WOBURN LITTLE LEAGUE

Softball and Baseball

Local Playing Rules

2024

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SECTION 01 - BASEBALL LOCAL PLAYING RULES

The official Little League Rulebook covers the baseball program with the following exceptions. All League personnel should familiarize themselves with the complete Little League Rulebook and the following local exceptions:

01A: General Rules

01A.1: A Woburn Little League Week goes from Monday to Sunday.

01A.2: One (1) **manager** and three (3) **coaches** only will be allowed inside the fence at all times. No batboys, batgirls, parents, friends, or family are permitted. All coaches must have their Woburn Little League badges clearly visible to be allowed inside the fence. Any volunteer found without a badge will be warned then subject to a one game suspension.

01A.3: If the Recreation Department or league President has not called the game 1 hour before the start time, the LEAGUE DIRECTOR has the say if the game is to be played or not due to weather or field conditions. Once the game begins, the UMPIRE will rule if the game will continue. In playoff games, either the Tournament Director or League President will make this determination. For all lower leagues (defined as AAA and below for Baseball and Double A and below for Softball), the division commissioner has the say if the game is to be played or not due to weather or field conditions. No one is allowed to prepare the fields without permission of the Rec. Dept., Parks Dept., or WLL President.

01A.4: All makeup games are rescheduled on the following Sunday or at the discretion of the League Director.

01A.5: All leagues can play with less than nine (9) however a minimum of 8 players is needed and the missing 9^{th} batter is an automatic out this rule applies to only major baseball and softball.

01A.6: **All divisions** shall employ a batting order consisting of the entire team roster, or as many players as show up for the game. If a player arrives after the start of the game, his/her name will be added to the end of the batting order only, after fourth inning this rule is not allowed.

01A.7: All divisions will use free substitution, providing every player play a minimum of three (3) full defensive innings; unless the game ends in 5 and one-half innings and you are the home team.

01A.8: Two BADGED adults may coach base runners from the coach's boxes, provided a BADGED coach remains with the team in the dugout.

01A.9: Except in its last at bat, a Major League team may be credited with no more than seven (7) runs in an inning; Minor League teams may be credited with no more than five (5) runs in an inning. Even if additional runners cross home plate the team will only be awarded the maximum number of runs.

01A.10: If at the end of four (4) innings (four and one-half innings if the home team is ahead), one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. The home team, if behind, must bat in its half of the inning. This should not be called the "mercy rule" or "slaughter rule." It is the "Run Rule."

01A.11: For Major Baseball Woburn Little League chooses to implement the dropped third strike.

01A.12: In Minor League and below, there will be no continuation games if the game meets the requirements of an official game. An official game occurs at the completion of the **Top of the 4th** inning, unless the home team is trailing due to the visiting team taking the lead in the Top of the 4th inning. In this case, an official game will occur at the completion of the bottom of the 4th inning. A game that is tied after 6 innings will end in a tie.

01A.13: In **Major** and **Minor** League baseball, no inning shall begin after 8pm EST for regular season weekday and weeknight games. There is no time limit for weekday games. For games played on weekend afternoons, no inning shall begin within 15 minutes of the start of the next game. (Example, Game 1 is scheduled for 1:30, and Game 2 is scheduled for 3:30. Game 1 cannot start an inning after 3:15pm). The time limit for a playoff game should be a complete game or the applicable Run Rule (*see 01A.10:*).

01A.14: In Minor baseball, a runner can steal from 2nd to 3rd base only once the ball crosses the batter's box.

01A.15: Minor baseball, no runner can advance from 3rd to Home on a pass-ball.

01A.16: Players may not leave the base until the ball reaches the batter during intra-city games

01A.17: Softball teams may deploy ten defensive players in intra-city games.

01A.18: A batter is out for illegal action when – he/she fakes a bunt and then takes a full swing with Intent – ALL DIVISIONS

01A.19: No team shall be allowed to enter a tournament using WLL name or insurance without holding a try-out with proper notification given to all eligible players.

01B: Jr./Sr. Baseball Local Playing Rules

Jr./Sr. Baseball shall follow the **current MBDL playing rules in addition to** the following Woburn Local Playing Rules:

01B.1: All Woburn Games rained out during the week will be made up on the following Sunday

01B.2: High School program takes precedent over all LL games and practice.

01B.3: Practice times will be coordinated through the JR/SR Commissioner. Games and Makeup's take precedent over all practices.

01B.4: The mounds and home plate will be raked after all games and practices. All dugouts will be cleaned of trash and equipment with bases put away. Failure to not follow field policy could result in suspension of team's manager for one game. If the opponent is from out of town, the Woburn team has the responsibility to follow through. If the game is between 2 Woburn teams, both teams are responsible.

01B.5: Light use at Ferullo will be by approval of WLL ONLY.

01B.6: Scores and pitching logs will be reported immediately after game to designated League representative.

01B.7: It is the responsibility of all teams to make sure they have enough players. A 48-hour window is required. If a team is unable to field enough players, the game will be a forfeit and not made up.

01B.8: A player pool will be established with all 14-year-old players before the season commences, a 14-year-old player is eligible to fill in and play in either Sr. or Jr level. 13-Year-old players are not allowed to play Sr. level until all 14-year-old availability is exhausted and must be approved by the JR/SR Commissioner.

01B.9: On Jr. level only, 12-year-old WLL players will be allowed on a call up basis only after all 14-year-old player availability is exhausted and approved by the JR/Sr. Commissioner.

01B.10: All call up player's first priority is always to the team he has been drafted and NO player who fills in will become the property of the team he filled in for the following year.

01B.11: NO Manager is allowed to call up players without approval from the JR/SR Commissioner.

01B.12: All Managers will send their respective nominations for District All-Stars by May 30, and then all Managers will vote a ballot on, with the top 10 vote getters being named to the team. The final rosters openings will be determined the All-Star Manager and Staff.

01B.13: District 13 All Star teams will be no less than 12 and no more than 15 on the roster.

01B.14: All schedules and scores will be available via the WLL web site with a link to the MBDL site.

01C: AAA Baseball Local Playing Rules

01C.1: League Age. The AAA Baseball division is for players in 1st and 2nd grade (subject to the Little League International Age Matrix).

01C.2: Subdivisions. The AAA Baseball Division is split into two Subdivisions; Triple A Level One ("AAA-1", 2nd Grade) and Triple A Level 2 ("AAA-2", 1st Grade). Each Subdivision includes 4 teams, for a total of 8 teams at the AAA Division level. If there not enough registered players to make 8 teams, an effort should be made to create 4 teams at the AAA-1 level.

01C.3: Coaching. Coaching instruction is done by parent volunteers, teaching the fundamentals of batting, throwing, fielding, defense, and base running. Coaches introduce pitching and catching at this level, as well as defensive strategy.

01C.4: Goals. As with other divisions of Woburn Little League ("WLL"), there is a focus on fun in a structured, safe, team-oriented environment.

01C.5: EVALUATION AND TEAM ASSIGNMENTS

01C.5(i): AAA Evaluation. An evaluation is held during or immediately after Winter Clinic for all AAA registered players. The purpose of the evaluation is to assess player skill, attitude, hustle, and sportsmanship. The results of the evaluation are used to assign players to teams, ensuring teams are balanced.

01C.5(i)(a): Evaluation Areas. The evaluation measures the various skills that a player should possess in five evaluation areas: 1) base running; 2) fielding; 3) catching; 4) hitting; and 5) pitching.

01C.5(i)(b): Evaluator Selection. To ensure a fair evaluation process, an effort will be made to select evaluators who are not AAA baseball managers/coaches. Evaluators shall not base their scores on prior perceived skills, and should limit their assessment to player performance during the evaluation. Evaluators will be assigned to one evaluation area and are responsible for scoring all players in that particular area.

01C.5(i)(c): Evaluation Scoring. The evaluation uses a three point scale to measure players in two categories for each evaluation area. A score of (1) is awarded for any skill which the player demonstrates an emerging level of ability, relative to his/her peers. Score (2) for average ability, and (3) for exceptional ability – again, relative to his/her peers. Using the overall score in each of the five areas, a maximum of 30 points can be awarded to each player.

01C.5(i)(d): Pitcher Identification. Players scoring a 5 or above in pitching will be identified as pitchers. These players will be equally distributed between teams to ensure each team has capable pitchers. Players who score a 4 will be identified as "potential pitchers", and distributed amongst the teams.

01C.5(ii): Team Assignments. The Division Commissioner assigns managers and coaches to teams. Players are then assigned to teams by the Division Commissioner using the results from the evaluation to create balanced teams. An effort is made to

assign players based on school district. Team rosters should be kept at 10-12 players per team.

01C.6: GAMES AND PRACTICES

01C.6(i): Season. The season begins in late April and concludes mid-June.

01C.6(ii): Fields. Games and practices are held primarily at Leland Park, Higgins Field, and Weafer Park.

01C.6(iii): Practice. There will be skills and drills practices in the beginning of the season. Coaches may practice with their teams on off days provided fields are available. Coaches can schedule practices at any of the primary field locations. If those locations are unavailable, please check with the AAA Commissioner. Once the Regular Season begins, all teams will have a scheduled practice during the week.

01C.6(iv): Pitching Clinic. For the development and safety of our players, there will be a mandatory pitching training for all pitchers and potential pitchers. For AAA-1, the pitching clinic is held in lieu of team practices early in the season before kid pitch. There will be an attempt to hold a pitching clinic for AAA-2, however, the clinic will not be mandatory for any AAA-2 player.

01C.6(v): Game Information.

01C.6(v)(a): Number of Games. The season includes 12 games, starting in late April and ending in mid-June.

01C.6(v)(b): Season Phases. The season will be split into three "phases" of gameplay. The goal is to slowly progress the players toward advanced gameplay. Due to the age, and skill level of the AAA-1 and AAA-2 subdivisions, each subdivision will have individual goals for each phase. (see *Table 1. AAA-1 Game* and *Table 2. AAA-2 Game* for additional information) The three phases are as follows:

01C.6(v)(b)(I) Phase 1 | Spring Training – (2 games)

01C.6(v)(b)(II) Phase 2 | Pre-Season – (4 games)

01C.6(v)(b)(III) Phase 3 | Regular Season – (6 games)

01C.6(v)(c): Scoring. The first 2 games (phase 1) of the season are considered instructional scrimmages, and no scores will be kept. Scores will be kept for the remaining 10 games (phases 2 and 3) to assist with playoff seeding.

01C.6(v)(d): Game Schedule. There are two games per week, with one game played on a weekday (roughly 5:45 pm) and one on Saturday afternoon.

01C.6(v)(e): Duration. Games will be six innings, or two hours. Managers will use their discretion when calling games due to darkness. No new inning will begin within ten minutes of the two hour curfew.

01C.6(vi): Playoffs. There will be a single elimination playoff for all AAA Division teams. All teams from AAA-1 and AAA-2 make the playoffs, and will play teams in their subdivision only.

01C.6(vii): Cancellations. In the event that weather and/or field conditions may prevent a practice/game, the Division Commissioner will notify team managers. This decision will be made no less than one hour prior to practice/game time. If weather and/or field conditions become a problem after the start of the practice/game, the HOME team's manager will determine if the practice/game is cancelled.

01C.6(viii): Make-ups. Make-up games will be played on Sundays.

01C.6(ix): Field Restrictions. Each team's manager and up to three coaches are allowed inside the fence. Each manager and coach must wear their WLL identification badge.

01C.7: GAMEPLAY

01C.7(i): AAA-1 Subdivision. Gameplay for this Subdivision is split into three phases.

01C.7(i)(a): Phase 1 | Spring Training. In the first two games of the season, players will pick up from the prior year. Coaches will pitch to players. There will be five strikes for each at bat. Strike-outs will not count as outs.

01C.7(i)(b): Phase 2 | Pre-Season. In the next five games, the number of strikes is reduced from 5 to 4. Coaches will move back to the mound, and players will be integrated into pitching. Innings end with 3 outs (non strike-outs) or 4 runs.

01C.7(i)(c): Phase 3 | Regular Season. This is real baseball. There will be walks, and advances on wild pitches (with the exception of home). An effort will be made to follow Jimmy Fund rules to prepare players for this level of play.

Table 1. AAA-1 Games

AAA LEVEL 1	Games 1-2 (Spring Training)	Games 3-6 (Pre-Season)	Games 8-12 (Regular Season)
Goal	Re-integrate Teaching – all bat	Kids start taking over Coaches role decreases	Real Baseball Ready for Summer
Pitcher(s)	Coach 20-25 feet (Pitching Clinic)	Kids Mound see section 01C.7(i)(d)(I) Coach 20-25 feet	Kids Mound
Catcher	Coach	Kids with Coach Back-up	Kids
Defensive Coaches	All on Field	All on Field	None on Field
Maximum Kid Pitches per Batter	N/A	5 see section 01C.7(i)(d)(I)	see section 01C.7(i)(d)(II)
Strikes per Batter	5	4	3
Maximum Runs per Inning	Entire Team Bats	3	4
Maximum Innings – Kid Pitch	N/A	2	2
Count Strike Outs as Outs	see section 01C.7(i)(e)(I)	see section 01C.7(i)(e)(II)	see section 01C.7(i)(e)(III)
Base Running	see section 01C.7(i)(f)(I)	see section 01C.7(i)(f)(I)	see section 01C.7(i)(f)(II)

01C.7(i)(d): Pitching. All potential pitchers shall a) attend the AAA pitching practice, b) be able to throw at least 50% over the plate, and c) be able to catch the toss back from the catcher.

01C.7(i)(d)(I) If the batter is not out after the # of pitches thrown, then the coaches finish the at bat. It is at the managers discretion if the pitcher throws from the mound or the front of the mound.

01C.7(i)(d)(II) For the last few games of series 3, **we will also call strikes with walks**. If we cannot get an umpire for these games a coach will serve as umpire for their team's at bat.

01C.7(i)(d)(III) Pitchers can throw a maximum of 50 pitches or pitch a maximum of 2 innings per game.

01C.7(i)(e): Batting.

01C.7(i)(e)(I) Phase 1 | Spring Training. Strike-outs do not count as outs (so all can bat). This is capped at once around the order per inning.

01C.7(i)(e)(II) Phase 2 | Pre-Season. An inning cannot end on a strike-out, although outs 1 and 2 can occur on a strikeout.

01C.7(i)(e)(III) Phase 3 | Regular Season.. All strike-outs count as outs.

01C.7(i)(f): Base Running.

01C.7(i)(f)(I) Phase 1 and 2. Extra base on all balls hit to the outfield, close plays are outs, especially if kids don't run through 1B.

01C.7(i)(f)(II) Phase 3. Same as 01C.7(i)(f)(I), except kids can also take an extra base on all overthrows.

01C.7(ii): AAA-2 Subdivision

01C.7(ii)(a): Phase 1 | Spring Training. In the first two games of the season, players will pick up from the prior year. Coaches will pitch to players from a distance of 15-20 feet. There will be five strikes for each at bat. Strike-outs will not count as outs. An inning ends after all players bat.

01C.7(ii)(b): Phase 2 | Pre-Season. In the next five games, the number of strikes is reduced from 5 to 4. Coaches will pitch from 25-30 feet. For games 6 and 7, players coaches will introduce kid pitch. Innings end with 3 outs (non strike-outs) or 3 runs.

01C.7(ii)(c): Phase 3 | Regular Season. Coaches will begin turning the game over to the kids. There will be walks, and advances on wild pitches (with the exception of home). Innings end with 3 outs (non strike-outs) or 3 runs.

Table 2. AAA-2 Games

AAA LEVEL 2	Games 1-2 (Spring Training)	Games 3-6 (Pre-Season)	Games 8-12 (Regular Season)
Goal	Re-integrate 20-25 minute warmup Teaching – all bat	Introduce more of the game	Kids start taking over Coaches role decreases
Pitcher(s)	Coach 10 – 15 feet	Coach 20 – 25 feet Introduce kid pitch games 5-6	Kids – Front of Mound or Coach - Mound
Catcher	Coach	Kids with Coach Back-up	Kids
Defensive Coaches	All on Field	All on Field	All on Field
Maximum Kid Pitches per Batter	N/A	5 See section 01C.7(ii)(d)(I)	6 See section 01C.7(ii)(d)(II)
Strikes per Batter	5	4	3
Maximum Runs per Inning	Entire Team Bats	3	3
Maximum Innings – Kid Pitch	N/A	2	2
Count Strike Outs as Outs	see section 01C.7(ii)(e)(I)	see section 01C.7(ii)(e)(II)	see section 01C.7(ii)(e)(III)
Base Running	see section 01C.7(ii)(f)(I)	see section 01C.7(ii)(f)(I)	see section 01C.7(ii)(f)(II)

01C.7(ii)(d): Pitching. All potential pitchers shall a) attend the AAA pitching practice, b) be able to throw at least 50% over the plate, and c) be able to catch the toss back from the catcher.

01C.7(ii)(d)(I) If the batter is not out after the # of pitches thrown, then the coaches finish the at bat. It is at the manager's discretion if the pitcher throws from the mound or the front of the mound.

01C.7(ii)(d)(II) For the last few games of phase 3, **we will also call strikes with walks**. If we cannot get an umpire for these games a coach will serve as umpire for their team's at bat.

01C.7(ii)(d)(III) Pitchers can throw a maximum of 50 pitches or pitch a maximum of 2 innings per game.

01C.7(ii)(e): Batting.

01C.7(ii)(e)(I) Phase 1 | Spring Training. Strike-outs do not count as outs (so all can bat). This is capped at once around the order per inning.

01C.7(ii)(e)(II) Phase 2 | Pre-Season. An inning cannot end on a strike-out, although outs 1 and 2 can occur on a strikeout.

01C.7(ii)(e)(III) Phase 3 | Regular Season.. All strike-outs count as outs.

01C.7(ii)(f): Base Running.

01C.7(ii)(f)(I) Phase 1 and 2. Extra base on all balls hit to the outfield, close plays are outs, especially if kids don't run through 1B.

01C.7(ii)(f)(II) Phase 3. Same as 01C.7(ii)(f)(I), except kids can also take an extra base on all overthrows.

01C.8: Division Play.

01C.8(i): All players will bat in a rotating batting order. Any player arriving after the start of the game will bat at the bottom of the batting order.

01C.8(ii): Teams are permitted to play with whatever number players are available at the field for that game. Teams are encouraged to loan players to the opposition in order to have a full defense in the field.

01C.8(iii): The defensive alignment for this division is as follows: pitcher, catcher, four infielders, and three outfielders (9 fielders).

01C.8(iv): Every player must play a minimum of three (3) innings in the field during each game. Free defensive substitution is allowed, as this has no effect on the batting order.

01C.8(v): Each team is responsible for providing one new baseball for use in a game.

01C.8(vi): If a player arrives late, but before the start of the third inning, that player must play a minimum of three innings. If a player arrives late, after the start of the third inning, that player must receive at least two at bats and once in the field.

01C.8(vii): Coaching. The following rules apply to coaching, with the exception to subdivision gameplay as defined in 01C.7: GAMEPLAY.

01C.8(vii)(a): The defensive coach will umpire players in the field.

01C.8(vii)(b): Adult coaches may serve as base coaches.

01C.8(vii)(c): For both Subdivisions, coaches will pitch the games in Phase 1. Coach pitch after Phase 1 will be governed by the gameplay for that Subdivision. Player safety and game pace must be taken into consideration when determining coach pitch.

01C.8(vii)(d): The defensive coach will call balls and strikes on his/her own team. The coach must be positioned behind the pitcher.

01C.8(vii)(e): A coach on the defensive team will be positioned behind the catcher for instruction, positioning, safety and helping retrieve passed balls to keep the game moving.

01C.8(viii): Pitching. The following rules apply to pitching, with the exception to subdivision gameplay as defined in 01C.7: GAMEPLAY.

01C.8(viii)(a): Any player may pitch, and there is no limit to the number of pitchers a team may use in a game.

01C.8(viii)(b): A pitcher can only pitch four innings per week.

01C.8(viii)(c): A pitcher once removed from the mound cannot return as a pitcher.

01C.8(viii)(d): Pitchers are limited to 50 pitches or two innings per day – whichever comes first.

01C.8(viii)(e): If a pitcher reaches the pitch count limit while facing a batter, the pitcher may continue to pitch to that batter until the batter reaches a base or is put out.

01C.8(viii)(f): A pitcher who delivers more than 30 pitches in a game cannot play the position of catcher for the remainder of that day. Any player who has played the position of catcher in four or more innings in a game is not eligible for pitching on that day.

01C.8(viii)(g): Any pitcher that either walks or hits a total of 4 batters in the same inning will be removed from the mound and be replaced for the remainder of the inning by one of the team's coaches. Once a pitcher is removed from the mound for any reason, they may not be allowed to pitch again during that game (*see rule 01C.8(viii)(c):*).

01C.8(viii)(h): A pitcher cannot walk in a runner from third base. If the pitcher delivers ball four, the coach will step in and finish the at bat, continuing off the previous strike count.

01C.8(viii)(i): If a pitcher is having trouble reaching the plate, it is permissible to move the player a maximum of 18 inches closer to home plate. For the safety of both the batter and the pitcher, this rule must be strictly adhered to by all coaches, without exception.

01C.8(viii)(j): Each manager must designate a coach or another volunteer as the official pitch count recorder. For phases 2 and 3, each manager must also designate an official scorekeeper.

01C.8(viii)(k): The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.

01C.8(viii)(l): A player may not pitch in more than one game in a day.

01C.8(ix): Catching. The following rules apply to catching, with the exception to subdivision gameplay as defined in 01C.7: GAMEPLAY.

01C.8(x): Batting. The following rules apply to batting, with the exception to subdivision gameplay as defined in 01C.7: GAMEPLAY.

01C.8(x)(a): Bunting is not allowed.

01C.8(x)(b): No on deck batters. The only players swinging bats should be facing live pitching.

01C.8(xi): Base Running. The following rules apply to base running, with the exception to subdivision gameplay as defined in 01C.7: GAMEPLAY.

01C.8(xi)(a): Stealing is not allowed. There is no advancement on passed balls.

01C.8(xi)(b): Only one base is allowed on an overthrow. On overthrows to first base, the runner must remain on first.

01C.8(xi)(c): It is the runners responsibility to avoid collisions and the runner must slide (except at 1B) on any close play. If a collision occurs as a result of a runner not sliding, the runner must be declared out.

SECTION 02 - SOFTBALL LOCAL PLAYING RULES

02A: Key Reminders

02A.1: In cases of inclement weather or darkness, a game shall be considered complete at that point. Should the inning not be completed, the score will revert to the last complete inning. The game will be official in the standings unless the minimum number of innings was not reached. Pitching Philosophy. The Merrimack Valley Girls Softball League (MVGSL) expects all pitchers follow the ASA rules for pitching as closely as possible. Specifically, in NO case shall any player take the first forward step forward with the "pivot" foot. The foot on the same side of the ball (i.e. ball in right hand, the first step must be made with the left foot). The action of "crow hopping" should be avoided – your pivot foot should always be in contact with the ground.

02A.2: Playing Time. Playing time in the field is to be divided equally between all players present. This is not applicable for hitting because all players will bat continuously.

02A.3: Zero Tolerance Policy. Coaches will remember that their behavior and attitude will be an example for the team. Be positive with your players and the umpires. Under no circumstances should a coach, parent or player argue with the umpire about a call. The only circumstance where a coach can talk to the umpire about action on the field is to question a RULE clarification. Coaches are also responsible for the behavior of their team's parents. ZERO TOLERANCE.

02B: Playing Rules and Regulations.

MVGSL will follow the ASA playing rules unless otherwise noted in this section or the division specific sections.

02B.1: Games will last one (1) hour and forty (40) minutes maximum, meaning no new inning may start after time expires. Coaches should record the start time and verify the time with the umpire prior to the game. The clock starts on the first warmup pitch. Mercy Rule. The game will end after the minimum number of innings have been played any time the trailing team has completed batted when trailing by 15 runs or more. An inning does not need to be completed if the leading team is batting. For the 10U league, the minimum is 4 innings for the purpose of this rule. For the 12U and 14U leagues, the minimum is 5 innings. This is different than the minimum number of innings needed for an official game.

02B.2: Rain Policy. In the case of a rain-out, the home team is responsible for communicating the change to the umpire and the away team (via the coaches contact list). The cancellation should be made at least two hours prior to the game time. Less than two hours prior to the game, the decision rests with the umpire and coaches at the site. Game Scores. After each game, scores will be entered into the MVGSL by the winning team. Do not make the league's Board chase after coaches to enter scores. Standings are important for setting future games. If the minimum number of innings are not played, the game result should not be entered on the website. *For 2023 the website will not be used, as we migrate to a new provider. Please email results weekly to your town rep.

02B.3: Fielding Masks: Woburn Little League has the following policy regarding the usage of fielding face masks.

02B.3(i): AAA/Minors: All fielders are required to wear fielding masks

02B.3(i)(a): Majors: Pitchers & corner infielders (1B & 3B) are required to wear fielding masks. Woburn Little League strongly encourages other positions to also wear masks while in the field

02B.3(i)(b): Junior Softball: Woburn Little League strongly encourages all positions to wear masks while in the field, but it is not required.

02B.4: Inning Run Rule

02B.4(i): **10U** – a maximum of four (4) runs can be scored in any one inning. Once the fourth (4th) run crosses the plate, the inning is over. After the completion of the fourth (4th) inning, innings 5 & beyond will have no run limit. A game can end in a tie.

02B.4(ii): **12U** – a maximum of five (5) runs can be scored in any one inning. Once the fifth (5th) run crosses the plate, the inning is over. After the completion of the fourth (4th) inning, innings 5 & beyond will have no run limit. A game can end in a tie.

02B.4(iii): **14U** – a maximum of six (6) runs can be scored in any one inning. Once the sixth (6th) run crosses the plate, the inning is over. After the completion of the fourth (4th) inning, innings 5 & beyond will have no run limit. A game can end in a tie.

02B.5: Courtesy Runner. The use of a courtesy runner for pitchers and catchers may be used to help expedite the game. The courtesy runner will be the last person that made an out unless it is the pitcher or catcher.

02B.6: Leading. Runners can take a lead after the ball leaves the pitcher's hand.

02B.7: Continuous Batting Order. Continuous batting is in effect for all levels. All players in attendance at a game will be placed in the batting order for the entire game. If a player shows up late, she will be placed at the bottom of the batting order, no exceptions. If the player shows up really late, the inclusion is at the discretion of the opposing coach.

02B.8: Playing Time. Playing time in the field is to be divided equally between all players present.

02B.9: Field Conditions. Please do your best to help maintain the playing conditions of the infields. At the conclusion of each game, take a few minutes and fill in any holes at the pitcher's mound and home plate. Also, please ask the players to clean the dugouts of all trash and belongings after every game.

02B.10: Dugouts. Home team will choose the first or third base dugout. The visiting team will get the other dugout.

02B.11: Umpires. The intent is for the 10U division to use junior “kid” umpires. 12U and 14U will use full patched umpires. The home team is responsible for paying the umpire.

02B.12: Game Balls. The home team will supply two (2) game balls. The only exception to this is if a COVID-19 rule is in effect where both teams supply their own game balls for pitching.

02B.13: Rules Infractions. If a coach feels there has been an infraction of MVGSL rules during a game, he/she must report it to their town's Board representative within 24 hours of the end of that game. The Board representative will contact the President.

02B.14: Ejections. If a player or coach is ejected in a game, they are automatically suspended for the team's next game. The suspended player or coach may face further disciplinary actions by the MGGSL Board of Directors.

02B.15: Team Rosters. Players may "play up" at any time. Players may not be on multiple rosters in the same division. However, if a team risks forfeit, they may use players from another team within the same division, but that player or players will not be allowed to pitch.

02B.16: Batting Helmets. All players must wear a helmet with a cage.

02B.17: Playing Short. Any team in the 10U division can play with a minimum of 6 girls. Any team in the 12U or 14U divisions can play with a minimum of 7 girls. No outs will be recorded against the team playing short. If less than the minimum number of girls is present, the game will be recorded an official forfeit, but every effort should be made to play a game (play for fun).Every effort should be made to prevent cancellations. The coach of the cancelling team is required to suggest make-up date possibilities within two (2) days of requesting the cancellation. Scheduling is difficult so please try to play the games as scheduled. There is no rescheduling of games due to vacations of coaches or players. If a non-rain cancellation is necessary, it must be done at least two weeks (2) weeks in advance and agreed to by both teams unless it is an emergency situation such as a field closure.

02B.18: Number of Players on the Field. Ten (10) defensive players allowed on the field in all divisions. Bench Area. Only players and coaches are allowed in the bench area.

02B.19: Slashing. "Slashing" is not allowed, that is a player cannot show bunt, pull back and then swing away. This is a safety measure to protect the fielders. Once she shows bunt, the player must attempt a bunt or take the pitch. Bating Order. The batting order is continuous and includes all players at the game.

02B.20: Out of Play. A ball is considered out of play when it passes the imaginary line made from the end of the backstop to the outfield if there is no fence.

02B.20(i):

02B.21: Overthrows:

02B.21(i): On a batted ball: ball is LIVE until it is (1.) returned to the pitching circle, or (2.) it goes out of play (as defined by the ground rules defined in pre-game meeting with umpire and declared by the umpire).

02B.21(ii): On a non-batted ball: each division will follow the stealing rules for that division

02B.21(ii)(a): 10U: Only one runner can advance one base on an overthrow

02B.21(ii)(b): 12U: All runners can advance one base on an overthrow

02B.21(ii)(c): 14U: Ball is live, same as batted ball. All runners can advance until the ball is returned to the pitching circle, or the ball is declared "out of play" by the umpire in accordance with ground rules.

02B.22: Start Times: The start time for games is the time posted on the game schedule.

02B.23: Hit Batters. If a pitcher hits three (3) batters in an INNING, she should be removed from pitching and should not re-enter the games as a pitcher (she will remain in the game as a player/batter). USE DISCRETION. If both coaches agree that the hit by pitches were not harmful then the girl will be allowed to continue to pitch until it is determined that it becomes

harmful. The intent of this rule is to avoid injuries to batters and not penalize the pitcher/pitching team.

02B.24: Lightning. Lightning will result in the immediate suspension of the game.

02B.25: COVID-19. The COVID-19 rules in effect at each game will be dictated by the home team's local town rules. These will be discussed prior to the game by the coaches and the umpire. Coaches are responsible for ensuring parents follow the local town rules.

02C: 10U Division-Specific Rules

02C.1: Base and Pitcher Plate Distances. 60’ between bases. 35’ between pitcher plate and the back of home plate.

02C.2: Stealing.

02C.2(i): Runners are allowed to steal any base but only one base per pitch per team, not per player.

02C.2(ii): A team may steal home 2 times successfully per inning (you can attempt more than two times but only can have two successful attempts). For example, a runner can be called out on a steal of home and then that team is still allowed to attempt to steal two more times (outs recorded at the plate are not considered steals).

02C.2(iii): With only one base per ball pitched, a player cannot take second on a base on balls (i.e., continuous play).

02C.2(iv): No double steals. Only 1 runner may steal 1 base per pitch. Since there is no double stealing, if two runners advance at the same time then the trailing runner is the one that shall advance, and the lead runner will have to return to her base. For example, runners on 1st and 3rd base and the runner on 1st base runs and then ball passes by the catcher and the runner on 3rd base runs home. The result would be the runner on 3rd base would have to return to her base as she is the lead runner (no matter if the runner was safe or out at home plate). If a girl starts to steal 2nd base and returns back to the base, that counts as an attempted steal and no other runners can advance. However, in such cases where there is a runner on first and second, and both steal, the runner that just advanced to third can stay, and the runner that just advanced to second will be put back on first.

02C.3: Intent of the rule – the intent is for the catcher to throw the ball to 2nd base without having the runner from 3rd base advance. No "fake" steals of 2nd base will be allowed with the intent of having the girl on 3rd base score.

02C.4: Infield Fly Rule. The infield fly rule is NOT in effect.

02C.5: Softball Size. 11” softballs will be used.

02C.6: Game Length. The maximum number of innings will be six (6) innings. A game is considered official for standings purposes after 3 innings (2.5 if the home team is winning).

02C.7: Metal Spikes. Metal spikes are not allowed in this division.

02C.8: Pitching Restrictions. Each player may pitch a total of nine (9) outs per game. More than this will result in a forfeiture of the game.

02C.9: Outfield Positioning. Outfielders must remain at least on the edge of the outfield grass or where the outfield grass would be (outfield territory). Prior to each pitch, all players must be in traditional softball positions.

02C.10: Dropped 3rd Strike. There will be no dropped third strike (That is, if a girl strikes out, she may NOT advance to first, even if the catcher drops the ball.

02C.11: Umpires. Junior or "kid" umpires are encouraged.

02D: 12U Division-Specific Rules

02D.1: Base and Pitcher Plate Distances. 60' between bases. 40' between pitcher plate and the back of home plate.

02D.2: Stealing.

02D.2(i): A team may steal home 2 times successfully per inning (you can attempt more than two times but only can have two successful attempts).

02D.2(i)(a): For example, a runner can be called out on a steal of home and then that team is still allowed to attempt to steal two more times (outs recorded at the plate are not considered steals).

02D.2(ii): With only one base per ball pitched, a player cannot take second on a base on balls

02D.2(ii)(a): (i.e., continuous play).

02D.2(iii): A runner cannot steal more than a single base per pitch.

02D.2(iv): However, multiple runners CAN steal on a single pitch, up to one base each. Double stealing IS allowed at 12U.

02D.3: Infield Fly Rule. The infield fly rule is NOT in effect.

02D.4: Softball Size. 12" softballs will be used.

02D.5: Game Length. The maximum number of innings will be seven (7) innings. A game is considered official for standings purposes after 3 innings (2.5 if the home team is winning).

02D.6: Metal Spikes. Metal spikes are not allowed in this division.

02D.7: Pitching Restrictions. Each player may pitch a total of twelve (12) outs per game. More than this will result in a forfeiture of the game. There will be no extra innings unless it is a playoff game. Dropped 3rd Strike. There will be no dropped third strike (That is, if a girl strikes out, she may NOT advance to first, even if the catcher drops the ball).

02E: 14U Divisions-Specific Rules

02E.1: 02D.1: Base and Pitcher Plate Distances. 60' between bases. 43' between pitcher plate and the back of home plate.

02E.2: Infield Fly Rule. The infield fly rule **IS** in effect.

02E.3: Softball Size. 12" softballs will be used.

02E.4: Metal Spikes. Metal spikes are allowed in this division.

02E.5: Game Length. The maximum number of innings will be seven (7) innings. A game is considered official for standings purposes after 3 innings (2.5 if the home team is winning).

02E.6: Pitching Restrictions. Each player may pitch a total of twelve (12) outs per game. More than this will result in a forfeiture of the game. There will be no extra innings unless it is a playoff game.

02E.7: Dropped 3rd Strike. There IS dropped third strike.

02F: Playoffs (If Applicable)

02F.1: Pitching Restrictions. The number of outs limit still applies for the full length of the game. However, if the game goes to extra innings, the limit is waived.

02G:

SECTION 03 - DRAFT RULES:

03A: JR. Baseball Draft

03A.1: All JR. teams will be disbanded year to year. Returning managers and coaches may retain their sons or daughters for the following year if they receive a positive recommendation from the JR/SR Commissioner and are approved by the President.

03A.2: Draft order will be by lottery, reversing order for each round (Serpentine)

03A.3: Roster size and amount of teams will be determined by enrollment year to year.

03A.4: Roster size will be no less than 12 and no more than 16 players.

03A.5: All players must be registered and paid before the draft.

03A.6: All baseball age 13 and 14 will attend a league tryout all players must be picked. All 14 year old players not wanting to play the Sr. level must declare in writing their intention before the Draft.

03A.7: All registered players not attending the tryout will be hat picks.

03A.8: Hat Picks may be picked at any point in the draft.

03A.9: When there are siblings in the draft, that manager has the option to draft the other sibling if he is eligible. If a manager does not exercise the option, the 2nd sibling is eligible to be drafted by any other team.

03A.10: If desired, a manager shall submit an option in writing on a draftee if the player candidate's brother or sister is a member of that manager's team. If such an option is submitted, the manager must draft the sibling within the first four draft selections.

03A.11: If a manager has son/daughter eligible for the draft, and wishes to draft them; he/she must submit the option in writing. PARENT/MANAGER option takes priority over any other option. This option must be exercised within the first three draft rounds.

03A.12: In Jr's a team may have 2 coaches approved by the President after a procurement process. Those coaches' son/daughters will be a first and second round pick respectively.

03B: Senior Baseball Draft

03B.1: All Managers and Coaches will put in writing by September 1 on their intention to return:

03B.2: They must receive a positive recommendation from the JR/SR Commissioner and be approved by the procurement committee and the President.

03B.3: A tryout will be held for player evaluations

03B.4: All players must be registered and paid before the draft.

03B.5: All 14, 15 and 16 year old players not attending tryouts will be a hat pick.

03B.6: Baseball age 14 year olds attending Sr. tryouts or who have not declared in writing to not play in the Sr. Level will be draft eligible. All 14-year-old HS Freshman are encouraged to play Senior Level.

03B.7: Hat picks may be picked any time during the draft.

03B.8: The amount of 14 year olds to be picked will be determined by 15 – 16 year old enrollment and roster need year to year. All 15-16 year olds must be picked to a team. 14 year olds may be picked at any time.

03B.9: Draft order will be determined by record of previous season. This may change based on number of registered players.

03B.10: In the case of a tie, the following will be used to determine the draft order:

03B.10(i): Head to head play.

03B.10(ii): Overall record against all Woburn Teams.

03B.10(iii): Drawn from hat.

03B.11: Roster sizes will be determined by enrollment with a minimum of 12 and not to exceed 15.

03B.12: When there are siblings in the draft, that manager has the option to draft the other sibling if he/she is eligible. If a manager does not exercise the option, the 2nd sibling is eligible to be drafted by any other team.

03B.13: If desired, a manager shall submit an option in writing on a draftee if the player candidate's brother or sister is a member of that manager's team. If such an option is submitted, the manager must draft the sibling within the first three draft selections.

03B.14: If a manager has son/daughter eligible for the draft, and wishes to draft them; he/she must submit the option in writing. PARENT/MANAGER option takes priority over any other option. This option must be exercised within the first five draft rounds.

03B.15: A NEW coach should not be appointed nor approved until after the draft to avoid "Red Shirting" of players through selective coaching appointments. A RETURNING Coach, through the manager, may exercise an option in writing/email to the player agent provided:

03B.15(i): The coach has served as a manager or coach in the league (at any level) for the past 2 years

03B.15(ii): The coach is returning to the team from the previous year and was an active member of the team's staff. (Active member is defined by attending 75% of all games and participated in the majority of practices)

IF the coach meets both criteria the son/daughter may be picked as a third (3rd) round pick.

03B.16: ALL OPTIONS MUST BE DECLARED BEFORE THE DRAFT COMMENCES.

Woburn Little League Draft Rules

(PLAYER SELECTION SYSTEM)

Little League

Match month (top line) and box with year of birth. League age indicated at left.
NOTE: This age chart is for BASEBALL DIVISIONS ONLY, and only for 2024.

AGE	JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	SEP	OCT	NOV	DEC	AGE
4	2020	2020	2020	2020	2020	2020	2020	2020	2019	2019	2019	2019	4
4	2020	2020	2020	2020	2020	2020	2020	2020	2019	2019	2019	2019	4
5	2019	2019	2019	2019	2019	2019	2019	2019	2018	2018	2018	2018	5
6	2018	2018	2018	2018	2018	2018	2018	2018	2017	2017	2017	2017	6
7	2017	2017	2017	2017	2017	2017	2017	2017	2016	2016	2016	2016	7
8	2016	2016	2016	2016	2016	2016	2016	2016	2015	2015	2015	2015	8
9	2015	2015	2015	2015	2015	2015	2015	2015	2014	2014	2014	2014	9
10	2014	2014	2014	2014	2014	2014	2014	2014	2013	2013	2013	2013	10
11	2013	2013	2013	2013	2013	2013	2013	2013	2012	2012	2012	2012	11
12	2012	2012	2012	2012	2012	2012	2012	2012	2011	2011	2011	2011	12
13	2011	2011	2011	2011	2011	2011	2011	2011	2010	2010	2010	2010	13
14	2010	2010	2010	2010	2010	2010	2010	2010	2009	2009	2009	2009	14
15	2009	2009	2009	2009	2009	2009	2009	2009	2008	2008	2008	2008	15

[1]

03C: Major Division Draft

03C.1: WLL Major Baseball and U12 Softball is comprised of one division. The draft order shall be determined based on the **prior year finish in the regular season**. The last place team from the prior year will have the first pick and the team will slot in from their prior year finish.

03C.2: ALL 12 year olds MUST be drafted in the **Major Baseball Division.** The minimum number of 12 year olds drafted to each team will determined by the total number of 12 year olds available divided by the number of teams drafting, rounded down to the nearest whole number.

03C.3: ALL 11 and 12 year olds MUST be drafted in the **U12 Softball Division.** The minimum number of 12 year olds drafted to each team will determined by the total number of 12 year olds available divided by the number of teams drafting, rounded down to the nearest whole number.

03C.4: In Minor Baseball and U10 Softball only the order of the draft shall be determined by lottery, reversing order for each **round (serpentine).**

03C.5: **Bonus Picks:** Each manager **requiring eight or more players prior to the draft to complete the roster will be allowed one bonus pick at the completion of round four.** If more than one manager is allowed bonus picks under this section, the order of rotation will be identical to that being followed in the draft.

03C.6: Major Baseball and Softball: A player is **eligible for the draft** only when he/she attends tryouts. A player is eligible for the draft only when he/she is properly registered and paid for the current season.

03D: Minor Division Draft

03D.1: Any player who does not attend try-outs may not be selected in the draft as a regular draft pick, they shall be considered a "hat pick" and subject to random draw.

03E: All Divisions

03E.1: Players shall never be told the position in which they were drafted.

03E.2: All Minor League and Jr./Sr. league

03E.2(i): Rosters will be disbanded at the conclusion of each season. There shall be no pass in the Minor League draft. Instead of a pass, a team may opt for a "hat pick", which is a random selection of all players who did not attend tryouts.

03E.3: **Evaluations:** The Woburn Little League evaluation system (*see Addendum A3 – Woburn Little League Evaluation*) will be used for Minor and AAA divisions of play. For the Minor divisions, the evaluation scores are used as a tool during the draft process to aide Managers. For the AAA division, the evaluation scores are used to assign teams and ensure team parity.

03E.3(i): To ensure a fair evaluation process, an effort will be made to select evaluators who are not managers/coaches for the division being evaluated.

[1] Little League matrix can be found on the woburnlittleleague.org website

03E.3(ii): Evaluators shall not base their scores on prior perceived skills, and should limit their assessment to a player's performance during the evaluation.

03E.3(iii): Evaluators will be assigned to one evaluation area and are responsible for scoring all players in that particular area.

03E.3(iv): Managers/Coaches are required to assist in the evaluation by running the evaluation areas.

03E.3(v): Using the overall score in each of the five areas, a maximum of 30 points can be awarded to each player.

03E.3(vi): At the end of the evaluation, all evaluation sheets must be turned into the Tryout Commissioner.

03E.3(vii): The evaluation results must remain confidential with the Board of Directors and team Managers, and SHALL NOT be shared with any player or parent under any circumstances. Failure to adhere to this rule may result in termination of Manager or Coach privileges for the season.

03E.3(viii): [insert President language regarding formation of teams]

03E.4: The formation of teams in Tee Ball will be done using school districts. The league may receive friend requests, but cannot guarantee request fulfillment.

03E.5: Managers at the Tee Ball Division level can requests coaches, however, only 1 request is guaranteed for fulfillment. Any additional requests are taken under advisement, and will be accommodated so long as they do not conflict with rule 03E.4:.

03E.6: The roster limits for the programs are:

U14 Softball	13-14 (ability-based)	Draft
U12 Softball	10-12 (ability-based program)	Draft
U10 Softball	7-10	Draft
Jr. and Sr. Baseball	13-16 (ability based)	Draft
Major Baseball	10-12 (ability based, max 10's-4)	Draft
Minor Baseball	9-11 (ability based)	Draft
AAA Baseball	7-8 (ability based)	Evaluation for Parity
Tee Ball (Boys and Girls)	5-6	Schools

03E.7: Roster limits will be based on registration. The Board will determine roster limits year to year.

03E.8: A team may have a **maximum of eight players of a like League age** (exception: maximum of three 10-year old Major Baseball only). The managers must keep in mind that they must not select more than eight players in a given age group.

03E.9: **Brothers/Sisters in the Draft (Major, Minors, JR and SR BASEBALL AND SOFTBALL)** When there are two or more siblings in the draft, and the first brother or sister is drafted by a manager, that manager automatically has an option to draft the other brother or sister **on the next turn**. If the manager does not exercise the option, the second sibling is then available to be drafted by any team.

03E.10: **Brothers/Sisters of Players Currently on a Team (Major, SR Baseball and U12 Softball)** If desired, a manager shall submit an option in writing on a draftee if the player candidate's brother or sister is a member of that manager's team. If such an option is submitted, the manager **MUST draft the sibling within the first three draft selections. (Why not just a certain round?)**

03E.11: **Sons/Daughters of Managers (Major, SR Baseball and U12 Softball)** If a manager has sons and/or daughters eligible for the draft, and wishes to draft them; he/she must submit the option in writing. Parent/Manager **option takes priority over any other option**. This option must be exercised within the **first five draft rounds** in writing to the Player Agent provided:

03E.11(i): The Manager has served as a manager or coach in the league (at any level) for the past two years AND

03E.11(ii): The Manager is returning to the same Major League team as last year.

IMPORTANT: In order for the manager to exercise this option, the manager must qualify under BOTH conditions above.
Note: a new manager in the Major League must take his/her sibling within the first 3 rounds.

03E.12: **Sons/Daughters of Coaches (Major, SR Baseball and U12 Softball)** A NEW coach should not be appointed nor approved until after the draft to avoid "Red Shirting" of players through selective coaching appointments. A RETURNING coach, through the manager, may exercise an option in writing to the Player Agent provided:

03E.12(i): The coach has served as a manager or coach in the league (at any level) for the past two years AND

03E.12(ii): The coach is returning to the same Major League team as last year. **IMPORTANT:** In order for the manager to exercise this option, the coach must qualify under BOTH conditions above. (The player then must be drafted in the first 4 rounds.)

03E.13: Sons/Daughters of Coaches (Minor League Baseball and U10 Softball)

03E.13(i): Manager's son or daughter will count as a 5th round pick in the perspective age group.

03E.13(ii): One (1) assistant coach son or daughter pick will be allowed no later than the teams 3rd round draft pick of the perspective age group.

03E.13(iii): The assistant coach must confirm their intention to coach with the division commissioner via email, text, or call prior to the start of the draft. If such confirmation is not received prior to the draft the son or daughter of the proposed assistant coach will be eligible to be drafted by any team.

03E.14: Any Manager or Coach that has been in any program, within Woburn Little League, can move to another level of the program as a Manager or Coach and take his or her son/daughter with him/her as a ***3rd round draft pick***.

03E.15: If an entire coaching staff (Manager and Coaches), having been together for ***two consecutive seasons***, moves to a Major level within Woburn Little League (in their same capacities), the staff retains exclusive rights to their sons/daughters ***as a 1st, 2nd & 3rd round draft picks.***

03E.16: All options ***must*** be declared before the start of the draft.

03E.17: **REPLACEMENTS.** When a player is lost to a team during the playing season for any of the following reasons:

03E.17(i): He/she moves to another city or state too distant to commute for practice and play;

03E.17(ii): He/she is injured and will not be able to return to play within a reasonable period of time (4 games)

03E.17(iii): He/she has, for personal reasons, decided to terminate his/her association with the team;

03E.17(iv): Any other justifiable reason reviewed and approved by the Board of Directors;

03E.17(iv)(a): The manager of the team losing a player shall promptly advise the Player Agent. The Player Agent (Director of that league?) shall advise the President and the Board. If loss of player is approved, the President will send a letter of release to the player and the parents stating player is released from the Major League team and the league for a justifiable reason. This action creates a legal opening for a replacement on the team roster.

03E.17(iv)(b): The manager shall review the available player list with the Player Agent and shall select a replacement. The replacement becomes a permanent member of the team even if the injured player returns during the season. The available player list will be comprised of 1) players (baseball age 11) that attended try-outs and were not drafted, or 2) baseball age 12 players currently on Minor League rosters. All 12-year-old players on a Minor league baseball or softball rosters MUST be picked as a replacement first then the 11's and then the 10's.

NOTE: Failure by the manager to advise the Player Agent of a player's continued absence should result in disciplinary action and will result in the loss of the team's draft choice in the first round of the following draft. **Exception:** It is determined that the President, Player Agent and Manager are unable to properly replace a player after using all pliable avenues to do so.

03E.18: **VACANCY.** Vacancy on a team is created when the Manager, Player Agent, and President that a player will miss a minimum of 4 games or the remainder of the season with more than two full weeks of games left. All potential vacancies ***must*** be reported to the Player Agent within three days. Failure to do so will result in the loss of the team's draft choice in the first round of the following draft. Team vacancies must be filled within one week (7 days) of the date the vacancy was determined to have occurred. With three or less weeks left in the scheduled season, a vacancy must be filled within one week (7 days). After that time, the Player Agent will have the authority to fill the vacancy. The Player Agent shall clear all reassignments of players.

03E.19: **NON-VACANCY.** Any player selected by a Major League team, who declines to play for the Major team, shall have his/her situation referred to a committee consisting of the Player Agent and the commissioner (for Softball or Baseball, respectively) with the Vice President as Chairman, for disposition. Should this committee decide to have the player remain in the Minor League, the Major League team, which drafted the player, **shall retain the rights to the**

player as a fourth round pick in the subsequent season. Should the Major League team choose to exercise this option, ***it shall take precedence over all other protective options.***

03E.20: Any 9-year-old player not selected at the Minor League level will be registered to play at the AAA level. If a vacancy arises on a Minor League team, an eligible 9-year-old player at the AAA level can be selected to the team with the vacant roster spot.

03E.21: **DURATION OF TITLE.** Each player acquired shall, for the duration of his or her Major Little League career, be the property of the team and league or division making the acquisition, unless subsequently traded or released. All trades & releases MUST be approved through the Board.

03E.22: **TRADING.** Following the draft, managers may, if they desire, trade players. Trades MUST be COMPLETED immediately after the draft. ALL TRADES SHALL BE MADE THROUGH AND WITH THE APPROVAL OF THE PLAYER AGENT. The following restrictions also apply

03E.22(i): 12 years old must be traded for other 12-year old.

03E.22(ii): Minor League players may not be traded for Major Division players.

03E.22(iii): All trades must be player for player only. (Example: Two players from Team A could not be traded for one player on Team B.)

03E.22(iv): Trades involving a player for draft choices are not permitted. (Example: A manager cannot trade his/her right to pick the third player overall for an existing p layer on another team. However, once the draft is complete, a trade may be consummated, providing it meets all other criteria for trading.)

03E.22(v): For ALL Divisions – at the conclusion of the draft each team is permitted **ONE** transaction only player for player. No multiple player transactions allowed and no player for draft choices allowed.

NOTE: ALL TRADES MUST BE FOR JUSTIFIABLE REASONS AND BE APPROVED BY THE BOARD.

03E.23: **TEAM REGISTRATION AND RELEASE OF PLAYERS**

03E.23(i): Five days prior to the first scheduled league game, each Manager shall register with the Player Agent the number of players as determined under Regulation III (a). Proper release of Major league player due to injury, illness, relocation or resignation is essential.

03E.23(ii): During the season, the Player Agent must monitor teams to ensure rosters are at the proper level. Managers are required to inform the Player Agent if a player has been repeatedly absent. Failure to notify the Player Agent of a player's repeated absence is caused for disciplinary action against the Manager.

03E.23(iii): Once the rosters are finalized (no later than five days prior to the start of season), the league must send its rosters to Little League International in Williamsport. Little League recommends that local leagues maintain copies of rosters for the current year and the previous year at a minimum. The league may wish to maintain the rosters for longer periods, however, for archiving/historical purposes.

03E.24: The Regular Season (Player Pool)

03E.24(i): To aid leagues that are having difficult time getting enough players for their regular season teams the following option is available:

03E.24(ii): A pool of players from existing regular season teams can be created with players that are willing to participate in extra games during the regular season when teams face a shortage of rostered players for a regular season game.

03E.24(iii): Guidelines:

03E.24(iii)(a): The league's Player Agent will create and run the pool. The league's Player Agent will use the pool to assign players to teams that are short of players on a rotating basis.

03E.24(iii)(b): Managers and/or coaches will not have the right to randomly pick and choose players from the pool.

03E.24(iii)(c): Players used from the pool will not be allowed to pitch, except during the player's own regular season scheduled game.

03E.24(iii)(d): Pool players that are called and show up at the game site must play at least nine defensive outs and bat once.

03E.24(iii)(e): Pool is made up of Minor League players.

SECTION 04 - FORFEITS

04A: Definition.

04A.1: A Forfeit occurs when:

04A.1(i): A team is unable to field a minimum number of players

04A.1(ii): A manager is unable to provide appropriate adult supervision for a game in the manager's absence.

04B: Reasonable Notification Lead Times.

04B.1: The Board of Directors may define "reasonable notification lead times", if necessary.

04B.1(i): If a game has not been approved to be rescheduled in advance by the league director, and:

04B.1(i)(a): One team is unable to field the minimum number or players at the start of the game the league commissioner will declare a forfeit, assessing a loss to the team without the minimum number of players

04B.1(i)(b): Both teams are unable to field the minimum number of players at the start of the game; the league commissioner will declare a forfeit, assessing a loss to both teams.

04B.2: Appeals of Forfeits. A team may appeal a forfeit to the Board of Directors, provided that the league commissioner and the opposing team manager are informed of the nature of the appeal and the time and date of the Board meeting at which the appeal is to be heard.

04B.3: A forfeit is a loss in the standings; however it is counted as a win for the purpose of establishing the order of draft for the following season.

04B.4: A forfeit may be declared, by the game umpire in chief, for violations listed in Rule 4.15 of the Official Playing Rules of Little League Baseball (and Softball).

04B.5: Once a forfeit is declared you may still play the game but the team that forfeited gets the loss regardless if the player shows up after the forfeiture

SECTION 05 - MANAGEMENT PROCUREMENT MANAGEMENT COMMITTEE

05A: Procurement Rules

05A.1: All managers are to be approved for one season only.

05A.2: All positions are open once a new board is approved and must be filled before the first tryout.

05A.3: Management Procurement Committee is required to discuss qualifications and cooperation of the manager of each uniformed team and return with positive recommendations only, by the July Board Meeting.

05A.4: Managers who do not receive a positive recommendation are to be provided a hearing before the Management Procurement committee prior to the July Board meeting.

05A.4(i): Coaches Also need to be approved by the Procurement Committee.

05A.5: Committee is to make final recommendations regarding 05A.4: at September meeting to allow adequate time to appoint replacements, if necessary.

05A.6: Recommendations by management committee and appointment of new managers should be concluded at the February Board meeting.

05A.7: Appointment of managers to Baseball (AAA, AA,) and Softball (10U) is left to the appropriate commissioner but must be brought to the boards attention

05A.8: All volunteers must authorize a C.O.R.I. background check and Little League Volunteer Application to participate at any level in the Woburn Little League Program.

05A.9: The President has final say on all managers and coaches.

SECTION 06 - BACKGROUND CHECK PROCESS

06A: Appointment

06A.1: Within thirty days of the election of officers, the President shall appoint a Volunteer Screening Committee made up of a chairman and no more than two additional members. The Board of Directors shall be required to approve the appointment of the Chairman and members of the committee.

06A.2: If the President's appointment of the Committee fails approval, the Board of Directors shall by simple majority fill any open positions on the committee.

06A.3: All members, 16 years of age or older, shall be required to authorize a background check.

06B: Background Check Policy per Little League International

06B.1: To begin conducting background checks, the league needs in its possession a fully completed official "Little League Volunteer Application" along with a copy of a government-issued photo ID, usually a driver's license, in order for the league to verify that the information on his/her volunteer application is correct, i.e. spelling of name, address, date of birth, etc.

06B.2: Effective in 2007, the local league must conduct a nationwide search that contains the applicable government sex offender registry data. Little League International has contracted with LexisNexis Screening Solutions to provide local leagues and districts with a special Internet site that allows members to search a criminal records database of more than 270 million criminal records - instantly. This site provides searches of available criminal records from various repository sources and state-level sex offender registries. The fee for the first 125 searches per chartered league and district is free to the local league and district as the cost for these searches is being provided by Little League International. Any additional searches above 125 will cost the league and district a reduced fee of only

06B.3: $1 per individual search. Though Little League International requires members to search a minimum of the Department of Justice National Sex Offender Registry, this special Internet site also includes the JDP National Criminal File database that contains more than 450 million records, including criminal and sex offender registry records covering 50 states and the District of Columbia, meets the current regulation requirement. Leagues are not required to use the JDP website, but may also use alternate resources. However, the alternate resources must equal or exceed the services provided by JDP.

06B.4: In addition to meeting the minimum requirement of checking the United States Department of Justice National Sex Offender Registry, (www.nsopr.gov) Little League strongly encourages all leagues to also utilize the national criminal records search available through the Little League website. This additional criminal records check may provide additional important information regarding the criminal records of individuals whose crimes do not require that they be listed on a sex offender registry. For example, convictions for assault, battery, theft or drug offenses would not result in a report to sex offender registry. Details can be found at http://littleleague.LexisNexis.com/. Just click on the "Data Matrix" section to review the records

nationwide, broken down by state, which will be processed instantly when utilizing this internet based system any hour of the day.

06B.5: Information on how to utilize this benefit, as well as how to conduct background checks, can be found on the Little League website at: Child Protection Page

06B.6: The search conducted on LexisNexis Screening Solutions at http://littleleague.LexisNexis.com/ limits the name-only search to 10 state sex offender registries while providing a far more thorough check that includes criminal records not found on an SOR, as well as utilizing the birth dates and Social Security Numbers entered which screens additional databases.

06B.7: When positive results are returned in the states with name-only searches (Arizona, Georgia, Hawaii, Indiana, Massachusetts, Montana, Nevada, Virginia, Washington, Wisconsin), you are **required** to perform more research to determine whether the results belong to your candidate. To do this, please visit the individual state sites which are available through a link listed below and search for your candidate to retrieve more demographic information. This additional information will help you exclude records that do not belong to your candidate.

06B.8: All information obtained as a result of a background check shall, as required by law, be held in strict confidence by the Volunteer Screening Committee.

06B.9: The committee shall consider only information that shows that the candidate has a history of sexual or physical abuse, to be cause to disallow further consideration for appointment, or cause for the dismissal of the candidate.

06B.10: The committee may discuss its concerns with the candidate prior to rendering its decision. Any candidate denied further consideration for appointment by the Volunteer Screening Committee shall be notified of that decision prior to the Committee rendering its report to the Board of Directors. The candidate shall have the opportunity to challenge any information that may be incorrect.

06B.11: A candidate who is denied further consideration for appointment by the Volunteer Screening committee, or who has been dismissed as a result of decision of the committee, shall have the right to appeal the decision to the full Board of Directors. In order to file an appeal of the committee's decision, the candidate must provide written authorization for the results of the background check to be disclosed to the full Board of Directors.

SECTION 07 - PLAYER REGISTRATION

07A.1: Every player in every program shall be registered prior to the start of each season when possible.

07A.2: League officials shall conduct the registrations; the process will not be subordinated to team managers.

07A.3: Birth certificates are required of all registered players.

07A.4: The minimum requirements shall be the payment of a registration/insurance fee and providing a copy of the player's birth certificate for the League's records. The fee may be waived in hardship cases by President approval only.

SECTION 08 - DRESS CODE FOR WOBURN LITTLE LEAGUE

08A.1: In general, common sense must rule. Coaches and Managers represent the Woburn Little League program and we require consistency in appearance. By accepting the position of Manager or Coach, you accept the responsibility of being a good steward of our program.

08A.2: As a guide, not acceptable are the following: Short shorts

08A.2(i): Cut off shorts

08A.2(ii): Cut off shirts – (all shirts should be either short or long sleeve)

08A.2(iii): Bathing suits

08A.2(iv): Shirts that portray sexually suggestive or otherwise inappropriate messages (Big Dog, Johnson, etc.) Shirts that advertise alcohol or tobacco products

08A.2(v): Flip/flop style sandals

08A.2(vi): Men's tank tops

08A.2(vii): Halter-tops

08A.2(viii): Slacks/jeans or shorts may be worn.

08A.3: We recognize that some coaches would like to purchase Major League replica uniforms, jackets and accessories for themselves for use during games. This is allowed.

08A.4: All players of all teams are required to be consistent with the uniforms provided by the League.

SECTION 09 - FINANCIAL DISBURSEMENT

09A: Our By-Laws Provide:

09A.1: The board shall decide all matters pertaining to finances

09A.2: The Board shall approve all expenditures.

09A.3: The President and Treasurer and concession stand manager only, may spend up to $150 per month in an emergency situation without prior approval.

09B: Additional action of the Board allows:

09B.1: Any Board member to expend up to $50 per month in an emergency, for items and services normally associated with his/her committee responsibilities.

09B.2: No expenditure or obligation beyond these limits is permitted.

09B.3: The above limitations do not preclude the Board from establishing a budget for a committee, which then may obligate funds to a predetermined limit.

09B.4: No board member shall be allowed to be in possession of a league credit card without approval of the treasurer and president. The board must approve all charges.

SECTION 10 - CITY SERIES PLAYOFF RULES MAJOR BASEBALL/SOFTBALL

10A: Softball City Series Rules

10A.1: All teams will qualify for playoffs.

10A.2: Tie Breakers. The following will be used for all leagues:

10A.2(i): Records against each other

10A.2(ii): Runs allowed

10A.3: Playoffs. All teams will qualify for a double elimination playoff format.

10B: Major Baseball Playoffs

10B.1: Major League Playoffs, 6 seed vs. 5 seed in Wild Card game…then remaining 5 teams play double elimination tournament.

10B.2: Higher seed team is always the home team for major softball and baseball.

10B.3: A mandatory playoff meeting will be held for each division by the appropriate commissioner.

10C: Minor League Baseball Playoff Rules

10C.1: 5 Team double elimination tournament

10D: Pitching Rules

10D.1: Little League Baseball Tournament Pitching rules would apply throughout the playoffs at all levels of play.

10E: General Rules.

10E.1: A game that is shortened or suspended by an umpire due to weather, darkness, or field conditions is a “called game” and it will be resumed at the point of interruption. Such games will not be considered regulation games unless 6 innings, 5 ½ with the home team ahead, have been played.

10E.1(i): ***Exception 1:*** A game halted prior to the completion of the first inning shall be replayed from the beginning and all records, including pitching, disregarded.

10E.1(ii): ***Exception 2:*** A game, which is called at a point in the game that would normally qualify the game as a regulation game, and if after applying the rules for scoring a called game, one team is ahead by 10 runs or more, the game will be terminated, not resumed and declared a regulation game.

10E.2: The Tournament Director will solve any problems at the field; there will not be any protests.

10E.3: The official scorer will keep the book. (If there is not an official scorer present, the home team book is the official book; however, the tournament director may choose to cover both positions).

10E.4: Playing rules are the same as regular season. (Every player must field minimum innings and bat). All equipment, coaches, and players must remain in dugouts when not involved in play on the field.

10E.5: Pitching does not reset for playoffs. Pitching rules are continuous from end of regular season.

SECTION 11 - DISTRICT TEAM MANAGER SELECTION

11A: Selection.

11A.1: The Procurement committee will make the recommendation to the President and the Vice President will recommend to the Board who the District Managers should be. The best candidate will be considered for the manager position of an Districts team regardless if they are coaching at that level in the current year.

11A.2: This committee will meet with the prospective coaching staff (all adult help) before the Board meeting.

SECTION 12 - DISTRICT BASEBALL AND SOFTBALL TOURNAMENT / PLAYER SELECTION

12A: Baseball District Team Selection.

12A.1: Teams will nominate top players for District teams.

12A.2: Each player's availability to participate should be ascertained prior to his/her nomination.

12A.3: Director of Major Baseball will compile the list of all players and send to all managers of respected teams to vote.

12A.4: The age limits by program are: Majors 10 - 11 - 12

12A.5: A selection committee will do the selection of players for the tournament play. This committee will consist of: the selected manager, that league's commissioner The President will be the chairman of these committees.

12A.6: No alternate players may be named, nor may any potential alternates practice with the team.

12A.7: If a player fails to continue with a Tournament team, the Tournament Manager ***must*** select a replacement from any team.

12A.8: Every majors teams **MUST** have, but not limited to, one (1) of the age-appropriate players placed on the district 10 year old & district 11 year old all-star teams. Every majors teams **SHOULD** have, but not limited to, one (1) of the age-appropriate players placed on the district 12 year old all-star team. The Selection Committee, based on the final voting by the Managers and/or the recommendations of the Managers, may determine that a team does not have an age-appropriate player meeting the requirements or ability to participate on the team. If the Selection Committee comes to this conclusion, they have the authority to select another age-appropriate player from another team

12A.9: .Top vote getters will be placed on Tournament Teams.

12A.10: Based on the voting results, the final Selection Committee will do the selection of players for tournament play. The Committee will consist of: the selected Manager, the division Director, and league President. The league President will be the chairman of these committees.

12B: MIDDLE-ESSEX MANAGER SELECTION

12B.1: The Procurement committee will make the recommendation to the President and the Vice President will recommend to the Board who the Middle-Essex Managers should be. The best candidate will be considered for the manager position of an Middle-Essex team regardless if they are coaching at that level in the current year.

12B.2: This committee will meet with the prospective coaching staff (all adult help) before the Board meeting.

12C: MIDDLE-ESSEX SOFTBALL PLAYER SELECTION – (A) Division Selection

12C.1: Teams will nominate top players for Middle-Essex (A) Placement.

12C.2: Each player's availability to participate should be ascertained prior to his/her nomination.

12C.3: Directors of Junior (14u), Majors (12u), Minors Softball(10U) will compile the list of all players and send to all managers of respected teams to vote.

12C.4: The grade limits by program are: Junior (7th - 8th), Majors (5th - 6th), Minors (3rd - 4th)

12C.5: A selection committee will do the selection of players for the tournament play. This committee will consist of: the selected manager, that league's commissioner The President will be the chairman of these committees.

12C.6: Selection committee will discuss candidacy of any players that were unable to play spring season on a case-by-case basis.

12C.7: No alternate players may be named, nor may any potential alternates practice with the team.

12C.8: If a player fails to continue with a Tournament team, the Tournament Manager may select a replacement from any team.

12C.9: Every team should be represented on, but not limited to, one (1) of the grade-appropriate Middle-Essex (A-Division) teams. The Selection Committee, based on the final voting by the Managers and/or the recommendations of the Managers, may determine that a team does not have an grade appropriate player meeting the requirements or ability to participate on the team. If the Selection Committee comes to this conclusion, they have the authority to select another grade appropriate player from another team.

12C.10: Top vote getters will be placed on Middle-Essex (A) Team. Additional teams in the (B) Division will be based on player registration.

12C.11: Based on the voting results, the final Selection Committee will do the selection of players for Middle-Essex play. The Committee will consist of: the selected Manager, the division Director, and league President. The league President will be the chairman of these committees.

SECTION 13 - MINOR BASEBALL / SOFTBALL ALL STAR PLAYER SELECTION

13A: Selection.

13A.1: (3) 9-11-year old will be selected from each team to be represented in the All-Star Game – “intra-city” Add softball

13A.2: The All-Star Game has no bearing on any separate tournament or non “intra-city” league team

SECTION 14 - AWARDS

14A: General Rules

14A.1: No award shall be made to players on the basis of comparable skills or accomplishments.

14A.2: **TROPHIES –** Appropriate trophies or medals should be presented to each player and coach on the following uniformed teams:

14A.2(i): Regular Season Champion

14A.2(ii): City Series Champion

14A.2(iii): City Series Runner-Up

14A.3: Bobble Head Trophies will be presented to Tee Ball for players only.

14A.4: **JACKETS/SHIRTS –** Suitable jackets should be presented to:

14A.4(i): Softball – State Tournament Champions (all players and up to 3 supervisory personnel)

14A.4(ii): Baseball - State Tournament Champions (all players and up to 3 supervisory personnel)

14A.4(iii): Each ***new*** member of the Board of Directors*

14A.5: The maximum expenditure **per person** shall be $60 per jacket

14A.6: **PINS –** All players selected to a tournament team and all-star team will receive from Woburn Little League an all-star pin (only if available from Little League National)(Recommend to remove completely since WLL does not pay or provide)

14A.7: **T-SHIRTS –** should be presented to:

14A.7(i): Softball – District Tournament Champions (all players and up to 3 supervisory personnel)

14A.7(ii): Baseball – District Tournament Champions (all players and up to 3 supervisory personnel)

14A.8: The maximum expenditure per team shall be $250

14A.9: An action of the Board is required prior to the purchase of any awards.

14A.10: Any additional awards need to be approved by the board.

14A.11: Transportation and Lodging is the responsibility of each team. League support may be available based on the leagues financial situation each year.

Woburn Little League Evaluations

INTRODUCTION

To ensure a fair evaluation process, an effort will be made to select evaluators who are not managers/coaches for the division being evaluated. Evaluators shall not base their scores on prior perceived skills, and should limit their assessment to a player's performance during the evaluation. Evaluators will be assigned to one evaluation area and are responsible for scoring all players in that particular area. Managers/Coaches are required to assist in the evaluation by running the evaluation areas. Using the overall score in each of the five areas, a maximum of 30 points can be awarded to each player. The total point score is used to place players on teams to aide in team parity. An effort will be made to keep players together by school.

Evaluators and Coaches should arrive at least 30 minutes prior to the evaluation to help set up and organize their areas. At the end of the evaluation, all evaluation sheets must be turned into the Tryout Commissioner.

Evaluation Overview

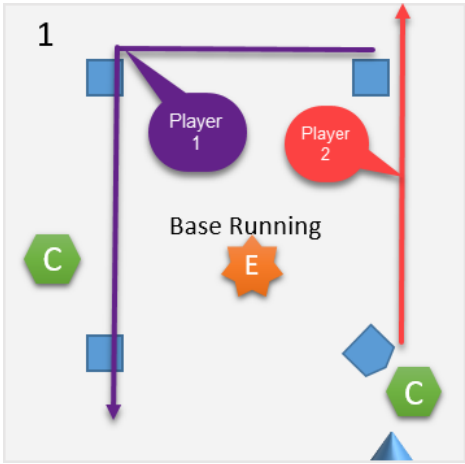
Time	Activity
5 min 0:05	**Opening Remarks:** Commissioner outlines the purpose of evaluation to players and parents. Explanation of the format for the evaluation, how players will be evaluated, and importance of behavior, hustle, and good attitude.
5 min 0:10	**Warm Up:** Coaches will lineup players in groups of 10-14, keeping sequential tryout numbers together. Players will perform a light jog, high knees, monster walk, arm circles, and stretches to limber up.
10 min 0:20	**Area 1 – Base Running:** Line players up at home plate. Player performs "dry swing" and runs to 1B. Player stays on 1B until next player goes, then runs from 1B to 3B. Allow 1B runner to overrun 3B and return to back of line. Three reps, with evaluations on reps 2 and 3.
10 min 0:30	**Area 2 – Fielding:** Players form two lines: 1) shallow RF, ball in hand; and 2) at SS. On Coaches' command, RF player will simulate catching a pop and making the throw home. Player then moves to SS. Coach rolls grounder to SS, player fields, holds ball and moves to RF. Three reps, with evaluations on reps 2 and 3.
1 min	**Water Break**
10 min 0:40	**Area 3 – Catching:** Players form two lines 40 feet from coaches. Coach performs four throws: 1) center of body; 2) forehand; 3) backhand; and 4) pop. Coach will stay with same throw until line is complete, then move to next throw. Each player gets 12 reps (3 reps per throw).
10 min 0:50	**Area 4 – Hitting:** Two players enter the cage to take live pitching. All other players go to T area with a partner to do T work until it is their turn to enter the cage. Each batter should make contact with three balls.
1 min	**Water Break**
10 min 0:60	**Area 5 – Pitching:** Players form two lines at rubber. Each player throws 3 consecutive pitches into net, then returns to back of line. Goal of 10 – 15 pitches per player.

Woburn Little League Evaluations

1 min **Thank You:** Players gather back at starting line in front of parents. Commissioner thanks all the players and parents for attending. Advise that teams will be formed in the next 4 weeks.

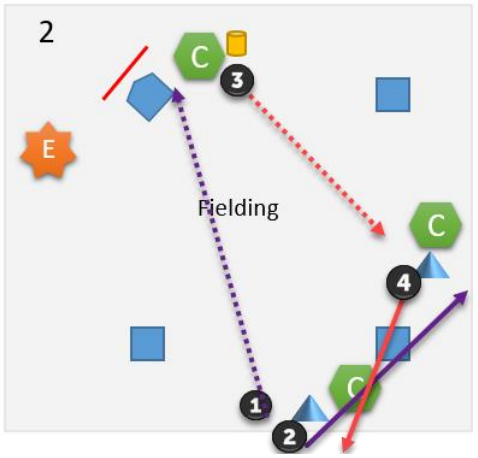
Area 1 – Base Running

Evaluator:	<enter evaluator name>
Coaches:	<enter coaches names>
Duration:	10 minutes
Rotations:	5 group rotations
Setup:	• One coach (C) standing behind home plate to line players up. • Second coach standing between 2B and 3B to direct runners. • Evaluator (E) stands at mound. • Players form single line behind cone , behind home plate.
Instruction:	1. Player 1 (purple) enters batter's box and performs a dry swing. 2. Player 1 runs to 1B (should run through bag). 3. Player 1 stays on base until next player performs dry swing. 4. On Player 2's swing (red), Player 1 rounds 2B, and overruns 3B walking to end of line.



Area 2 – Fielding

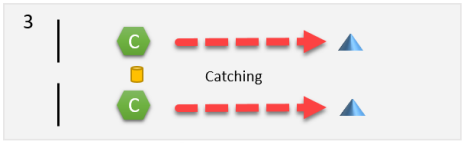
Evaluator:	<enter evaluator name>
Coaches:	<enter coaches names>
Duration:	10 minutes
Rotations:	5 group rotations
Setup:	• One coach (C) sitting on bucket at home plate rolling grounders to SS. • One coach between 2B and 3B directing SS. • One Coach between RF and CF to directing RF. • Evaluator (E) stands near home plate.



	• Players form single line behind cones , behind SS and RF. All RF players have ball in hand
Instruction:	1. RF simulates catching a popup and throws to coach at home. 2. RF moves to the end of SS line. 3. Coach rolls grounder to SS. 4. SS fields grounder, holds onto ball, and moves to the back of RF line.

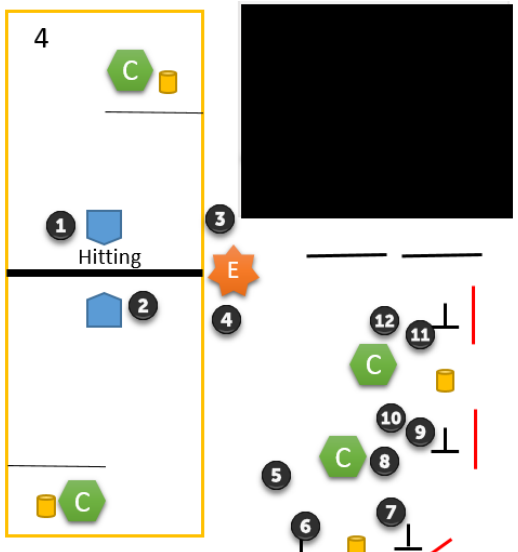
Area 3 – Catching

Evaluator:	<enter evaluator name>
Coaches:	<enter coaches names>
Duration:	10 minutes
Rotations:	5 group rotations
Setup:	• Each coach (C) standing facing cone with nets behind them. • Players form single line behind cone , approximately 40 feet away from coaches. • Evaluator (E) standing facing both lines.
Instruction:	1. Coach throws each player in line a ball to the center of player's body. Continues 3 times through the line. 2. Coach throws each player in line a ball to the forehand. Continues 3 times through the line. 3. Coach throws each player in line a ball to the backhand. Continues 3 times through the line. 4. Coach throws each player in line a popup. Continues 3 times through the line. 5. If time permits, start over with step 1.



Area 4 – Hitting

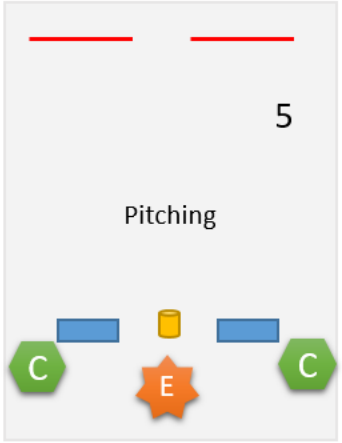
Evaluator:	<enter evaluator name>
Coaches:	<enter coaches names>
Duration:	10 minutes
Rotations:	5 group rotations
Setup:	• Two coaches (C) in the cages throwing balls to batters. • Two coaches at the t station monitoring t work and keeping the line moving • Evaluator (E) standing at middle of cage with on-deck batters.



	• Two buckets of balls in cage and two buckets of balls at T's. • Four t's and four nets.
Instruction:	1. Player 1 and 2 get 10 warm-up pitches. Followed by three successful hits (max 6 pitches). 2. Players 1 and 2 will exit the cage and become Players 11 and 12. 3. Players rotate right to next t station. 4. Players 3 and 4 get 10 warm-up pitches. Followed by three successful hits (max. 6 pitches). 5. Players rotate right again, this time players entering cage get three successful hits with a min. of 6 pitches. 6. Continue until all players have hit.

Area 5 – Pitching

Evaluator:	<enter evaluator name>
Coaches:	<enter coaches names>
Duration:	10 minutes
Rotations:	5 group rotations
Setup:	• Rubber approximately 30 feet from red target net. • Bucket of balls between mounds. • Coaches at each mound to instruct players. • Evaluator (E) stands in between mounds. • Players form single line behind cone, next to mounds.
Instruction:	1. Each player takes the mound the performs three pitches. 2. After third pitch, player goes to end of line and next player steps up.



Woburn Little League Evaluations

EVALUATOR INFORMATION

Structure for Evaluation

Using the attached form, evaluators should score each player according to the listed categories of skills. The evaluation form uses a three-point scale to measure the various skills that a player should possess in five evaluation areas: 1) base running; 2) fielding; 3) catching; 4) hitting; and 5) pitching. There are two categories for each evaluation area. A score of (1) should be awarded for any skill which the player demonstrates a poor or emerging level of ability, relative to his/her peers. Score (2) for average ability, and (3) for exceptional ability – again, relative to his/her peers.

1A. Base Speed

Evaluator will assess each player's speed running from box to 1B, and 1B to 3B.

1 Slower than Average

2 Average Speed

3 Faster than Average

1B. Base Skill

Evaluator will assess each player's skill when running the bases. Assessment should include running through 1B, inside bag footwork, and effort.

1 Emerging skill of running bases; does not run through 1B; not familiar with basics (single, double, etc.)

2 Knowledge of basics, adequately runs through bases

3 Displays higher than average base running skills; hits inside of bag; runs through 1B; rounds corner to 3B

2A. Fielding: Arm Strength

Evaluator will assess each players arm strength when making a throw from shallow RF to home plate. Throwing accuracy should be taken into account when assigning scores. Remind players to back-step to gain power, and to follow through after throw.

1 Struggles to make the throw home

2 Accurately makes throw

3 Makes a strong accurate throw to home

2B. Fielding: Ability

Evaluator will assess each player's ability to field a ground ball hit to SS. Balls should be rolled consistently to players. If time allows, change location and speed. Evaluate players on their ability to shift and charge ground balls.

1 Struggles to make basic fielding play

2 Player makes basic fielding play

3 Player consistently makes fielding play – including balls rolled to left/right of player

3A. Catching: Ability

Evaluator will assess each player's ability to catch a ball. Balls should be consistently thrown to players at a speed and height that can be caught by an average player. Coaches will throw to the center of the body, forehand, backhand, and pop-up.

1 Struggles to make basic catching play

2 Player makes basic catching play

3 Player consistently makes catching play – including balls hit to left/right of player and pops

3B. Catching: Mechanics

Evaluator will assess each player's mechanics when catching a ball. Particular attention should be paid to whether player has glove up during pop-up, as well as use of throwing hand to cover ball.

1 Lacks basic catching mechanics

2 Consistently catches – but is lacking in some mechanics

3 Consistently catches and displays above average mechanics as compared to other players

4A. Hitting: Contact

Evaluator will assess each player's ability to make contact with the ball.

1 Struggles to make contact with ball

2 Average for age group – makes contact at least half of the time

3 Exceptional for age group – makes solid contact most of the time

4B. Hitting: Power

Evaluator will assess each player's ability to drive the ball with power.

1 Unlikely to provide extra base hit

2 Likely to provide extra base hit

3 Will likely produce extra base hit on consistent basis

5A. Pitching: Velocity

Evaluator will assess each player's velocity when pitching. Players should be instructed to throw the ball as hard as they can without missing the lower half of the circle in the net.

1 Player has difficulty reaching net with force; ball has large arc

2 Player can reach net with average force; ball has some arc

3 Player consistently hits net with above average force; ball has little to no arc

5B. Pitching: Accuracy

Evaluator will assess each player's accuracy when pitching. An accurately thrown ball will land in the lower half of the circle in the net.

1 Player has trouble with consistently throwing the ball in the center of the net

2 Player can throw the ball in the center of the net half the time

3 Player consistently throws the ball in the center of the net

AAA DIVISION PLAYING RULES