are friends with.

## **VI. Managing/Coaching Goals and Objectives**

1. Managers/coaches are expected to create a safe and caring environment for all players to learn, practice, and play the sport of baseball or softball. Winning is important; however, learning to lose and the ideals of sportsmanship, fair play, teamwork, safety, and fun should be emphasized in the spirit of competition. Respect of the officials is important, and it is also important to teach the children not to blame the officials or even what may be perceived as "bad calls," therefore Managers/Coaches are required to demonstrate tolerance of officials, particularly new volunteers, and accept the decisions of all officials with good grace.
2. Managers/coaches shall know and abide by all rules and regulations and the Safety Code as set forth in the Rules and Regulations handbooks for the current season for their division.
3. Managers/coaches, in order to retain their positions, shall attend meetings and clinics, and participate in League functions, as established by the Board of Directors.

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4. Managers/coaches shall participate enthusiastically in League fund raising efforts, sponsorship drives, and outfield panel (signage) drives.
5. Any person in the position of a manager, coach, umpire, or other official capacity who demonstrates behavior that is inconsistent with the official policies and ideals of Mukilteo Little League and Little League, Inc., will be reprimanded in accordance with the League disciplinary protocol.

### **VII. Discipline**

1. Managers, coaches and volunteers who fail to abide by the code of conduct will be subject to the league disciplinary protocols.
2. Players who fail to abide by the code of conduct will be subject to the league disciplinary protocols.
3. A parent of a player who fails to abide by the code of conduct will be suspended for attending one game. If a parent fails to fulfill their suspension, then their player/child can be suspended for one game.
4. Managers must notify both the Player Agent and Vice President of Baseball or Softball of any disciplinary action taken by a manager regarding a player or parent.
5. Any second infraction of the code of conduct may result in the permanent removal of manager, coach, umpire, player, or parent as determined by the full board of directors.
6. League Discipline Protocol
  - 6.1. Minor Offences
    - 6.1.1. Infractions
      - 6.1.1.1. Belligerency toward a player/minor
      - 6.1.1.2. Belligerency toward an umpire, coach, or fan
      - 6.1.1.3. Failure to comply with Pitch Count Reporting Requirements
    - 6.1.2. Judicator - Division Vice President
    - 6.1.3. Penalties
      - 6.1.3.1. Written warning filed with the League Board of Directors
      - 6.1.3.2. Letter of apology to the affected parties
  - 6.2. Serious Offences
    - 6.2.1. Infractions
      - 6.2.1.1. A Second Minor Offence
      - 6.2.1.2. Ejection from a game
      - 6.2.1.3. Interacting with players/minors while under the influence of alcohol or drugs
      - 6.2.1.4. Disparaging a player, umpire, coach, or fan in social media
      - 6.2.1.5. Misuse of social media in representation of Mukilteo Little League
    - 6.2.2. Judicator - Division Vice President
    - 6.2.3. Penalties
      - 6.2.3.1. Single game suspension filed with the League Board of Directors and District 1
      - 6.2.3.2. Letter of apology to the affected parties
  - 6.3. Major Offences
    - 6.3.1. Infractions
      - 6.3.1.1. A Second Serious Offence or a Third Minor Offence
      - 6.3.1.2. Alcohol or drug use during a League activity.
      - 6.3.1.3. Physical assault of an adult or minor on or off the field of play
      - 6.3.1.4. Sexual assault of an adult or minor on or off the field of play

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- 6.3.1.5. Misuse/embezzlement of League assets or funds
- 6.3.2. Judicator - League Board of Directors
- 6.3.3. Penalties
  - 6.3.3.1. Formal discipline review with the League Board of Directors
  - 6.3.3.2. Suspension of Mukilteo Little League managing/coaching/volunteer privileges

### **VIII. Safety**

1. Parent or guardian signed copies of the medical information forms for the players on a team must be in the possession of a manager or coach at all practices and games, as well as any other function pertaining to the Little League. Failure to comply will result in the suspension of the manager for their next scheduled game. Failure to comply a second time may result in suspension for the remainder of the season.
2. The League will provide approved Little League equipment for all teams. The manager and the umpires are to inspect all equipment and field conditions prior to each game. The home plate umpire will determine whether a field is playable in all weather-related instances once the game is underway.
3. All accidents and injuries must be reported to the Safety Officer or other Board members.
4. Insurance forms are available through the Safety Officer or League President.
5. Little League insurance is a secondary coverage for those who have other insurance coverage. If a player is not covered under another plan, then the Little League's policy will provide primary coverage up to the specified limits.
6. Properly scheduled and run practices limit the risk of injury. Unauthorized persons should not be in attendance on the field during practices or games.
7. The manager or coach must carry a first-aid kit to all practices, games, or other League functions. First-aid kits are to be returned to the League upon completion of the team's final game.
8. The Safety Officer will provide managers and coaches with emergency numbers and phone locations.
9. Players are expected to provide their own transportation to and from Little League activities. The manager should exercise reasonable judgement should problems arise.
10. Players, managers, and coaches of the participating teams shall not address, or mingle with spectators, nor sit in the stands during a game in which they are engaged. Players and substitutes shall sit on their team's bench or in the dugout unless participating in the game or preparing to enter the game. No one except eligible players in uniform, the manager and not more than two coaches (three for Farm & below) shall occupy the bench or dugout. When batters or base runners are retired, they must return to the bench or dugout at once. Batboys and/or batgirls are not permitted.
11. No play shall occur with lightning present. At the first sign of lightning, the umpire shall immediately suspend play of the game, and direct both team managers and all assistant coaches and players to move to appropriate cover. No waiting under trees, on team benches, under bleachers, etc. should be permitted. No field activity shall resume for thirty (30) minutes following the last lightning strike and shall be at the final discretion of the umpiring crew.
12. No Pets are allowed at any Mukilteo Little League game or practice with the exception of pets for the assistance of handicapped people.

### **IX. League Champions and District Tournament Representation**

1. The Board of Directors will determine if the regular season champion for a division will be determined by regular season win-loss record or by completion of an in-house tournament

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2. When the regular season champion for a division is determined by compiling the best win-loss record during the regular season. The point system to determine the division champion will be as follows:
  - 2.1. Two (2) points will be awarded for each win, one (1) point for a tie and zero (0) points for a loss. All regular season in-house and interleague games shall count toward the final standings.
  - 2.2. In the event of a tie, the champion will be determined by the following tiebreakers in order until a champion is identified.
    - 2.2.1. Head-to-head competition.
    - 2.2.2. Fewest total runs allowed during the regular season.
    - 2.2.3. Coin flip.
3. The regular season champion from each division will be selected as representatives to the District 1 Tournament of Champions for that division.
4. Individual teams will be selected to attend District 1 invitational tournaments based on regular season play or season-ending tournament play, whichever is appropriate. Any team selected to attend a post-season tournament must commit to play or the League will select another team for representation. Failure of a team to appear at any post-season tournament game will result in a League suspension to the manager.

### **X. In House Tournaments**

1. The Board of Directors will determine whether in-house tournaments will be held, if a single or double-elimination tournament format will be utilized, and what format will be used for seeding tournaments.
2. Tournament rules shall apply during in-house tournaments for the Minors division and above as described in the Tournament Playing Rules found in the back of the Official Playing Rules publication. 12-year-olds cannot pitch in Minors post-season tournament games. The regular season playing rules shall apply to Farm divisions and below, in the event such tournaments are held.
3. Every effort must be made to avoid protests during in-house tournament play. Judgment calls by umpires will NOT be protested. When a manager claims that an umpire's decision is in violation of playing rules, a formal protest must be made at once. Protests involving the playing rules and not resolved before the next pitch or play shall not be considered. Play cannot continue under protest. In lieu of an executive board decision, a final decision may be made by any three (3) board members, officers, and/or umpires not involved in the game.
4. In-house tournaments, if held, will include all teams from the divisions
  - 4.1. Tournament style (single/double elimination) and seeding method will be determined annually by the Board of Directors.
  - 4.2. Time Limits will be in effect for all games except for the championship game
  - 4.3. Ties will be played out as full innings (home team get the last at bat) subject to time limits
  - 4.4. Rained out games will be played the next available day regardless of coaches & players availability
  - 4.5. Games will be scheduled to maximize games at the Mukilteo Little League complex

### **XI. All Star Manager/Coach Selections and Assignments**

1. All-Star Manager & Coach Selection Processes
  - 1.1. As soon as practical, but no later than 30 days prior to the start of tournament play, the Division Vice President will contact all managers and coaches in the Majors and Minors divisions asking for their interest in managing or coaching an All-Star team. Nominations for other coaches will also be accepted.

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- 1.1.1. Any recognized manager or coach who has met Little League eligibility requirements (attendance of at least 50% of the scheduled games) is eligible to Manage or Coach an All-Star Team.
    - 1.1.2. The Division Vice President will gather nominations for a minimum of two weeks.
  - 1.2. The Board of Directors will appoint an All-Star Committee (consisting of the League President, Division Vice Presidents and Player Agents) who will deliberate on the nominations then present recommendations and concerns (if any) to the League President.
  - 1.3. The League President and Division Vice President will conduct interviews with the nominees to discuss their qualifications, coaching & conduct requirements, and discuss any concerns raised by the All-Star Committee.
  - 1.4. The League President, in consultation with the All-Star Committee, prepares Manager, 1st Assistant Coach & 2nd Assistant Coach nominations for each of the All-Star teams.
  - 1.5. The League President presents the slate of nominations to the Board of Directors who shall either vote to approve or deny the selections (as a whole). The nomination & approval process is repeated as many times as needed until a full slate of managers & coaches has been approved.
  - 1.6. Once the slate of coaches has been approved, the Division Vice President will inform the appointees of their positions on each All-Star team along with the date & time of the mandatory All-Star manager meeting.
    - 1.6.1. When informing the All-Star Coaches, it must be expressed that they are not to reach out to any individuals regarding player selection or other matters involving All Stars.
  - 1.7. The All-Star committee will hold a mandatory All-Star managers & coaches meeting to:
    - 1.7.1. Review the All-Star Coaches Code of Conduct & Zero Tolerance Policy.
    - 1.7.2. Review the All-Star team selection process.
  - 1.8. If an approved All-Star manager or coach is unable to fulfill the commitment of managing the All-Star team, the Board of Directors will select a replacement manager or coach.
2. All-Star Manager & Coach Zero Tolerance Policy
  - 2.1. All-Star managers and coaches shall represent the character and values of Mukilteo Little League throughout the All-Star tournament season.
  - 2.2. Violations of the Code of Conduct will be arbitrated by the Board of Directors.

## **XII. All Star Team Selection**

1. All-Star Team Formation Policies
  - 1.1. All All-Star teams will be rostered within a single age group.
    - 1.1.1. The Majors All-Star team will be rostered with league age 12 players
    - 1.1.2. The U11 All-Star team will be rostered with league age 11 players
    - 1.1.3. The U10 All-Star team will be rostered with league age 8 to 10 players
    - 1.1.4. Exceptions to this policy are decided by the Division Vice President, Player Agent, and league President
  - 1.2. All-Star Teams may not be fielded in divisions where there is insufficient player interest.
2. All-Star Player Selection Processes
  - 2.1. All-Star managers & coaches recognize that being selected to an All-Star coaching staff is a privilege and accept that All-Star player selection is a league collaborative process.
  - 2.2. All-Star player selection is determined by a combination of coach collaboration and skill assessments
  - 2.3. All-Star skill assessment process
    - 2.3.1. The tryout list will be based on All-Star applications submitted. Players are allowed to show up as walk-ons for tryouts if they complete an application on-site.

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- 2.3.2. All-Star skill assessments will be managed by the Division Vice President and Player Agent.
- 2.3.3. All players interested in All-Stars must participate in All-Star skill assessments (tryouts). Exceptions to this requirement are decided by the Division Vice President and Player Agent.
- 2.3.4. Players will be grouped by team & age, each group will be assigned a tryout time, players will wear their regular season jerseys for All-Star tryouts.
- 2.3.5. All players will be evaluated on a common set of skills as determined by the Division Vice President and Player Agent.
- 2.3.6. Players will be evaluated by a group consisting of all regular season managers from the Majors and Minors divisions. If a manager cannot attend, an assistant coach must fill in such that each team is represented.
- 2.3.7. An official league scorer will record the players All-Star tryout assessment scores
- 2.3.8. All player evaluations are confidential and shall not be shared with players or player families.
- 2.4. All-Star team/roster selection process
  - 2.4.1. As soon as practical (no later than 48 hours after assessments), the Player Agent will hold a meeting of all regular season managers from the appropriate divisions to complete the All-Star rosters.
  - 2.4.2. The Player Agent will present the slate of players for each age group ranked by their composite skill assessment.
  - 2.4.3. Team rosters are filled via collaboration and consensus by all regular season managers of the applicable divisions based on the player's regular season performance and All-Star tryout assessment scores. If a manager cannot be present, an assistant coach from that team must participate such that each team is represented.
  - 2.4.4. Each team will be rostered with a minimum of 12 players. Additional players (up to 15) may be added at the manager's discretion. Exceptions to roster size can be made based on available players with interest.
  - 2.4.5. Immediately following team formation, the Player Agent will notify all rostered players of their selection to a team and of their follow-up requirements. Players will have 48 hours to respond to their selection. If no response is received, alternates will be contacted to fill the roster spots.
  - 2.4.6. All player selection deliberations are confidential and shall not be shared with players or player families.
- 2.5. In the event that a division has only enough interested players for a single team, the Player Agent may elect to allow that team to participate in All-Stars as a group without completing skill assessments.

### **XIII. General Rules Applicable to all Divisions**

- 1. Mukilteo Little League complies with the mandatory play rule (Regulation IV (i)) of the Official Regulations and Playing Rules. The penalty imposed for not meeting the Little League standard shall be that the player involved shall start the next scheduled game and play no less than twelve (12) consecutive defensive outs and two (2) at bats. The manager will be subject to disciplinary actions per Little League recommendations.
- 2. Umpires are expected to start games on time. Infield warm-ups are to be limited to ten (10) minutes for each team. The home plate umpire is responsible for ensuring the game is played within the allotted time interval to the extent that unnecessary delays are not allowed between innings.
- 3. Conduct of managers, coaches, assistants, umpires, and parents should set an example for the players. Alcohol or smoking will not be allowed anywhere in the Little League Complex, on any school grounds, Paine Field Community Park, Phil Johnson, or anywhere else in the vicinity of Little League



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games or practices. The umpire and League officials shall have the authority to remove a manager, coach, player, or spectator for inappropriate behavior. Umpires shall report any ejection to the Umpire-in-Chief within 24 hours. Any ejected manager, coach, player, or spectator will be suspended for the team's next scheduled game and is subject to additional penalties upon review by the Board of Directors. Additional disciplinary action may be taken depending on the nature and circumstance of the ejection, but in the case of coaches and managers a minimum requirement to participate as an umpire in another team's game before returning to coaching/managing will be enforced at the discretion of the UIC subject to review from the Executive Committee.

4. Only one (1) adult (usually the manager) will be in charge of their team during a game. Game management communications with the umpire (appeals/roster changes/etc.) should be through the team manager or head coach identified at the pre-game plate meeting. Appeals will not be accepted from assistant coaches.
5. Adults may coach both first and third base as long as there is an adult coach in the dugout. It is not necessary to have team members coach the bases.
6. The home team is responsible for preparing the field (dragging, raking, lining, etc.) a reasonable time before the game, and for supplying game balls for use during the game. The visiting team shall be responsible for cleaning up and storing all League equipment after the game. Every effort should be made to leave the field as clean as possible.
7. No one is allowed behind the umpire or the backstop immediately behind home plate, besides scorekeeper/score board operator/game managers/league officials in the Scorer's Box. All persons in the Scorer's Box should refrain from coaching batters, relaying information on pitches to coaches, etc. All requests for information from coaches should come through the umpire.
8. Should a player be benched from a game for disciplinary reasons, the manager or coach must notify the Player Agent before the game.
9. To avoid accidents to bystanders, players below the Intermediate division shall not take warm-up swings on any field. Warm-up pitches will be allowed only in designated areas at the Little League Complex or where a fence separates the warm-up area from spectators and other players. Players can take a few warm-up swings immediately before approaching the plate to bat. When entering a game, the pitcher will be allowed as many warm-ups throws from the mound as the umpire deems necessary.
10. Inter-league Play: During inter-league games, only the District 1 Interleague League Playing Rules shall apply. Mukilteo Little League Local Playing Rules will not apply.
11. All managers are expected to report game results and pitch counts to the respective Division Vice President within 24 hours of the completion of the game. Each Division Vice President should determine how scores are reported. Failure to comply with this rule could result in forfeiture of games at the discretion of the Board of Directors.
12. Parents and coaches will sign an online Code of Conduct form applicable to them. Players are required to sign Player Code of Conduct forms prior to their first practice. The coach will maintain these forms with him at all practices and games in conjunction with the signed medical release forms. Failure to sign the Code of Conduct form will result in player suspension until such time that the form is signed and in the possession of the team coach.

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### XIV. Pool Players

1. Player Pool Rules for all divisions:
  - 1.1. **Intent:** The intent of maintaining and using a pool of replacement players for Intermediate, Majors, Minors, and Farm Divisions is to avoid forfeiture of games only, not to enhance a roster for a more competitive team at the expense of regular rostered players.
  - 1.2. A pool of volunteer players from each division will be solicited and kept by the division player agent. This pool will be made up by asking every player in that division before the season begins if they are willing to be part of the player pool. Players from different divisions can never participate in the player pool for a different division (i.e., a Minors player may never substitute in Majors or Farm).
  - 1.3. This player pool will be “randomized” once all names are compiled. This randomized list will be shared with the League President, Division Vice President, and the counterpart Player Agent.
  - 1.4. When pool players are requested, granted, and utilized, the player pool list will be marked as such and shared with the Board Members mentioned above.
  - 1.5. Players will be called starting from the top of the player pool list until a player is found eligible and available for that particular game/date.
  - 1.6. Once a pool player has been activated for a game, that pool player then rotates to the bottom of the available player pool list.
  - 1.7. 11- and 12-year-old Major League players are eligible to player pool for the Intermediate League.
2. Game Rules for use of Pool Players:
  - 2.1. A team manager may request pool players for a regular season game when he has information to believe that he will be down to 9 or fewer regular rostered players. The maximum number of pool players allowed per team/per game is 2. However, the maximum total roster using pool players may not exceed 10 total players. For instance, if a team is down to 8 regular roster players, 2 pool players may be added to the roster, bringing it to 10 total players. If a roster is at 9 regular roster players, only 1 pool player may be added to bring the total rostered players for that game to 10.
  - 2.2. If a regular rostered player shows up by game time and adding pool players would bring the total rostered players above 10, the pool player(s) must still meet the required playing time listed in #3. For this reason, team managers should make all attempts at confirming their rostered player’s absence.
  - 2.3. Pool players must play the minimum Little League Regulation V Playing time for Pool Players (9 consecutive defensive outs and 1 at bat), but may not pitch in a game.
  - 2.4. When teams have 10 players including a pool player, that pool player must be in the rotation of substitutes (i.e., may not play the entire game at the expense of a regular rostered player sitting out).
  - 2.5. Pool players must bat in the bottom 1/3 of the batting order (Positions 7/8/9 in Majors, or 7/8/9/10 in a continuous batting order for Minors/Farm) in order to maximize at bats for regular rostered players.

### XV. Tee Ball Baseball Playing Rules

1. **Game Preliminaries (Supplements LL Rule 3.00)**
  - 1.1. The philosophy of the Tee Ball division is to be a developmental division whereby all players receive quality playing time throughout each game. These guidelines have been established to ensure the consistency of this philosophy:
    - 1.1.1. No player may play any position for more than two (2) innings total per game.
    - 1.1.2. No player may be on the bench for two consecutive defensive innings per game.

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- 1.1.3. No player shall sit out three innings unless every player has sat for at least two full innings.
- 1.1.4. All players should play, as close as possible, the same number of innings per week.
- 1.2. All biological male players are required to wear a protective cup.
- 1.3. Tee Ball should be played with a Safe-T Ball (i.e., Baden T-Ball – Safety Level 1)
- 1.4. The Defensive team shall consist of the 5 infield positions (P, 1B, 2B, SS, 3B). Additional players may be positioned in outfield positions (coaches should avoid players on the bench).
- 1.5. Players shall be rotated through the various defensive positions so that every player has the opportunity to play each position during the course of the season.

*Table 1 – Tee Ball Sample Lineup & Position Rotations by Roster Size*

<u>Eight Player Roster</u>	<u>Seven Player Roster</u>	<u>Six Player Roster</u>
P	P	P
1B	1B	1B
Outfield LF	Outfield RC	2B
2B	2B	Outfield
SS	SS	SS
Outfield CF	Outfield LC	3B
3B	3B	
Outfield RF		

Rotation use: Once a manager has determined the playing roster for any given game, players are assigned a starting position per the table above. Each player should then rotate one position down for each subsequent inning played. Managers should continue the rotation as initially defined until all players have had a chance to play all positions. Managers are required to provide the opposing manager with a copy of their defensive rotation upon request.

*Table 2 – Example Lineup Rotation 8-Players*

Lineup Position	Player Name	Inning 1 Position	Inning 2 Position	Inning 3 Position	Inning 4 Position
1		P	OF RF	3B	OF CF
2		1B	P	OF RF	3B
3		OF LF	1B	P	OF RF
4		2B	OF LF	1B	P
5		SS	2B	OF LF	1B
6		OF CF	SS	2B	OF LF
7		3B	OF CF	SS	2B
8		OF RF	3B	OF CF	SS

Because games are limited to 4 innings, the grid above is used for three consecutive games to ensure each player gets to play all five infield positions. This is achieved by rotating player names in the lineup positions.

- 1.6. Umpire Coverage: the home team should provide the plate umpire; the visiting team should provide the base umpire.

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- 1.7. Managers shall provide the home plate umpire and opposing manager a complete line-up card. Each batter shall bat in the order in which they are listed.
- 1.8. Unlimited player substitutions are allowed.
- 1.9. One fielding coach may take the field with the defensive team. The fielding coach must remain in the outfield grass during live ball play. The fielding coach must not distract the offensive/defensive players or interfere with play while on the field of play.

### **2. Starting & Ending the Game (Supplements LL Rule 4.00)**

- 2.1. Teams must use a continuous batting order that contains all present eligible players on the roster regardless of whether they are currently in the defensive line-up (rule 4.04).
- 2.2. Games will consist of a maximum of four (4) innings.
- 2.3. Each player shall bat every inning. Once every player has had a turn at bat, the inning is over.
- 2.4. One adult manager, coach or background checked adult must be in the dugout at all times. If a team has additional coaches, they may coach the bases.
- 2.5. Time Limits: No new inning shall start after 45minutes from the time the game was officially scheduled to start. All games must end at 60minutes (HARD STOP) regardless of where you are in the game. Time limits must be strictly adhered to.

### **3. Putting the Ball in Play – Live Ball (Supplements LL Rule 5.00)**

- 3.1. All players must hit from the batting tee for the first four (4) games of the season. After the 4<sup>th</sup> game the coach pitch option goes into effect.
- 3.2. Coach Pitch Option.
  - 3.2.1. The manager, coach, or other background checked adult designated by the manager shall pitch to their own team. The adult pitcher shall not coach their offensive players, distract the defensive players, or interfere with play while on the field of play.
  - 3.2.2. Coach Pitching should be executed from a kneeling position 23-25 feet from home plate.
  - 3.2.3. Coach Pitch will consist of a maximum of three (3) pitches per batter. After the third pitch the ball shall be hit off the batting tee.
  - 3.2.4. A batter cannot be walked and will not be awarded first base when struck by a ball.
  - 3.2.5. The adult pitcher must make a reasonable effort to avoid contact with the live ball. A batted ball that strikes the adult pitcher is a dead ball and the batter and any base runners will advance one base.
  - 3.2.6. The use of Pitching Machines is not allowed in the Tee Ball Division.
- 3.3. Batted balls fielded by the defense should be limited to the following plays:
  - Throw to First Base
  - Tag of a Base Runner
  - Tag of a Base on a Force Play

The intention of restricting fielded balls to these three options is to simplify the options for the young players. The rules of Baseball are complicated and can be overwhelming for young players to learn.

### **4. The Batter (Supplements LL Rule 6.00)**

- 4.1. The infield fly rule is not applicable.
- 4.2. A 10-foot arc shall be chalked in front of home plate to determine fair/ foul balls. Batted balls destined to come to rest within this arc shall be declared foul by the umpire.

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- 4.3. If a player throws a bat, his/her team will be given one team warning, and upon the next infraction, the player will be called out. This is a judgment call by the umpires.

### 5. The Runner (Supplements LL Rule 7.00)

- 5.1. Base runners cannot take a lead and no base stealing is allowed. If a runner leaves a base before a pitched ball has reached the batter, the umpire shall immediately declare “no play.” The runner must return to the base and the batter will resume their at bat with an unchanged pitch count.
- 5.2. Sliding into a base is not allowed at any time.
- 5.3. Base runners may not advance on an overthrow, to any base.
- 5.4. Base runners may advance only one base per batted ball. On the final batter of every half inning, there is no base limit.
- 5.5. All base runners are subject to be put out on any attempts at advancement.

## XVI. Rookie Baseball Playing Rules

### 1. Game Preliminaries (Supplements LL Rule 3.00)

- 1.1. The philosophy of the Rookie Baseball division is to be a developmental division whereby all players receive quality playing time throughout each game. These guidelines have been established to ensure the consistency of this philosophy:
- 1.1.1. No player may be on the bench for two consecutive defensive innings per game.
- 1.1.2. No player shall sit out two innings unless every player has sat for at least one full inning.
- 1.1.3. Players shall not play more than two (2) innings at the same defensive position, and each player must play two (2) innings in the infield.
- 1.1.4. All players should play, as close as possible, the same number of innings per week.
- 1.2. All biological male players are required to wear a protective cup.
- 1.3. Rookie Ball should be played with a Safe-T Ball (i.e., Baden Safety 5 – Safety Level 5)
- 1.4. Teams shall have the option to field ten (10) defensive positions (six infielders and four outfielders). Outfielders will be positioned at a minimum depth of 20 feet back from the baselines.
- 1.5. Players shall be rotated through the various defensive positions so that every player has the opportunity to play each position during the course of the season.

*Table 3 – Rookie Baseball Sample Lineup & Position Rotations by Roster Size*

<u>Twelve Player Roster</u>	<u>Eleven Player Roster</u>	<u>Ten Player Roster</u>	<u>Nine Player Roster</u>
P	P	P	P
RF	RF	RF	C
C	C	C	RF
1B	1B	1B	1B
LC	LC	LC	2B
BENCH	BENCH	2B	CF
2B	2B	LF	SS
LF	LF	SS	3B
SS	SS	3B	LF
3B	3B	RC	
RC	RC		
BENCH			

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Rotation use: Once a manager has determined the playing roster for any given game, players are assigned a starting position per the table above. Each player should then rotate one position down for each subsequent inning played. Managers should continue the rotation as initially defined until all players have had a chance to play all positions. Managers are required to provide the opposing manager with a copy of their defensive rotation upon request.

*Table 4 – Example Lineup Rotation 12-Players*

Lineup Position	Player Name	Inning 1 Position	Inning 2 Position	Inning 3 Position	Inning 4 Position	Inning 5 Position	Inning 6 Position
1		P	BENCH	OF RC	3B	SS	OF LF
2		OF RF	P	BENCH	OF RC	3B	SS
3		C	OF RF	P	BENCH	OF RC	3B
4		1B	C	OF RF	P	BENCH	OF RC
5		OF LC	1B	C	OF RF	P	BENCH
6		BENCH	OF LC	1B	C	OF RF	P
7		2B	BENCH	OF LC	1B	C	OF RF
8		OF LF	2B	BENCH	OF LC	1B	C
9		SS	OF LF	2B	BENCH	OF LC	1B
10		3B	SS	OF LF	2B	BENCH	OF LC
11		OF RC	3B	SS	OF LF	2B	BENCH
12		BENCH	OF RC	3B	SS	OF LF	2B

Because games are limited to 6 innings, the grid above is used for consecutive games to ensure each player gets to play all six infield positions. This is achieved by rotating player names in the lineup positions.

- 1.6. Umpire Coverage: The home team should provide the Home Plate Umpire; the visiting team should provide the Base Umpire.
- 1.7. Before each game, managers shall provide the Home Plate Umpire and opposing manager with complete line-up card. Each batter shall bat in the order in which they are listed.
- 1.8. Unlimited player substitutions are allowed between innings.
- 1.9. Scorebook: The Rookie Baseball division is an instructional league, but a scorebook will still be kept by the home team. Regardless of the score, both halves of every inning will be played, subject to time limit requirements.
- 1.10. One fielding coach may take the field with the defensive team. The Fielding Team's coach must remain in the outfield grass during live ball play. The fielding coach must not distract the offensive/defensive players or interfere with play while on the field of play.
- 2. Starting & Ending the Game (Supplements LL Rule 4.00)**
  - 2.1. Teams must use a continuous batting order that contains all present eligible players on the roster regardless of whether they are currently in the defensive line-up (rule 4.04)
  - 2.2. Six (6) players are required to start a game.
  - 2.3. Games will consist of a maximum of 6 innings.
  - 2.4. The first of either three (3) outs or five (5) runs ends a half inning.

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- 2.5. In compliance with Little League Rule 8.03, coaches & umpires must strive to minimize downtime between half innings to one (1) minute or less.
- 2.6. One adult manager, coach, or background checked adult must be in the dugout at all times. If a team has additional coaches, they may coach the bases.
- 2.7. Time Limits: No new inning shall start after 90 minutes from the time the game was scheduled to start. All games must end at 110 minutes (HARD STOP) regardless of where you are in the game. Time limits must be strictly adhered to.

### **3. Putting the Ball in Play – Live Ball (Supplements LL Rule 5.00)**

- 3.1. There is no player pitching in the Rookie Baseball division; all pitching will be machine pitch.
  - 3.1.1. The manager, coach, or other background checked adult designated by the manager shall pitch to their own team using the machine. The adult pitcher/operator shall not coach the offensive players, distract the defensive players, nor interfere with play while on the field of play.
  - 3.1.2. The pitching machine must be placed in front of the pitching rubber and must be at least 40 feet from home plate.
  - 3.1.3. Each player will receive five (5) machine pitches to put the ball in play. If the batter fouls their 5<sup>th</sup> pitch, they will continue to receive pitches until they put the ball in play or strike out (the at bat will not end on a foul ball).
  - 3.1.4. A batter cannot be walked and will not be awarded first base when struck by a ball. A batter will be awarded first base if the catcher interferes with their swing.
  - 3.1.5. The adult pitcher/operator must make a reasonable effort to avoid contact with a live ball. A batted ball that strikes the adult pitcher or pitching machine is a dead ball and the batter and any base runners will advance one base. A batted ball that passes through the pitching area without obstruction (does not come in contact with the adult pitcher or pitching machine) is a live ball.

### **4. The Batter (Supplements LL Rule 6.00)**

- 4.1. The infield fly rule is not applicable.
- 4.2. Bunting is not allowed. If a player bunts the ball, it shall be declared “no pitch” and the batter will resume their time at bat with the pitch count in effect when the bunted pitch was made.
- 4.3. If a player throws a bat, their team will be given one team warning, and upon the next infraction, the player will be called out. This is a judgment call by the umpires.

### **5. The Runner (Supplements LL Rule 7.00)**

- 5.1. Base runners cannot take a lead and no base stealing is allowed. If a runner leaves a base before a pitched ball has reached the batter, the umpire shall immediately declare “no play.” The runner must return to the base and the batter will resume their at bat with an unchanged pitch count.
- 5.2. The runner shall be declared safe if a defender is standing or otherwise obstructing first base causing the runner to slow down to avoid a collision. This is a judgment call by the umpire.
- 5.3. On any fair ball hit to the outfield:
  - 5.3.1. The batter is allowed to advance a maximum of two bases.
  - 5.3.2. When a batted ball reaches the outfield, existing base runners’ advancement is unlimited until the batted ball is returned to the infield. If a runner is between bases when the ball reaches the infield, the runner may continue to the base they are attempting to reach. The

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ball is considered to have entered the infield when it breaks the plane between the bases, whether the ball is controlled or not.

5.3.3. All base runners are subject to be put out on any attempts at advancement.

5.4. Base runners may not advance on an overthrow, to any base.

5.5. Sliding is allowed (feet first only, Rule 7.08(a)(4)).

5.6. A special pinch runner is allowed for a catcher that gets on base or is on base with two outs to help expedite the game. The special pinch runner will be the player that made the last out in the current at bat.

## **XVII. Farm Baseball Playing Rules**

### **1. Game Preliminaries (Supplements LL Rule 3.00)**

1.1. The philosophy of the Farm Baseball division is to be a developmental division whereby all players receive quality playing time throughout each game. These guidelines have been established to ensure the consistency of this philosophy:

1.1.1. No player may be on the bench for more than two consecutive defensive innings per game.

1.1.2. No player shall sit out three innings unless every player has sat for at least two full innings.

1.1.3. Players shall not play more than two (2) innings at the same defensive position, and each player must play two (2) innings in the infield. Exception: If a team does not have enough players willing to play the catcher position, a catcher may play up to three (3) innings at that position.

1.1.4. All players should play, as close as possible, the same number of innings per week.

1.2. All biological male players are required to wear a protective cup.

1.3. Farm Ball should be played with regulation Little League baseballs.

1.4. Umpire Coverage: the home team should provide the plate umpire; the visiting team should provide the base umpire.

1.5. Managers shall provide the home plate umpire and opposing manager a completed lineup card. Each batter shall bat in the order in which they are listed. All ineligible pitchers must be included on the lineup card.

1.6. Teams shall have the option to field ten (10) defensive positions (six infielders & four outfielders). Outfielders will be positioned at a minimum depth of 20 feet back from the baselines

1.7. Unlimited player substitutions are allowed.

1.8. Scorebook: Each team is required to maintain a scorebook at each game for the primary purposes of recording scores, innings played, and pitches thrown. Players' names will be recorded in the scorebook with first initial and last name. The Home team's scorebook shall be the official record of the game.

### **2. Starting & Ending the Game (Supplements LL Rule 4.00)**

2.1. Teams must use a continuous batting order that contains all present eligible players on the roster regardless of whether they are currently in the defensive line-up (rule 4.04).

2.2. Games will consist of a maximum of 6 innings.

2.3. The first of either three (3) outs or five (5) runs ends a half inning. If the sixth inning is played and time remains, there is no run limit.



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- 2.4. In compliance with Little League Rule 8.03, coaches & umpires must strive to minimize downtime between half innings to one (1) minute or less.
- 2.5. If it is apparent by the general pace of the game, impending darkness, or time limits that a full six (6) inning game cannot be completed, the home plate umpire will advise both managers before the start of the final inning. If an inning cannot be completed due to darkness or time limit, the game is ended, and the final score will revert to the previous inning's score. All pitch counts shall be recorded for incomplete innings.
- 2.6. The 10/15 run rule (4.10(e)) shall not be used.
- 2.7. One adult manager, coach or background checked adult must be in the dugout at all times. If a team has additional coaches, they may coach the bases. Players may serve as base coaches. Any base coach under 18 years of age must wear a batting helmet when on the field.
- 2.8. Time Limits: No new inning shall start after 1:45 minutes from the time the game was scheduled to start. All games must end at 2:00 hours (HARD STOP) regardless of where you are in the game. Time limits must be strictly adhered to.
- 2.9. At the end of the game managers must exchange pitch counts. The home team must report pitch counts to the League within 24 hours of the completion of the game.

### **3. Putting the Ball in Play – Live Ball (Supplements LL Rule 5.00)**

- 3.1. Pitching Progression
  - 3.1.1. All innings will be coach pitch for the first two (2) weeks of the season.
  - 3.1.2. After the first two (2) weeks of the season, coaches will pitch the first two (2) innings and players shall pitch for the remaining four (4) innings of the game.
  - 3.1.3. The last two weeks of the regular season, players shall pitch all innings of the game.
- 3.2. Coach Pitch Innings
  - 3.2.1. The manager, coach, or other background checked adult designated by the manager shall pitch to their own team. The adult pitcher shall not coach the offensive players, distract the defensive players, or interfere with play while on the field of play.
  - 3.2.2. The adult pitcher must pitch from a distance no closer than 40' from home plate and starting no closer than the front of the pitcher's mound. To provide the best pitch recognition development experience, adult pitchers must throw overhand and should throw from a kneeling position.
  - 3.2.3. There are no called strikes. However, a batter still gets a strike if they hit a foul ball or swing at and miss a pitch. A batter can strike out if they swing and miss on their third strike.
  - 3.2.4. A batter cannot be walked and will not be awarded first base when struck by a ball. A batter will be awarded first base if the catcher interferes with their swing.
  - 3.2.5. Each player will receive up to five (5) coach pitches to put the ball into play. In the event the batter fouls their 5th pitch, they will continue to receive pitches until they put the ball in play or strike out.
  - 3.2.6. The adult pitcher must make a reasonable effort to avoid contact with the live ball. A batted ball that strikes the adult pitcher is a dead ball and the batter and any base runners will advance one base. A batted ball that passes through the pitching area without obstruction (does not come in contact with the adult pitcher) is a live ball.
- 3.3. Player Pitch Innings

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3.3.1. There are no walks granted, upon the occurrence of ball four (4), a coach shall enter the game and pitch up to three additional pitches to the batter. Strikes on the batter carry forward to coach-delivered pitches. Coach pitch rule 3.2.3 applies to all coach delivered pitches

### **4. The Batter (Supplements LL Rule 6.00)**

- 4.1. The infield fly rule (6.05(d)) will not be enforced.
- 4.2. The dropped third strike rule (6.05(b)(2)) shall not be used.
- 4.3. If a player throws a bat, his/her team will be given one team warning, and upon the next infraction, the player will be called out. This is a judgment call by the umpires.
- 4.4. Bunting is allowed only during player delivered pitches. Bunting foul on a third strike is an out. A Batter will be called out for illegal action if he/she fakes a bunt and then takes a full swing.

### **5. The Runner (Supplements LL Rule 7.00)**

- 5.1. A player may steal bases per normal little league rules with the following exceptions:
  - 5.1.1. Base runners cannot advance on pitch legally caught by the catcher.
  - 5.1.2. Base runners cannot advance when the ball is being returned to the pitcher from the catcher.
  - 5.1.3. There is no stealing during coach-delivered pitches.
- 5.2. The runner shall be declared safe if a defender is standing or otherwise obstructing first base causing the runner to slow down to avoid a collision. This is a judgment call by the umpire.
- 5.3. For overthrows that go outside the field of play (dead balls), runners may advance only to the next base. The award is made based on the position of the runners at the time that the ball leaves the field of play.
- 5.4. A courtesy runner is allowed for a catcher that is on base with two outs to help expedite the game. The courtesy runner will be the player that made the last out in the current at bat.
- 5.5. Sliding is allowed (feet first only, LL Rule 7.08(a)(4)).

### **6. The Pitcher (Supplements LL Rule 8.00)**

- 6.1. Pitch counts must be recorded for all innings pitched.
- 6.2. Pitchers are restricted to 35 pitches per day.
- 6.3. Managers must remove pitchers when the player reaches the pitch limit. The player may remain in the game in another position. If a pitcher reaches his limit while facing a batter, the pitcher may continue until that at bat is complete
- 6.4. All Regulation VI (d) rest rules apply (Regulation VI (d) Exception also applies).
  - If a player pitches 21-35 pitches in a day, one (1) calendar days of rest must be observed.
  - If a player pitches 1-20 pitches in a day, no (0) calendar days of rest are required.
  - NOTE: Under no circumstances shall a player pitch in three (3) consecutive days.
- 6.5. Balks shall not be called.
- 6.6. The mound visits rule (8.06) will be enforced. Pitcher must be removed upon third visit per inning or fourth visit in a game.
- 6.7. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day (Regulation VI(c)).
- 6.8. Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day. The catcher receiving one pitch to a batter in the fourth inning constitutes having caught four (4) innings. (Regulation VI(a))
- 6.9. No 12-year-old players can pitch in the Farm Baseball division.

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### XVIII. Minors AAA Baseball Playing Rules

#### 1. Game Preliminaries (Supplements LL Rule 3.00)

- 1.1. The philosophy of the Minors AAA division is to be a developmental division whereby all players receive quality playing time throughout each game. These guidelines have been established to ensure the consistency of this philosophy:
  - 1.1.1. No player may be on the bench for more than two consecutive defensive innings per game.
  - 1.1.2. No player shall sit out three innings unless every player has sat for at least two full innings.
  - 1.1.3. Players shall not play more than two innings at the same defensive position (except pitcher and catcher), and each player must play two (2) innings in the infield.
  - 1.1.4. All players should play, as close as possible, the same number of innings per week.
- 1.2. All biological male players are required to wear a protective cup.
- 1.3. Minor baseball shall be played with Little League baseballs. Rule 1.09
- 1.4. Umpire Coverage: the home team should provide the plate umpire; the visiting team should provide the base umpire.
- 1.5. Managers shall provide the home plate umpire and opposing manager a completed lineup card. All ineligible pitchers must be included on the lineup card.
- 1.6. Teams shall field nine (9) defensive positions (six infielders & three outfielders). Outfielders will be positioned at a minimum depth of 20 feet back from the baselines
- 1.7. Unlimited player substitutions are allowed. Managers shall clear substitutions with the home plate umpire.
- 1.8. Scorebook: Each team is required to maintain a scorebook at each game for the primary purposes of recording scores, innings played, and pitches thrown. Players' names will be recorded in the scorebook with first initial and last name. The home team's scorebook shall be the official record of the game.

#### 2. Starting & Ending the Game (Supplements LL Rule 4.00)

- 2.1. Teams must use a continuous batting order that contains all present eligible players on the roster regardless of whether they are currently in the defensive line-up (rule 4.04).
- 2.2. Games will consist of a maximum of 6 innings.
- 2.3. The first of either three (3) outs or five (5) runs ends a half inning. If the sixth inning is played and time remains, there is no run limit.
- 2.4. In compliance with Little League Rule 8.03. Coaches & umpires must strive to minimize downtime between half innings to one (1) minute or less.
- 2.5. If it is apparent by the general pace of the game, impending darkness, or time limits that a full six (6) inning game cannot be completed, the home plate Umpire will advise both managers before the start of the final inning. If an inning cannot be completed due to darkness or time limit, the game is ended, and the final score will revert to the previous inning's score. All pitch counts shall be recorded for incomplete innings.
- 2.6. The 10/15 run rule (4.10(e)) shall not be used.
- 2.7. One adult manager, coach or background checked adult must be in the dugout at all times. If a team has additional coaches, they may coach the bases. Players may serve as base coaches. Any base coach under 18 years of age must wear a batting helmet when on the field.
- 2.8. Time Limits:
  - 2.8.1. A game will start no later than 15 minutes from its scheduled start time.

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2.8.2. No new inning shall start after 1:45 minutes from the time the game was scheduled to start. All games must end at 2:00 hours (HARD STOP) regardless of where you are in the game. (Regulation X(c)). Time limits must be strictly adhered to.

2.9. At the end of the game managers must exchange pitch counts. The home team must report pitch counts to the League within 24 hours of the completion of the game.

### **3. The Batter (Supplements LL Rule 6.00)**

3.1. The infield fly rule (6.05(d)) will be enforced.

3.2. The dropped third strike rule (6.05(b)) shall not be used.

3.3. Bunting is allowed. Bunting foul on a third strike is an out. A batter will be called out for illegal action if they fake a bunt and then takes a full swing.

### **4. The Runner (Supplements LL Rule 7.00)**

4.1. A courtesy runner is allowed for a catcher that is on base with two outs to help expedite the game. The courtesy runner will be the player that made the last out in the current at bat.

### **5. The Pitcher (Supplements LL Rule 8.00)**

5.1. Pitch counts must be recorded for all innings pitched.

5.2. Pitchers shall be limited in accordance with Regulation VI (c).

- League Age 11-12 players: 85 pitches per day
- League Age 9-10 players: 75 pitches per day
- League Age 7-8 players: 50 pitches per day

5.3. All Regulation VI (d) rest rules apply (Regulation VI (d) Exception also applies).

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21-35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar days of rest are required.
- NOTE: Under no circumstances shall a player pitch in three (3) consecutive days.

5.4. Managers must remove pitchers when the player reaches the pitch limit for their age group. The player may remain in the game in another position. If a pitcher reaches their limit while facing a batter, the pitcher may continue until that at bat is complete.

5.5. Balks shall not be called.

5.6. The mound visits rule (8.06) will be enforced. Pitcher must be removed upon third visit per inning or fourth visit in a game.

5.7. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day (Regulation VI(c)).

5.8. Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day. The catcher receiving one pitch to a batter in the fourth inning constitutes having caught four (4) innings. (Regulation VI(a))

5.9. No 12-year-old players can pitch in the Minors AAA Baseball division.

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### XIX. Majors Baseball Playing Rules

#### 1. Game Preliminaries (Supplements LL Rule 3.00)

##### 1.1. Minimum Play Time (Regulation IV(i))

1.1.1. Every rostered player present at the start of a game will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time.

1.2. All biological male players are required to wear a protective cup.

1.3. Umpire Coverage: the home team should provide the plate umpire; the visiting team should provide the base umpire.

1.4. Managers shall provide the home plate umpire and opposing manager a completed lineup card. All ineligible pitchers must be indicated on the lineup card.

1.5. Scorebook: Each team is required to maintain a scorebook at each game for the primary purposes of recording scores, innings played, and pitches thrown. Players' names will be recorded in the scorebook with first initial and last name. The home team's scorebook shall be the official record of the game.

#### 2. Starting & Ending the Game (Supplements LL Rule 4.00)

2.1. Games will consist of a maximum of 6 innings.

2.2. Batting Progression: Teams must use a continuous batting order that contains all present eligible players on the roster regardless of whether they are currently in the defensive line-up (rule 4.04).

2.3. Managers shall notify the home plate umpire of pitcher and catcher substitutions.

2.4. In compliance with Little League Rule 8.03. Coaches & umpires must strive to minimize downtime between half innings to one (1) minute or less. To meet this, warmup pitches may be lessened from the standard of 8.

2.5. The 10-run rule (4.10(e)) shall be in effect after 4 innings (3 ½ if the home team is ahead). The 15-run rule shall not be used.

2.6. Time Limits:

2.6.1. A game will start no later than 15 minutes from its scheduled start time.

2.6.2. No new inning shall start after 1:45 minutes from the time the game was scheduled to start. All games must end at 2:00 hours (HARD STOP) regardless of where you are in the game. (Regulation X(c)). The official clock (whose watch/phone/etc.) will be clarified at the plate meeting.

2.7. If it is apparent by the general pace of the game, impending darkness, or time limits that a full six (6) inning game cannot be completed, the home plate umpire will advise both managers before the start of the final inning. If an inning cannot be completed due to darkness or time limit, the game is ended, and the final score will revert to the previous inning's score. All pitch counts shall be recorded for incomplete innings.

2.8. One adult manager, coach, or background checked adult must be in the dugout at all times. If a team has additional coaches, they may coach the bases. Players may serve as base coaches. Any base coach under 18 years of age must wear a batting helmet when on the field.

2.9. At the end of the game, managers must exchange pitch counts. The home team must report pitch counts to the League within 24 hours of the completion of the game.

#### 3. The Batter (Supplements LL Rule 6.00)

3.1. The infield fly rule (6.05(d)) will be enforced.

3.2. The dropped third strike rule (6.05(b)) will be enforced.

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- 3.3. Batter's Box rule (6.02 (c)) will be enforced. After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat.

### 4. The Runner (Supplements LL Rule 7.00)

- 4.1. Special pinch runners are allowed subject to Tournament Rule 3(d) (rule 7.14). **NOTE: Does not apply during games utilizing continuous batting orders.**
- 4.2. Per Rule 7.14(b), a courtesy runner can be used for the pitcher or catcher on base with 2 outs. During the continuous batting order portion of the season, that courtesy runner must be the player in the batting order with the last out. The courtesy runner (w/o continuous batting order) will be a player from the bench and cannot be the same player for both the catcher and pitcher.

### 5. The Pitcher (Supplements LL Rule 8.00)

- 5.1. The mound visits rule (8.06) will be enforced. Pitcher must be removed upon second visit per inning or third visit per game.
- 5.2. Pitch counts must be recorded for all innings pitched.
- 5.3. Pitchers shall be limited in accordance with Regulation VI (c).
- League Age 11-12 players: 85 pitches per day
  - League Age 9-10 players: 75 pitches per day
  - League Age 7-8 players: 50 pitches per day
- 5.4. All Regulation VI (d) rest rules apply (Regulation VI (d) Exception also applies).
- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
  - If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
  - If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
  - If a player pitches 21-35 pitches in a day, one (1) calendar days of rest must be observed.
  - If a player pitches 1-20 pitches in a day, no (0) calendar days of rest are required.
  - **NOTE: Under no circumstances shall a player pitch in three (3) consecutive days**
- 5.5. Managers must remove pitchers when the player reaches the pitch limit for their age group. The player may remain in the game in another position. If a pitcher reaches his limit while facing a batter, the pitcher may continue until that at bat is complete.
- 5.6. Balks shall not be called.
- 5.7. A Pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day (Regulation VI(c)).
- 5.8. Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day. The catcher receiving one pitch to a batter in the fourth inning constitutes having caught four (4) innings. (Regulation VI(a)).

## XX. Intermediate, Juniors & Seniors Baseball Playing Rules

### 1. District 1 Interleague League Playing Rules shall apply.

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## XXI. Rookie Softball Playing Rules

### 1. Game Preliminaries (Supplements LL Rule 3.00)

- 1.1. The philosophy of the Rookie Softball division is to be a developmental division whereby all players receive quality playing time throughout each game. These guidelines have been established to ensure the consistency of this philosophy:
  - 1.1.1.No player may be on the bench for two consecutive defensive innings per game.
  - 1.1.2.No player shall sit out two innings unless every player has sat for at one full inning.
  - 1.1.3.Players shall not play more than two (2) innings at the same defensive position, and each player must play two (2) innings in the infield.
  - 1.1.4.All players should play, as close as possible, the same number of innings per week.
- 1.2. Eleven Inch (11") safety softballs shall be used for all games.
- 1.3. Teams shall have the option to field ten (10) defensive positions (six infielders and four outfielders). Outfielders will be positioned at a minimum depth of 20 feet back from the baselines.
- 1.4. Players shall be rotated through the various defensive positions so that every player has the opportunity to play each position during the course of the season.

Table 5 – Rookie Softball Sample Lineup & Position Rotations by Roster Size

<u>Twelve Player Roster</u>	<u>Eleven Player Roster</u>	<u>Ten Player Roster</u>	<u>Nine Player Roster</u>
P	P	P	P
RF	RF	RF	C
C	C	C	RF
1B	1B	1B	1B
LC	LC	LC	2B
BENCH	BENCH	2B	CF
2B	2B	LF	SS
LF	LF	SS	3B
SS	SS	3B	LF
3B	3B	RC	
RC	RC		
BENCH			

Rotation use: Once a manager has determined the playing roster for any given game, players are assigned a starting position per the table above. Each player should then rotate one position down for each subsequent inning played. Managers should continue the rotation as initially defined until all players have had a chance to play all positions. Managers are required to provide the opposing manager with a copy of their defensive rotation upon request.

Table 6 – Example Lineup Rotation 12-Players

Lineup Position	Player Name	Inning 1 Position	Inning 2 Position	Inning 3 Position	Inning 4 Position	Inning 5 Position	Inning 6 Position
1		P	BENCH	OF RC	3B	SS	OF LF
2		OF RF	P	BENCH	OF RC	3B	SS
3		C	OF RF	P	BENCH	OF RC	3B
4		1B	C	OF RF	P	BENCH	OF RC
5		OF LC	1B	C	OF RF	P	BENCH

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6		BENCH	OF LC	1B	C	OF RF	P
7		2B	BENCH	OF LC	1B	C	OF RF
8		OF LF	2B	BENCH	OF LC	1B	C
9		SS	OF LF	2B	BENCH	OF LC	1B
10		3B	SS	OF LF	2B	BENCH	OF LC
11		OF RC	3B	SS	OF LF	2B	BENCH
12		BENCH	OF RC	3B	SS	OF LF	2B

Because games are limited to 6 innings, the grids above should be used for consecutive games to ensure each player gets to play all six infield positions. This is achieved by rotating player names in the lineup positions.

- 1.5. Umpire Coverage: the home team should provide the plate umpire; the visiting team should provide the base umpire.
- 1.6. Managers shall provide the home plate umpire and opposing manager completed line-up card. Each batter shall bat in the order in which they are listed.
- 1.7. Unlimited player substitutions are allowed between innings.
- 1.8. Scorebook: The Rookie Softball division is an instructional league, yet a scorebook will still be kept by the home team. Regardless of the score, both halves of every inning will be played, subject to any time limit requirements.
- 1.9. One fielding coach may take the field with the defensive team. The fielding coach must remain in the outfield grass during live ball play. The fielding coach must not distract the offensive/defensive players or interfere with play while on the field of play.
- 2. Starting & Ending the Game (Supplements LL Rule 4.00)**
  - 2.1. Teams must use a continuous batting order that contains all present eligible players on the roster regardless of whether they are currently in the defensive line-up (rule 4.04)
  - 2.2. Six (6) players are required to start a game
  - 2.3. Games will consist of a maximum of 6 innings.
  - 2.4. The first of either three (3) outs or five (5) runs ends a half inning.
  - 2.5. In compliance with Little League Rule 8.03. Coaches & umpires must strive to minimize downtime between half innings to one (1) minute or less.
  - 2.6. One adult manager, coach, or background checked adult must be in the dugout at all times. If a team has additional coaches, they may coach the bases.
  - 2.7. Time Limits: No new inning shall start after 90 minutes from the time the game was scheduled to start. All games must end at 110 minutes (HARD STOP) regardless of where you are in the game. Time limits must be strictly adhered to.
- 3. Putting the Ball in Play – Live Ball (Supplements LL Rule 5.00)**
  - 3.1. Pitching Progression
    - 3.1.1. All innings will be coach pitch for the first six (6) weeks of the season.
    - 3.1.2. The remainder of the games, players will pitch the first three (3) innings and coaches shall pitch for the remaining four (4) innings of the game. This will not apply to interleague games.
  - 3.2. Coach Pitch Innings



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- 3.2.1. The manager, coach, or other background checked adult designated by the manager shall pitch to their own team. The adult pitcher shall not coach the offensive players, distract the defensive players, or interfere with play while on the field of play.
- 3.2.2. The adult pitcher must start the pitch from a point between the regulation Softball Minors distance of 35' from home plate and the front of the pitching circle. The pitching circle should be 8 feet in diameter around the pitching rubber.
- 3.2.3. There are no called strikes. However, a batter still gets a strike if she hits a foul ball or swings and misses a pitch. A batter can strike out if she swings and misses a third strike.
- 3.2.4. A batter cannot be walked and will not be awarded first base when struck by a ball. A batter will be awarded first base if the catcher interferes with her swing.
- 3.2.5. Each player will receive up to five (5) coach pitches to put the ball into play. In the event the batter fouls the 5th pitch, they will continue to receive pitches until putting the ball in play or striking out.
- 3.2.6. The adult pitcher must make a reasonable effort to avoid contact with the live ball. A batted ball that strikes the adult pitcher is a dead ball and the batter and any base runners will advance one base. A batted ball that passes through the pitching area without obstruction (does not come in contact with the adult pitcher) is a live ball.

### **3.3. Player Pitch Innings**

- 3.3.1. The standard three strikes (called or swinging) and the batter is out applies.
- 3.3.2. There are no walks granted, upon the occurrence of ball four (4), a coach shall enter the game and pitch up to three additional pitches to the batter. Strikes on the batter carry forward to coach-delivered pitches.
- 3.3.3. Pitchers shall not pitch more than 2 innings per game. Delivery of a single pitch constitutes having pitched in an inning.

## **4. The Batter (Supplements LL Rule 6.00)**

- 4.1. The infield fly rule is not applicable.
- ~~4.2.~~ Bunting is allowed. Bunting foul on a third strike is an out. A batter will be called out for illegal action if they fake a bunt and then take a full swing.
- 4.3. If a player throws a bat, her team will be given one team warning, and upon the next infraction, the player will be called out. This is a judgment call by the umpires.

## **5. The Runner (Supplements LL Rule 7.00)**

- 5.1. Base runners cannot take a lead and no base stealing is allowed. If a runner leaves a base before a pitched ball has reached the batter, the umpire shall immediately declare "no play." The runner must return to the base and the batter will resume the at bat with an unchanged pitch count.
- 5.2. The runner shall be declared safe if a defender is standing or otherwise obstructing first base causing the running to slow down to avoid a collision. This is a judgment call by the umpire.
- 5.3. On any fair ball hit to the outfield:
  - 5.3.1. The batter is allowed to advance a maximum of two bases
  - 5.3.2. When a batted ball reaches the outfield, existing base runners' advancement is unlimited until the batted ball is returned to the infield. If a runner is between bases when the ball reaches the infield, the runner may continue to the base she is attempting to reach. The ball is considered to have entered the infield when it breaks the plane between the bases, whether the ball is controlled or not.

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- 5.3.3. All base runners are subject to be put out on any attempts at advancement.
- 5.4. Base runners may not advance on an overthrow, to any base.
- 5.5. Sliding is allowed (feet first only, Rule 7.08(a)(4)).
- 5.6. A courtesy runner is allowed for a catcher that is on base with two outs to help expedite the game. The courtesy runner will be the player that made the last out in the current at bat.

## XXII. Minors AAA Softball Playing Rules

### 1. Game Preliminaries (Supplements LL Rule 3.00)

- 1.1. The philosophy of the Minors (AAA) Softball division is to be a developmental division whereby all players receive quality playing time throughout each game. These guidelines have been established to ensure the consistency of this philosophy:
  - 1.1.1. No player may be on the bench for more than two consecutive defensive innings per game.
  - 1.1.2. No player shall sit out three innings unless every player has sat for at least two full innings.
  - 1.1.3. Players shall not play more than two innings at the same defensive position (except Pitcher and Catcher), and each player must play two (2) innings in the infield.
  - 1.1.4. All players should play, as close as possible, the same number of innings per week.
- 1.2. Eleven Inch (11") softballs will be used for all games.
- 1.3. Umpire Coverage: the home team should provide the plate umpire; the visiting team should provide the base umpire.
- 1.4. Managers shall provide the home plate umpire and opposing manager a completed lineup card. All ineligible pitchers must be included on the lineup card.
- 1.5. Teams shall field nine (9) defensive positions (six infielders & three outfielders). Outfielders will be positioned at a minimum depth of 20 feet back from the baselines.
- 1.6. Unlimited player substitutions are allowed. Managers shall clear substitutions with the home plate umpire
- 1.7. Scorebook: Each team is required to maintain a scorebook at each game for the primary purposes of recording scores, innings played, and pitches thrown. Players' names will be recorded in the scorebook with first initial and last name. The home team's scorebook shall be the official record of the game. Keeping score via GameChanger is allowed in lieu of paper scorebook, but records will need to be kept for possible AllStar qualifications.

### 2. Starting & Ending the Game (Supplements LL Rule 4.00)

- 2.1. Teams must use a continuous batting order that contains all present eligible players on the roster regardless of whether they are currently in the defensive line-up (rule 4.04).
- 2.2. Games will consist of a maximum of 6 innings.
- 2.3. The first of either three (3) outs or five (5) runs ends a half inning. If the sixth inning is played and time remains, there is no run limit.
- 2.4. In compliance with Little League Rule 8.03. Coaches & umpires must strive to minimize downtime between half innings to one (1) minute or less.
- 2.5. If it is apparent by the general pace of the game, impending darkness, or time limits that a full six (6) inning game cannot be completed, the home plate umpire will advise both managers before the start of the final inning. If an inning cannot be completed due to darkness or time limit, the game is ended, and the final score will revert to the previous inning's score.
- 2.6. The 10/15 run rule (4.10(e)) shall not be used.

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- 2.7. One adult manager, coach or background checked adult must be in the dugout at all times. If a team has additional coaches, they may coach the bases. Players may serve as base coaches. Any base coach under 18 years of age must wear a batting helmet when on the field.
- 2.8. Time Limits: There is no time limit unless a following game is scheduled:
  - 2.8.1. A game will start no later than 15 minutes from its scheduled start time.
  - 2.8.2. When a following game is scheduled on a field; No new inning shall start after 1:45 minutes from the time the game was scheduled to start. All games must end at 2:00 hours (HARD STOP) regardless of where you are in the game. (Regulation X(c)).

### **3. The Batter (Supplements LL Rule 6.00)**

- 3.1. The infield fly rule (6.05(d)) will be enforced.
- 3.2. The dropped third strike rule (6.05(b)) shall not be used.
- 3.3. Bunting is allowed. Bunting foul on a third strike is an out. A batter will be called out for illegal action if she fakes a bunt and then takes a full swing.

### **4. The Runner (Supplements LL Rule 7.00)**

- 4.1. A courtesy runner is allowed for a catcher that is on base with two outs to help expedite the game. The courtesy runner will be the player that made the last out in the current at bat.

### **5. The Pitcher (Supplements LL Regulation VI and Rule 8.00)**

- 5.1. Pitchers shall not pitch more than 9 innings per week.
- 5.2. Delivery of a single pitch constitutes having pitched in an inning.
- 5.3. If a player pitches in seven (7) or more innings in a day, one calendar day of rest is mandatory. Delivery of a single pitch constitutes having pitched in an inning.
- 5.4. The mound visits rule (8.06) will be enforced. Pitcher must be removed upon second visit per inning or third visit in a game.
- 5.5. An illegal pitch is defined by Little League Rule 8.01.

## **XXIII. Majors & Juniors Softball Playing Rules**

1. District 1 Interleague League Playing Rules shall apply.