

**2017
RULES AND REGULATIONS
FOR
WEST SPRINGFIELD
LITTLE LEAGUE**

WEST SPRINGFIELD LITTLE LEAGUE
P.O. BOX 2563
SPRINGFIELD, VA 22152

WSLLBASEBALL.ORG
CONCESSION STAND: 703-569-WSLL

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Dear Managers and Coaches,

Thanks for volunteering, and congratulations on your appointments. You are the face of WSLL and uniquely responsible for how our families perceive the league, baseball and, not to be dramatic, how some of your players will remember their youth. Once you receive your team, you are like the captain of a ship, responsible for everything that happens on board. In addition to being the chief baseball strategist, teacher, motivator, organizer, and confidante, you also are the equipment manager, form processor, field manager, and more. Below is a summary of these responsibilities. Although, ultimately, you are responsible for them, you will find it very difficult to succeed if you do not delegate them to your coaches and parents, who often are only too happy to help, if asked. Your League Directors also are committed to supporting you and ensuring that you become the best manager you can be. Along the way, have some fun for yourself. We'll see you when your ship returns to port!

Ron Zabko
President, WSLL

SUMMARY OF MANAGER RESPONSIBILITIES

OBJECTIVE: The objective of WSLL is to provide children a fun, learning experience that stresses good sportsmanship, respect for others, and enjoyment of the game of baseball. The League's goal is to develop lifelong fans and participants in the game, and to encourage its members to become active members of their communities. See Article II, WSLL Constitution. The league's policies and procedures are set forth in Little League's "Official Regulations and Playing Rules," the WSLL Administrative Policies Manual and WSLL Job Description Manuals, which are available on our web site, and this book (also known as the Gray Book).

GENERAL.

Accidents. Report all accidents requiring treatment on a safety form through your League Director to the Safety Officer.

Baseball Knowledge. Check the Coaches' Corner section of the website and identify the educational requirements and playing standards for your level. Note, these are minimum requirements. Each season, you should visit the library and other information sources to improve your baseball knowledge, your understanding of children of the age you are managing, and how to teach. You

also should ask other managers and parents for baseball and kid knowledge you can use. Finally, you must be very familiar with the rules for your level of play published in the Little League rulebook and this book.

Behavior. The Rules of Baseball contain standards of behavior that may be addressed by Umpires. The Gray Book lists additional behavioral standards for game participants, and procedures for enforcing them. The following behavioral concerns also apply.

Alcohol and Tobacco (including chewing tobacco) Use. Not permitted during games or when coaching. Umpires will eject violators.

Child Abuse. Protect your players from exploitation, by not assuming that abusers can be identified by appearance, and by not allowing children to be alone with adults not their parents or guardians. Protect yourself and your coaches by not being alone with children without their parents' permission. Visit www.littleleague.org for more information about this topic.

Fan Behavior. WSLL does not publish standards of fan behavior, because we think they require only common sense. Fans should treat umpires and opponents as they wish to be treated. Talk to your parents and players about the difference between supportive cheering and jeering. Failure to control your team could lead to forfeiture. Set the example.

Sexual Harassment. Little League policy is serious and unequivocal: no one may use a position of authority to suggest, invite, or extend sexual favors, or subject anyone to verbal or physical sexual behavior. If you believe you have observed such an incident, report it to the President. Visit www.littleleague.org for more information about this topic.

Chain of Command. Your supervisor is the League Director for your level and league. His or her chain of supervision is the VP, Baseball Operations, and the President. Each has an open door policy, but matters should be referred to the LD, who is responsible for being knowledgeable about the issues and concerns of your league, and for supporting you. That cannot happen if the LD is left out of the loop. Their phone numbers are in back of this book.

Dress code. Dress the part of an adult leader at a baseball game. Tank tops and flip-flops, for example, would be in bad taste. Managers and coaches may not wear baseball uniforms, according to Little League rules.

Parent Relations. If you manage for very long at all, you will encounter a dissatisfied parent. Some times the dissatisfaction reflects the parent's personality. At least as often, it reflects the fact that the parent does not understand why certain things are happening. In almost every case, it stems from perceptions that their child is not being treated fairly, that some players (including your own child) are being given preferential treatment, or that their child is not being given deserved playing time. Familiarize yourself and your parents with the league's participation rules. Address your playing time philosophy in an initial meeting. During the season, "take the temperature" of your parents by initiating conversation with them about their point of view. Planning non-game-related fun events, like a mid-season picnic or parent-kid game can, provide a good opportunity to do so.

Training. The league sponsors formal coach training through a contractor. This training or an equivalent is indispensable for all managers. Of course, self-study and discussions with your peers also is invaluable. Failure to attend mandatory training is a factor in manager selection. Your League Director, in conjunction with the league's Training Director, also will conduct level-specific training. Although the league considers these mandatory, it happens that people are out of town or otherwise unavailable. If that happens, what is truly mandatory is informing your League Director of that fact, in advance.

Website. Visit Coaches' Corner on our website (wsllbaseball.org) for forms, training hints, and other applicable materials.

PRE-SEASON RESPONSIBILITIES

Call-Up Players (A, AA, AAA only). As soon as you have completed an initial evaluation of your players, forward to your League Director the names of three players interested and capable of serving as emergency call-up players for teams at the next level.

Assistant Coaches. You must appoint two coaches of record. They are allowed in the dugout and field during the game. You may appoint as many practice coaches as you would like, the more the better. Remember all volunteers whose duties provide them repetitive access to children must submit a volunteer form to the Safety Officer through your League Director, and must have a successful background check before assuming their duties. The required Forms are on "Coaches Corner."

Equipment. You should assure that: you have the equipment your team needs; the equipment is worn properly (and, therefore, serves its purposes); you have at least one helmet with a face guard and kids know it is OK to wear it; defective equipment is exchanged; and that all equipment is returned in good shape, absent fair wear and tear.

Team Parent. Appoint a responsible team parent who can assure that all administrative and event planning, including team banner making, is attended to. Meet often with the team parent, treat him or her as an equal to the coaches, and include him or her in your thinking and planning. Team parents are automatic members of the Parents' Auxiliary, an important source of league information for you and your team. A Volunteer Checklist can be found in "Coaches Corner."

Volunteers. You are responsible for assuring that all coaches and all volunteers whose duties provide them repetitive access to children submit a volunteer form to the Safety Officer through your League Director. They also must have a successful background check before assuming their duties. Follow up with your LEAGUE DIRECTOR to assure that that has occurred. The required Volunteer Forms are on "Coaches Corner".

GAME DAY

Field Care. The Gray Book contains standards for pre and post field game preparation. Just realize that field care is both teams' responsibility. The quality and safety of our games depend upon managers who ensure that the specified, simple steps are taken to protect and preserve our fields. When fields are wet, arrive early to prepare, but do not overload them with drying agent, or play on them when wet. Sometimes, it is better to let a field dry naturally. You should appoint a field care manager for your team to ensure that those duties are performed, and that they will not interfere with your pre and post-game time with your team.

Game Times. See Gray Book for details. The game clock runs from scheduled time, not start time, unless the game was delayed by a prior game.

Game Cancellations. When time permits, cancellations are posted on the league's website. If you hear nothing, go to the field, at which point, the managers will decide whether the field is playable. After the game begins, that decision belongs to the umpires. Tell your parents that.

Make Up Games. See section VC6 – rescheduling game guidelines. Warn your parents in advance. The League Rescheduler will not entertain requests for juggling make-up games.

Pitching Regulations. The League is subject to Little League’s Pitch Count Program. At the AA level, WSLL level-specific pitching restriction applies *in addition to* the Little League rule. Thus, if a player reaches his or her WSLL-specified inning limit before reaching his or her pitch count limit, the inning limit would apply, and vice versa.

Scores. Winning team reports via website. See website for instructions.

Trash. See the Gray Book for post-game cleanup responsibilities. Gray Hats will monitor fields to ensure each team leaves the field in good shape for the next team.

Umpires. If a league umpire is not assigned, you are responsible for appointing one. Make sure your parents know that, and are aware of umpire training available at the beginning of the year. If you have someone interested in umpiring, contact your league Umpire in Chief or the WSLL Umpire in Chief, who will be happy to arrange private lessons.

Uniforms. Alterations are not permitted to uniforms or HELMETS.

PRACTICES

League Training. The League’s Training Committee provides supplemental training for younger players. Please ensure that your players know about these options and encourage players that might benefit from them to attend. Your League Director will inform you of these opportunities.

Number of Practices. Before you schedule more, talk to your parents. Because teams typically meet three times per week (fewer at T-Ball levels), WSLL is very demanding of families’ time – more so than most other recreational activities. In fact, experienced managers will tell you that one of the best ways to ingratiate yourself with parents is to cancel a practice. Thus, think very carefully about players other commitments (including school work), be judicious, and consider making any extra practices truly voluntary. Before scheduling an “enrichment” activity, ensure your parents are supportive – especially if the activity will add another day to the training calendar or cost additional money. Managers may

not require parents to spend additional money and should be sensitive about embarrassing parents who may not want or be able to pay.

Practice Fields. *Teams may practice only on fields approved by the Board of Directors. Thus, if you wish to practice at your house or any other location not scheduled by the league, contact your league director, who will assist you in submitting an application to do so through the Safety Officer, to the Board.* The league schedules one practice space per week. You will receive a permit, which limits your available time. Permits are subject to high school teams' needs. If a team other than a high school team arrives, politely show the team's coach your permit. If s/he refuses to honor it, make the best deal you can, and then call your League Director.

Practice Use of Byron and Fenway

No team may practice at Byron or Fenway fields without being assigned to use the field by the league scheduler or president. Teams may use the batting cages as assigned. This applies to all-star and fall teams as well. At the discretion of the Executive Committee, any team that practices at these fields without permission will have their manager suspended for the next scheduled game.

The batting cages and bull pens are available for non-scheduled teams, however. As long as they are not closed due to inclement weather and use does not interfere with a team that has the facilities assigned to them as part of their practice or pre-game warmup.

No team at any time should take batting practice on Wrigley, Yankee and Fenway in a manner that damages the field. This includes having hitters hit from grassed areas and/or pitchers throwing from grassed areas. This applies to all-star and fall teams as well. Any team found to be using the fields in this manner will lose use of the primary fields.

Practice Plans. Practice plans should be in writing, and should specify, for each practice activity, the goal, duration, space, equipment, and coaching help needed. Generally speaking, practices should emphasize safety, repetition, movement (standing in lines is disfavored), and hydration. Practices at the lower levels especially should emphasize proper throwing and catching and, at all levels, should be informed by the skills emphasized in WSL's level of play policy, which is contained in the Administrative Procedures Manual. An example of a practice plan can be found in "Coaches Corner".

Parking. At Byron, parking is limited to our facility and the church parking lot area that is not taped off. Violators will be towed. At Irving, please ensure no one parks on the basketball courts, which were not built to handle traffic. At Keene Mill, park only in marked spaces. At Burke, do not park in front of mailboxes or driveways. Complaints will be forwarded to the team manager. Failure to observe these rules will jeopardize our ability to use these fields.

IN-SEASON - END OF SEASON ADMINISTRATIVE RESPONSIBILITIES

Evaluations - Managers. A good measure of a manager's effectiveness is the number of parent evaluations returned. You are responsible for notifying your parents concerning when evaluation questionnaires will be distributed, and for encouraging parents to submit the forms. A copy of the evaluation is at Coaches' Corner. You should be familiar with the form and its uses, before the season begins. Your League Director is responsible for getting to you a summary report of your evaluation, by equipment turn in. If you do not receive it, call your League Director. If he or she is not forthcoming, call the Vice President of Baseball Operations or the President.

Evaluations - Players. At year's end, you must prepare evaluations for your players to assure that, next year, players are placed at a level and on teams that helps the league provide appropriate levels of competition. Consult WSLI standards of play before recommending a child for a particular level of play. Be frank, but careful in your choice of words. WSLI uses utmost care in guarding these evaluations and requires their destruction after their period of usefulness has expired. **Failure to do so in the time period requested by the Player Agent will be a consideration the following year by the manager selection committee.**

Player Release. You must inform your League Director promptly when you have a player you reasonably believe will be out 3 weeks. See Section IIIB3,

Sponsors. Contact your sponsor at least 3 times during the season. You are responsible for ensuring they receive whatever trophy or picture is provided for them. Invite them to games and team functions. How you treat sponsors determines whether they will return.

WEST SPRINGFIELD LITTLE LEAGUE TEAM REGULATIONS

SECTION I -- LEAGUE REGULATIONS.

The regulations set forth in this book are those that concern the formation and composition of teams, and their play during games. WSLL also publishes an Administrative Policy Manual, which concerns the general operation of the league as a whole, and may be of interest to managers and coaches. Topics addressed in the manual include, among others, Background Investigation Responsibility, Disciplinary Procedures, Franchise Boundaries, Game Scheduling, Manager and Coach Selection, Refund Policy, Regular and Post-Season Tournament Awards, Team Formation Guidelines, and Tryout Administration. An electronic version is available at www.wsllbaseball.org, under "Policy Documents."

SECTION II -- PLAYER SELECTION SYSTEM -- MAJORS, AAA, AA, and Waivers.

A. Tryouts.

1. Tryouts are required for any player wishing to play in the Majors, AAA, or AA levels or seeking a waiver. For AAA, and AA levels, tryouts may *not* be required given the number of players and available tryout dates as determined by the Executive Committee. All new players to WSLL seeking to play Majors, AAA, or AA, and any players requesting a waiver for AAA, AA, or A must attend a tryout unless excused by the Player Agent.
2. Before the tryout, the Player Agent will furnish managers with the tryout candidates' previous season manager evaluations. Within 24 hours after tryouts, each major league, AAA and AA manager attending the tryouts must complete the online player evaluation. Further details concerning tryouts are contained in WSLL's Administrative Policy Manual, and will be explained to drafting managers prior to the tryout session.
3. Private tryouts are prohibited. Any manager or coach found violating this rule shall be reported to the league President, who may, according to the circumstances, penalize the violating team prior to the draft.

B. General Draft Procedure.

1. For the purpose of equalizing the allocation of players between the two leagues, WSLI uses a player selection system known as the Common Pool Draft Method for the majors, AAA and AA levels of play. This system allows managers at each level to pick from the common player pool for their level, in a prescribed rotation until all team rosters have been filled.
2. Before the draft, the Player Agent will furnish managers with a list of candidates eligible for the draft. The list shall show the candidates in descending order based on composite scores from the tryouts. Managers will also be furnished previous season manager evaluations. All information contained in these ratings and any other information discussed during the selection process will be kept absolutely confidential. Any violation of this confidentiality may result in removal as a manager or coach from WSLI.
3. After all draft selections have been made but prior to draft completion, the Player Agent shall declare a period during which each manager may trade for any player selected by another team **within their league**, or for any player remaining in the player pool. All trades are subject to Player Agent approval, and will be announced to all managers present immediately upon approval. Trading of players between teams in different leagues is not permitted.
4. Each team participating in the draft shall be represented by the manager and not more than one other assistant, subject to by-name approval of the league President.

C. Sibling League Affiliation

1. **After the Majors draft is completed any player league age 10 or 11 years old drafted on a Majors team with a sibling in the minors league age 9, 10, or 11 – the sibling in AAA or AA can only be drafted by the league of the older sibling in Majors.**
2. **Similarly, after the AAA draft is completed any player league age 10 or 11 years old drafted on a AAA team with a sibling in the minors league age 9, 10, or 11 – the sibling in AA can only be drafted by the league of the older sibling in AAA.**

D. Player Eligibility.

1. Majors.

- a. All players between the ages of **10-12**, not assigned to a Majors team, who attended tryouts or were properly excused may be drafted.

League Age 9 players may play only play at the Majors level by submitting a waiver request, attending tryouts, and receiving Executive Committee approval. Decision factors include but are not limited to knowledge of playing ability, tryout scores, slots available, player's league and player's actual age during the season.

- b. The aggregate number of league age 9 and 10 players on a Majors team shall be limited to 3 per team. If necessary, the Executive Committee shall have the authority to specify the number of league aged 11 year old players required on each Majors team and/or in each league.
- c. Each year the Executive Committee will specify the number of league age 12 year old players required on each Majors team and in each league.
 1. If an equal distribution is not possible:
 - a. A manager may elect to take an additional 12-year old player. They must elect this option prior to the draft.
 - b. The specific number of league age 12 year old players each team is required to select will be established by random draw prior to the start of the major league draft.
 - c. A team may not select more or less than their required selections as specified above.
 - d. If the number cannot be equalized between leagues, the National League will take the higher number of 12 year olds in even years and the American League in odd years.

2. The Player Agent shall ensure that during the draft sufficient league age 12 players remain in the pool to permit each team to attain its required number.

2. **Return of Players On Majors Team To the Draft.**

- a. **General.** The Executive Committee may permit the release of players from their Major league teams only upon a written request from the manager or the player. Release will be permitted only in exceptional cases, i.e., those where there is a demonstrably poor relationship between the player and the manager, coaching staff, or other players that can be cured only by release. General complaints about a manager's style of leadership or team management do not constitute sufficient grounds for release.
 - b. **Procedure.** The request must be submitted no later than January 31. The Executive Committee may require the initiator of the request to appear before the Committee or a subcommittee. If the request is approved, the player shall become a member of the common player pool.
 - c. A player **MUST** retain his/her league affiliation (American or National) and must be drafted by a Major league team.
3. **Minors.** All players between the ages of 9-12 not drafted by a Majors team may be drafted, subject to the Board-approved playing criteria.

E. **Option Players.**

1. **Majors Option Players.** Children of the major league team manager, or children of a Major league coach of record from the previous year returning to the team, who has served as a coach or manager in WSLI for at least the past two years, may be drafted to the team as manager/coach option players. For manager/coach option players who are league age 9 or 10, the option must be exercised before the end of the fifth round of the draft; for players league age 11, before the end of the fourth round; and for players league age 12, before the end of the third round.

2. **AAA and AA Manager Option Players.** Children of the AAA and AA team manager may be drafted to the team as manager option players. The Player Agent will determine the draft round by which the option must be exercised for each individual player. Coach option players are not permitted at AAA and AA.
3. **Sibling Options of Returning Majors Players.** The manager must exercise the option to select the brother or sister of a returning Majors player (team option) within the first three available draft selections. If the manager does not select the option player, then any major manager may select the player, unless the parents specifically request that the siblings not play on opposing teams. If the parent decides to not allow the siblings to play on opposing teams and the manager does not exercise the option by the third round, the player is not available to be drafted by any team including the team that passed on the option. All sibling option players not selected in the Majors will be candidates for selection at the AAA draft. The Player Agent must obtain the parent's decision and make it known to the managers prior to the draft.
4. **Majors, AAA and AA Sibling Option Players.** The manager who selects a player in a draft has the exclusive right to take a sibling of that player who also is eligible for that draft, if the manager will select that player with his or her next available draft selection. If the manager does not select the option player with the next selection, then any manager may select the player, unless the parents specifically request that the siblings not play on opposing teams, in which case the manager must take the player or no one may take the player at that level.

F. Majors Level Preliminary Draft Procedures (In event of team dissolution).

1. The Executive Committee shall establish the number and roster size of teams at the Majors and AAA levels within 10 calendar days of the final league registration date. In years where existing Majors teams are to be dissolved, teams from the American and National Leagues will be dissolved in alternating order, starting with the league having the greater number of existing teams. If the number of existing teams in the two leagues is equal, then the first team to be dissolved will be from the American League in odd numbered years and from

the National League in even numbered years. All other American and National League teams shall remain in their respective leagues.

2. Within each league, teams will be selected for dissolution based on the following criteria in descending order of application:
 - a. The team with the fewest returning "*player years*" shall be dissolved first. *Player years* is defined as years of service in Majors on that team plus the upcoming season. (Example: a 12 year old that has previously played on his/her current team for 2 years would count as 3 years, while a returning 12 year old that has played on his/her team for one year would count as 2 years.)
 - b. Within the above criterion, the team with no returning manager shall be dissolved first.
 - c. Within the above criteria, the team with the fewest returning league age 12 players shall be dissolved first.
 - d. Within the above criteria, order of dissolution shall be determined by random draw.
3. In the event of dissolution, all majors players previously assigned to a dissolved team must be drafted, and may be drafted only by teams in the league to which they were previously assigned.

G. Major League Player Selection

1. **Order of Selection.** The draft order will alternate selections between the American and National Leagues based on the previous year's standings in reverse order of finish. The order of the standings is described in Section IV, below. In even numbered years, the American League shall have the initial selection; in odd numbered years, the National League shall have the initial selection. Bonus selections will be made as required, maintaining the alternating selections between the leagues. If there are not an equal number of teams in each league, no special considerations shall be made. Alternating selections shall remain as described above. Selection will continue until all vacancies have been filled.

2. **Special Draft Procedures in the Event of League Expansion.** In a year of expansion, if the number of teams in each league is the same, the determination of which league expands will be made as follows: in odd numbered seasons, the American League will expand; in even numbered seasons, the National League will expand. If the number of teams in each league is not equal, then the league with fewest teams will expand. When a league is expanded, the expansion team(s) will have the first selection(s) in every available selection round for that league, and additional expansion selections as stated below. A team without returning players will be treated as an expansion team. If there is more than one expansion team and they are from the same league, a coin flip will determine the sequence within that league.
3. **Bonus Selections.** Each Majors manager who has to draft eight or more players in order to fill out the team roster will be allowed bonus selections as described below:
 - a. Four or fewer returning players, bonus pick before 5th round.
 - b. Three or fewer returning players, bonus pick before 4th round.
 - c. Two or fewer returning players, bonus pick before 3rd round.
 - d. One or fewer returning players, bonus pick before 2nd round.
 - e. Zero returning players, bonus pick before 1st round.

If more than one manager meets this criterion, they will make bonus selections in an order identical to that being followed in the draft.

Note: When managers exercise their bonus selections prior to the first round, they can select only players of league age 11 or 12.

4. **Special Procedure When a New Majors Manager Already Has a Child on a Majors Team.**
 - a. No consideration will be given to keep that manager in the same league. The random draw process will still be used
 - b. If the manager is offered a team in the other league, the manager's child must stay in the league of his/her prior Majors participation. Any new child to Majors will be assigned as under the option player rules in Section II.D.1.

- c. If the manager is offered a team in the same league as his/ her child's league, the child will be moved to the new team as a returning player, prior to the start of the draft, if the manager exercises this option.
- d. In order to compensate the child's prior team, the child's old team will be given the new team's draft pick as outlined.
 - i. If player moving is league age 12, the old team gets the new team's draft pick in the first round.
 - ii. If player moving is league age 11 or younger, the old team gets the new team's draft pick in the second round.
 - iii. If the traded pick is in the first round, a league age 11 or 12 year old player must be taken.
- e. The old team will make that pick in the place of the new team so that the old team meets all team make-up rules (number of 12-year old and 9/10 year old players, etc.) and needs of the old team.
- f. The new team will have draft picks added at the end of the draft along with any bonus picks that would arise from the draft picks being in later rounds. Therefore:
 - i. If the new team has only 5 returning players, so that the 12th roster spot would not be filled until the 8th round because of the traded pick for the manager's child, the new team will be given a bonus pick before the 5th round
 - ii. If the new team has only 4 returning players, they will receive bonus picks before the 4th and 5th rounds.
 - iii. This process will continue with this relationship to that described in Section II.F.3.

H. AAA Player Selection.

1. The number of teams in each league will be divided as evenly as possible. Prior to player selection, League Directors will draw team

names to establish league affiliation. If the number of teams is not even, a coin flip will determine which league will have the extra team.

2. In even numbered years, the American League shall have the initial selection; in odd numbered years, the National League shall have the initial selection.
3. The Player Agent will determine the order of selection within each league for the first round of the draft (random draw is suggested). The serpentine method of selection shall be used (i.e., each succeeding round shall be in reverse order of the preceding round).
4. A team's selection cannot be traded, transferred, or reassigned to a team in another league.
5. All league age 12 players not selected in the Majors draft must be selected in the AAA draft.
6. All league age 11 players who have previous experience at the AA level must be selected in the AAA draft. The Player Agent shall ensure that, at all points during the AAA draft, sufficient draft picks remain to permit selection of these players.
7. The number of players below league-age 9 who may be drafted onto a AAA team will be specified by the Executive Committee.

League Age 8 players may only play at the AAA level by submitting a waiver request, attending tryouts, and receiving Executive Committee approval. Decision factors include but are not limited to knowledge of playing ability, tryout scores, slots available, player's league and player's actual age during the season.

8. **If necessary, the Executive Committee shall have the authority to specify the number of league aged 11 year old players required on each AAA team and/or in each league.**
9. All players that played at the AAA level in the previous spring season and are in the AAA draft pool for the current season must be drafted at the AAA level, unless requested by the player's parents.

I. AA Player Selection.

AA teams will be formed by a draft in the same manner as the AAA draft, as described in Section G, paragraphs 1-4, above. All league age 10 players not selected in the AAA draft must be selected in the AA draft. All league age 9 players with previous A experience must be selected in the AA draft, unless parents request otherwise.

League Age 7 players may play only play at the AA level by submitting a waiver request, attending tryouts, and receiving Executive Committee approval. Decision factors include but are not limited to knowledge of playing ability, tryout scores, slots available, player's league and player's actual age during the season.

SECTION III -- MOVEMENT OF PLAYERS DURING THE SEASON.

A. Borrowing of Players.

1. Managers may borrow players so that an expected roster of up to, but no more than 11 players is available at the start of each game.
2. If a team fails to borrow sufficient players so that a roster of at least 10 players is available at the start of each game (or re-start of a suspended game at a later date), and then that team subsequently falls below nine players so that the game cannot continue, the Board of Directors will typically rule that the team's inability to continue is a forfeit.
3. Prior to the start of the season, each manager at AAA, AA, and A levels shall provide his/her League Director and the Player Agent with the names and phone numbers of players capable of competing at the next higher level. The League Director will assemble these into a "Borrow List" and provide the results to the League Director for the next highest level of play in the same league (e.g., the AA American "Borrow List" is to be provided to the AAA American League Director), who in turn will provided "Borrow List" to his/her managers.
4. A manager needing a player shall **notify his / her League Director(LD), Player Agent and all managers from the call up**

list via email. The LD, with the help of the Player Agent, will respond to all in the email and provide a list of eligible players for call up. A manager needing a player shall contact only the players identified by the LD on the list of eligible players. The LD will attempt to let as many players play at the next level to avoid managers selecting the same player. All players borrowed at Majors, AAA and AA must come from the "Borrow List" of the same league (American or National) for that level. Players borrowed at A, T-Ball, and 5T may be selected from any other team of either league within their respective level.

5. Borrowed players must adhere to the following restrictions during play:
 - a. Borrowed players may not pitch.
 - b. Borrowed players may start the game only if ALL regular players present start the game.
 - c. Borrowed players shall be subject to the normal substitution, player rotation, and minimum playing time rules of the level for which they are borrowed.
 - d. For non-majors games – borrowed players shall be listed in the batting order after regular players.
 - e. For Majors games with fewer than 9 players – borrowed players shall be listed in the batting order after regular players.
 - f. For Majors games with 9 or more regular players – borrowed players may not bat until all 9 regular players in the line-up have batted.

6. If, having borrowed player(s), a manager learns that additional regular players will be available so that the borrowed player is not needed, he/she should immediately notify the borrowed player(s). If it is too late to provide reasonable notice, or if for any other reason a borrowed player(s) should arrive at the field prior to the start of the game in uniform and ready to play, he/she will be considered a member of the team roster for that game, subject to the borrowed player(s) restrictions set forth above.

7. Managers will identify borrowed players at the plate conference. The umpire will enforce this rule when a violation is called to his or her attention. Violation of the rule is not grounds for protest, but may be a ground for disciplinary action.

8. Any manager borrowing a player(s) shall notify his/her League Director by e-mail with the names of the player(s) being borrowed.

B. Release of Players During the Regular Season.

1. No manager shall delete a player's name from a team roster without Player Agent approval.
2. Once the draft and/or team assignments are complete, managers may petition the Player Agent for release of a player in any of the following circumstances: (a) relocation or extended travel; (b) extended injury or illness; (c) termination of league participation; (d) unexcused absences from practices and/or games; (e) any other reason that would inhibit player participation for a significant portion of the season or necessary to maintain adherence to Little League ideals.
3. Managers MUST notify the Player Agent within 72 hours should a player be lost to a team during the regular season for any reason that could be expected to cause the player to miss three or more weeks of play.
4. The Player Agent will verify the situation with the player's parent or guardian prior to advising the Executive Committee, which will approve release or retention of the player within 48 hours.
5. Playing ability will have no bearing upon release of a player.
6. The President will notify the player's parent or guardian in writing of any approved player release.

C. Replacement of Players During the Regular Season

1. An open roster position is created only by approved release of a previously assigned player or by advancement of an assigned player to a higher level of play.
2. No player may be assigned to fill an open roster position without Player Agent approval.
3. For Majors teams, players to fill an open roster position will be drawn

from the Majors player waiting list maintained by the Player Agent or from Majors-eligible AAA players of the same league that were not selected in the Majors draft. If a parent informed the Player Agent that they preferred their child not be drafted to the higher level, that child is not eligible to fill an open roster position. This rule does not affect the player's ability to participate in a player pool whose members fill in for missing players on a single game basis.

4. For AAA teams, players to fill an open roster position will be drawn from the AAA player waiting list maintained by the Player Agent or from AAA-eligible AA players of the same league who were not selected in the AAA draft.
5. For AA teams, players to fill an open roster position will be drawn from the AA player waiting list maintained by the Player Agent or from AA-eligible A players of the same league who were not selected in the AA draft.
6. At A, T-Ball, and 5T levels, players to fill an open roster position will be drawn from the waiting list for that level maintained by the Player Agent. If there are no available players on the waiting list, roster positions will typically be left vacant as long as 10 or more players remain assigned to the team. Any necessary replacement will be drawn from another team at the same level of play.
7. When an open roster position has been identified, the Player Agent and the manager will review the available players and, within 72 hours of identification of the opening, will select one or more potential replacements.
8. In selecting replacement players, managers must observe the following rules:
 - a. The manager must observe any player age limits applicable at the time of the draft, e.g., the number of 12 year olds.
 - b. Replacement players, which must come from the same league, must be the same league age or older as the player they are replacing, unless no such players are eligible or interested in being called up.

- c. In the event no players are available at that age, a player with the next younger year shall be chosen until the vacancy can be filled.
 - d. When a selection has been made, the Player Agent will contact the player selected to determine his/her willingness to advance. No player will be assigned to fill an open roster position without approval of the player's parent or guardian.
9. Player advancement is prohibited during the last three weeks of **regular season** play.

D. Suspension of Players

- 1. With the approval of the President, managers may suspend a player from the team's activities for periods not to extend beyond the next scheduled game. Before any approval may be given, the manager first must: provide the player's parent or guardian notice of the offending behavior and afford them an opportunity to correct it; send the President a written justification for the suspension, citing any such opportunity and the player's response with a copy to the player's parent. In making the decision, the President will confer with the Vice President, Baseball Operations and the Player Agent.
- 2. See Section V for suspensions arising out of an umpire's removal of a player from a game.

SECTION IV -- TEAM STANDINGS.

A. Determination of League Standings

- 1. At Majors, AAA, and AA only, regular season league standings will be recorded by the league, and determined by a percentage system, using the following formula: number of wins, divided by number of games played equals winning percentage (wins/games = %). For this rule, a tie counts as ½ win for both teams. Example: A team's record is 9 wins, 8 losses and 1 tie. The team's percentage is .528 (9.5/18 = .528).

2. Separate standings will be maintained for American and National League teams. Prior to the start of the season, the Executive Committee will designate which inter-league games, if any, shall count in the standings.
3. For purposes of assigning regular season awards, ties in regular season standings will not be broken.
4. When necessary to break ties in regular season standings (i.e., for tournament seeding or draft order), the following criteria will be used in descending order of application:
 - a. Head-to-head won/lost record between/among all tied teams, if each team played the other the same number of times (e.g., each played each of the others twice)
 - b. Highest average run differential per game in head-to-head games between/among teams still tied after the first tiebreaker;
 - c. Coin flip and/or random draw performed by the League Director with respect to teams still tied after the first and second tiebreaker;
 - d. Example: Teams A, B, and C are tied, and each has played the other the same number of times and have identical records in games among the three of them. The teams are first sorted based upon their record in games among the three teams. Thus, if A is 3-1 against the others, B is 2-2, and C is 1-3, the teams are assigned first, second and third places on that basis. If that does not resolve it or the teams did not play each other the same number of times, the team with the highest average per game differential in games *against the other two* wins. (e.g., in three games (two against B and one against C), Team A scored 21 runs, but gave up 9.) Its average differential is $12/3 = 4$. The team with the second highest differential would take second. Any teams tied at that point would flip a coin (two parties) or draw numbers randomly to decide the order of finish. If Team A had the superior record, the Teams B and C would be sorted in the same manor based on games between them.

- B. Trophies and Medals.** Team awards are determined by the Board of Directors. The Board's policy will be included in WSL's Administrative Policy Manual.

SECTION V – BEHAVIOR

- A. Standards.** Vulgar, obscene, violent, rude or unsporting behavior will not be tolerated. The game umpire(s) may eject any manager, coach, player, or spectator who engages in such conduct.
- B. Procedures.**
1. Umpires may restrict a manager, coach, or player to the dugout instead of ejecting him. Although no further disciplinary action is required, the Umpire in Chief or VP may refer the matter to the President for further disciplinary action, as they deem necessary.
 2. Umpires will consider providing a warning before ejecting a player, manager, or coach for offenses that do not involve violent conduct or abusive language.
 3. **Pursuant to LL Rule 4.07, any person ejected by an umpire shall leave the field immediately and take no further part in that game. They may not sit in the stands, and may not be recalled. A manager or coach ejected from a game site for the remainder of that game which includes all fence or other outfield demarcation areas, or any other area where they can be observed by umpires or game participants while the game is in progress. Ejected persons must remain in the parking lot. Any manager, coach, or player ejected from a game is suspended from his / her team's next physically played game and may not be in attendance at the game site. In addition, any manager, coach, or player ejected from a game may not practice with his / her game until the outcome of a disciplinary committee investigation.**

Players who are ejected should remain under supervision until released to the parent or guardian.

4. Pursuant to LL Rule 9.05(c), if the umpire ejects a manager or coach, the umpire shall furnish a written report to the President within 24

hours of the incident. Pursuant to LL Rule 9.05(c), the President shall promptly refer the matter to the disciplinary committee, as described in WSL's Administrative Policies Manual. The President will consult with the Vice President, Baseball Operations and the WSL Chief Umpire in determining who should comprise the disciplinary committee.

5. Upon receipt of credible evidence, the President may immediately suspend, pending the outcome of a disciplinary committee investigation, a manager or coach who inappropriately bumps, shoves, pushes, hits, strikes, or assaults in any way an umpire, player or spectator. Confirmation of such actions typically will result in removal of the manager or coach.
6. Pursuant to LL Rule 9.05(c), the President shall require an ejected player to appear with his/her parent(s) or guardian(s) before a committee composed of the Player Agent and two members of the board of directors (assigned by the President) to explain his or her conduct. The player's manager shall appear with the player as an advisor. The committee shall recommend to the league President the action it feels is justified.

C. Penalties for Violation of any Local Rules and Regulations by Managers and/or Coaches of Record.

1. **First Offense: Shall receive a written or verbal warning from the Vice President of Baseball Operations and League Director.**
2. **Second Offense: Possible suspension from the next scheduled game.**
3. **Third Offense: Possible suspension from the remainder of the season.**

SECTION VI -- ALL-STAR SELECTIONS.

- A. Confidentiality.** Board discussions concerning the selection of All-Stars are confidential. Disclosure of those conversations to those with no WSL need to know of those conversations, including spouses, is a ground for disciplinary action, including removal from the board.

- B. All-Star Roster Team Size.** The Board of Directors (BOD) will determine the roster size of each All-Star team. The Executive Committee may authorize an increase in the roster size, when petitioned by the All-Star manager, for good cause shown.
- C. Eligibility.** Players must have met the minimum playing requirements in 75 percent of games during the season (i.e., league, inter-league, post-season) and participated in at least 50 percent of League scheduled practices.
- D. Selection of All-Star Managers and Coaches.**
- 1. All-Star Managers.** The Vice President of Baseball Operations (VP, BBO) will poll current WSLM Majors managers and coaches of record at the mid-point of the regular season to solicit candidates interested in serving as manager of the 9/10, 10/11, or 11/12 All Star team. The VPBBO will also poll the AAA managers and coaches of record interested in serving as manager of the 9/10 or 10/11 All Star team. Candidates are eligible for an All-Star position only in the league in which they participate during the regular season. The VP, BBO will present the list of candidates to the League President who will, nominate some, all, or none of the candidates for the role of all-star manager. A nomination means that the President believes the nominee possesses the basic qualifications of a competent all-star manager. The ballot will be finalized and no new candidates accepted 48 hours before the scheduled vote. The 9/10, 10/11 and 11/12 All-Star managers will be selected by a vote of the Majors managers and coaches from that league.
 - 2.** The VP, BBO will conduct the All-Star manager elections. Voting will be by written secret ballot. No proxies will be permitted. To be elected, a candidate must receive a majority of the votes cast. If a candidate does not have a majority, the candidates with the most votes will meet in a runoff election. Votes will be counted in the presence of the President or his designee.
 - 3. The VPBBO will contact the winning candidate. If he/she declines the VPBBO will contact the candidate with the next highest number of votes. The VPBBO will notify the President of those that accepted and the President will notify those not elected.**

4. **Coaches of Record.** Each all-star manager will select two coaches of record from within the appropriate league and a number of additional coaches to be determined by the BOD. The coaches of record for the 11/12 year-old All-Star teams must come from the Majors level and the coaches of record for the 9/10 and 10/11 year-old All-Star teams must come from the Majors and/or 3A level. The slate of coaches will be presented at the next BOD meeting for approval. Coaches will be approved if the BOD agrees that they possess the basic qualifications to make competent all-star coaches.
5. **Other Coaches.** An All-Star manager may select other coaches to assist with team practices and administration, but must ensure that they have cleared the Little-League-required background investigation. Any such coaches must be approved by the President. These coaches must understand that they may not necessarily qualify for travel or uniforms that may not have been anticipated or approved by the board.

E. Selection of All-Star Players.

1. **11/12 Year-Old All-Stars.**
 - a. **Eligibility.** Pursuant to parent agreement, all 11 and 12 year-olds in the majors shall be eligible for selection to the WSLL 11/12 teams. Parents of 11-year old players may use the Player Commitment Form to indicate that their player shall not be considered for the 11/12 year old team. (The Player Agent shall ensure that the Player Commitment Form enables parents to indicate the All Star level that may not be of interest to that player.) The Player Agent, prior to the mid-point of the regular season, shall compile a list of eligible players. From this list, the Player Agent will develop the "All-Star Ballot." The ballot will **only** include the name of eligible **12-year old** players, listed alphabetically, by team.
 - b. **Selection.** At least one-half of a league's 11/12 All-Star team will be selected by the major league players, managers, and coaches of record. Another portion will be selected by the Majors managers from that league. A final portion will be selected by the All-Star manager. The Board will determine how many players will be selected and how many will be selected by each group.

- c. **Player/Coach Voting.** The Player Agent will conduct the player/coach voting. Each Majors player, manager, and coach of record may vote for up to the specified number of players from the All-Star Ballot. Voting will be by written secret ballot. No proxies will be permitted. Prior to voting, voters will be instructed that their responsibility is to vote for the most deserving players. Voters shall not vote for players on their own team. Votes will be counted in the presence of the President or his designee. The players receiving the most votes, up to the number of players specified by the BOD, will be named to the 11/12 All-Star team.
- d. **Majors Managers' Voting.** The Player Agent will conduct a meeting of regular season Majors managers and the All-Star manager to select the portion specified by the Board. All teams must be represented. The meeting will be conducted as follows. First, each manager or his designee will identify the potential All-Stars from that manager's team, and provide statistics. Second, the Player Agent will lead a discussion aimed at identifying all worthy players. Finally, the Player-Agent will conduct a two-phase process for selecting the number of players designated by the BOD for selection by the Majors managers. In the first phase, the managers (including the All-Star manager if he is a manager) or their designees will select the "All-Star Pool," which, including the players voted by the players/coaches, will equal 22 players. In the second phase, the managers will select from the All-Star pool the number of players designated for the managers' selection by the BOD. The goal is to select the "All-Star Pool" and All-Star team members by consensus, but if consensus is not achieved, the Player Agent will conduct a secret ballot. If a vote is needed, a voter shall not vote for players on his or her own team in any phase. The Player Agent will count the votes in the presence of the President or his designee, but not reveal the tally. The players receiving the most votes, up to the number of players specified by the BOD, will be named to the All-Star team.
- e. **All-Star Manager Selections.** The Player Agent will promptly inform the All-Star manager of the Managers' player selections. The All-Star manager may then select that number of players

specified by the BOD. The manager's selections must be made from the "All-Star Pool", but may include one "wild card" candidate from individuals eligible for the 11/12 All Star team (11 year olds must have agreed to play on the 11/12 All Star team if chosen), if the manager so desires. The manager will notify the Player Agent of his selection(s).

2. 9/10 and 10/11 year-old All-Stars.

- a. Eligibility.** Pursuant to parent agreement, all 9/10 year-olds in AA or above shall be eligible for selection to the WSLL 9/10 year-old team. Likewise, pursuant to parent agreement, all 10 year-olds in AA and above and all 11 year-olds in AAA or above not selected for the 11/12 All-Star Team shall be eligible for selection to the WSLL 10/11 year-old team. Parents of 10-year old players may use the Player Commitment Form to indicate that their player shall not be considered for the 10/11 year old team. (The Player Agent shall ensure that the Player Commitment Form enables parents to indicate the All Star level that may not be of interest to that player.) Prior to the mid-point of the regular season, the Player Agent shall provide to the scouting committee a list of eligible players compiled from the nominations of Majors managers, AAA managers and AA League Directors, and shall exclude 10 year olds from the 10/11 list that do not wish to be considered for the 10/11 Teams.
- b. Selection.** A portion of the all-stars will be selected by a Selection Committee. The remaining portion will be selected by the All-Star manager. The Board will determine how many players will be selected, and which portion will be selected by the All-Star Manager.
- c. Scout Team Selections.** Early in the season, the Player Agent will solicit from the Board members interested in serving on a Scouting/Player Selection Committee ("Committee"). No later than the mid-point of the regular season, the Player Agent will nominate for the Board's approval, the members of that Committee and a Committee Chair for each league. The Committee chair must not have a child eligible for selection on either of the teams being considered by that committee.

The Committee, based upon its observations, statistics, and discussions with knowledgeable observers may add additional players to the list of eligible players. The Player Agent may attend Committee deliberations and will act as an advisor to the Committee. Before the selection meeting, the Committee chair will ask all Majors and 3A managers for their ranking and input of all eligible players.

- d. **Committee Selection Voting.** The Player Agent will conduct a meeting of the Committee and the All-Star manager to select the number of players specified by the BOD. First, the Player Agent and the Committee chair will identify all nominations, which must be kept in confidence by the Committee. Second, the Player Agent and the Committee chair will lead a discussion of the Committee aimed at narrowing the field to a reasonable number. Finally, the Player Agent and the Committee chair will conduct a two-phase selection process. In the first phase, the Committee (including the All-Star manager if he is a member) will select an "All-Star Pool" equal to 22 players. In the second phase, the Committee will select from the All-Star Pool the number of players designated by the Board for selection by the Committee. The committee will choose the given number for the team; then will rank the next five players. This is done in the event the all-star manager at a higher level selects one of the players from the original list. The goal is to select the "All-Star Pool" and All-Star team members by consensus, but if consensus is not achieved, the Player Agent will conduct a secret ballot. The Player Agent will count the votes in the presence of the President or his designee, but not reveal the tally. The players receiving the most votes, up to the number of players specified by the board for Committee selection, will be named to the All-Star team.
- e. **All-Star Manager Selections.** The Player Agent will promptly inform the All-Star manager of the Committee's player selections. The manager may then select that number of players specified by the Board. The manager's selections must be made from the All-Star Pool. The manager will notify the Player Agent of his selection(s).

- F. Approval by the Executive Committee.** The Player Agent will present all selections to the Executive Committee, affirm that the process was followed, affirm that all players are eligible, and affirm that all players have submitted player commitment forms. The Executive Committee may question the manager about his choices, but will approve his choice and all choices, as long as this process has been followed.
- G. Vacancies.** The All-Star manager may fill vacancies by selecting players in the All-Star Pool or from the next five top vote getters in the players/ coaches vote (for **12's only**) or the Selection Committee (for 9/10/11's). If none of those players are interested, the manager may select any eligible player, subject to the approval of the President, who will approve the selection as long as this process has been followed.
- H. Team Announcements.** The All-Star managers shall announce the All-Star teams at a time consistent with the Little League Official Regulations and Playing Rules. In any announcement concerning All-Star selection, players shall be listed in alphabetical order, not in the order of the number of votes received.

WEST SPRINGFIELD LITTLE LEAGUE LOCAL PLAYING RULES

SECTION I – PLAYER PARTICIPATION.

A. Majors.

1. *Subject to obtaining a waiver from Little League*, any player may re-enter the game once. (League Directors will inform managers if the waiver has been obtained).
2. When a team plays six defensive innings in a game, each player present at the beginning of the game shall play defensively for a minimum of three complete half innings and bat at least once.
3. When a team plays less than six defensive innings in a game, each player present at the beginning of the game shall play defensively for a minimum of two complete half innings and bat at least once.
4. *Subject to obtaining a waiver from Little League*, Section I.A.1 is superseded and each player present at the beginning of the game shall not sit out for more than six consecutive defensive outs, regardless of whether the player is in the batting lineup at the time of his or her defensive play. Accordingly, a player's entry on defense does not require that he or she be inserted in the batting order, nor does a player's entry on defense require that the substituted player be removed from the batting lineup. The batting order is the traditional 9-player order regulated by Little League Rule 3.03, which requires that a player substituted for in the batting lineup may not reenter the batting lineup until his or her substitute in the batting lineup has batted at least once.

Clarification: Offensive substitutions may only be made at the time the offensive player has his/her turn at bat or is on base and must be announced to the umpire and official scorekeeper. Further, the batting order announced at the beginning of the game must be followed until an offensive player is substituted for in accordance with this rule (which can only happen when it is his/her time at bat.) You may NOT declare that a player "is not in the batting order" before the player is up at bat.

Example 1: Batting order ANDY, BAKER, CHARLIE, etc, with ZACK on the bench and not in the batting order. ANDY singles and BAKER is at bat. Manager declares that ZACK is now in batting order for CHARLIE, and places CHARLIE as special pinch runner for ANDY. This is not allowed under this rule.

Example 2: Batting order ANDY, BAKER, CHARLIE, etc. with ZACK on the bench and not in batting order. ANDY singles and BAKER is scheduled to bat. Manager declares that ZACK is now in batting order for BAKER, and places BAKER as special pinch runner for ANDY. This is allowed under this rule.

Offensive substitutions are limited to 3 per inning.

Note regarding defensive play: The combinations are endless but, in almost every case, teams will be able to provide more playing time with this added flexibility in substitution. For example, a team could have a game with 9 players playing 4 defensive innings and 3 players playing 6 defensive innings; or a game with 2 players with 3 defensive innings, 2 players with 4 defensive innings, and 8 players with 5 defensive innings.

5. Any player reaching the dugout after the plate conference has begun shall play subject to the manager's discretion. Managers will endeavor to play the player a suitable amount of time, considering the amount of lateness, the reason for lateness, and any pattern of lateness.
6. Players failing to meet player participation requirements shall start the next game, make up the missed requirement from the previous game, and the requirements for the current game, before being removed.
7. This rule shall not apply in the event of due cause (e.g., injury).

B. Games below the Majors Level.

1. All players present at the start of the game shall be listed on the batting order and shall bat in turn. Any player reaching the dugout after the plate conference has begun shall be added to the bottom of the order. Missed batting opportunities shall not be made up.

2. The initial batting order for each game shall not be changed at any time during the game, even when players are substituted for or are shifted from position to position. Each player shall play **an entire inning** defensively at least every other inning. (See Section IV(i), Note 2 of Little League Rules for definition of an entire inning at the Minors Level.)
3. No player shall sit out two consecutive innings.
4. No player shall sit out a second time until all other players have sat out once. No player shall sit out a third time until all other players have sat out twice. **Exception:** At the AAA level, the starting pitcher shall be exempt until the end of the inning in which he/she is removed from the mound. Any substitute pitcher entering in the first or second inning is also exempt until the end of the inning in which he/she is removed from the mound.
5. Players sitting out defensively each inning will have their uniform numbers reported to the official scorekeeper by the manager. This may be done at the beginning of each defensive inning, or may be submitted at the beginning of the game, with the manager reserving the right to make changes as the game progresses. The official scorekeeper shall enter these players' numbers into the scorebook at the bottom of the column of the inning being played.
6. NOTE: When teams "bat the order" at any level, they may not use the Special Pinch Runner per LL Rule 7.14.

C Penalties. The Executive Committee will review violations of the player participation rules. Penalties shall be in accordance with Little League Regulation IV(I).

SECTION II - LENGTH OF GAMES.

A. Start Times.

1. A game shall begin at its scheduled start time or 15 minutes after the last out of the previous game, whichever is later.
2. The plate umpire shall keep time and advise the scorekeeper of the start time.

3. If the start of a game is delayed 45 minutes past its scheduled start time, the game shall be rescheduled, unless no game is scheduled behind it, and at least 2 hours remains until any applicable curfew.
- B. Run Limits.** For games at any level of play, except A and T-Ball, the game shall be over if, after four or more complete innings (3 ½, if the home team is ahead), one team leads another by 12 runs.
- C. Time Limits.** The following time limits shall apply:
1. **Majors.** No time limits, except for interleague games that do not count in the standings. No inning shall start after 1 hour and 45 minutes, and shall end after 2 hours.
 2. **3A.** No inning shall start after 1 hour and 40 minutes. If the home team is batting and is either winning, can't tie, or take the lead in that inning because of the run limits, the game is ended when the time limit is reached.
 3. **2A.** No inning shall start after 1 hour and 40 minutes. If the home team is batting and is either winning, can't tie, or take the lead in that inning because of the run limits, the game is ended when the time limit is reached.
 4. **1A.** No inning shall start after 1 hour and 30 minutes. The game shall end after 1 hour and 45 minutes, although an at-bat that has begun before the time limit was reached will not be interrupted by this rule.
 5. **Tball.** For weekend games, a new inning shall not start more than 1 hour and 20 minutes after the game has commenced. For week day games, the game shall end 1 hour and 15 minutes after the scheduled start time, unless the start time was delayed by a prior game. An inning starts the moment "TIME" is called after the last batter on the home team's roster has batted.
 6. **5T.** 5T meetings shall be limited to 90 minutes. The meeting shall commence with a practice session and concludes with a game that begins at approximately the half-way point, as the managers may agree.

7. No game at any level may be played past 10:30 pm.
 8. The time elapsed during a game that is suspended, and then continued on another day, will count towards the amount of time that may be played in the game once it is resumed.
 9. When two games are scheduled on a lighted field on a weeknight, the first game will begin at 5:45 pm. or 5:30 pm. The game clock starts running at 5:45 pm or 5:30 pm, whether or not play has started. If the first game is a Minors game, normal time limits apply. If the first game is a Majors game, no new inning will start after 7:30 pm, and play shall stop at 7:45 pm. For the second game, no new inning will begin after 10 pm., regardless of level or when play actually started.
- A. Inning Limits.** A game may not be played more than six innings below the Majors level.

SECTION III -- MISCELLANEOUS GAME CONDITIONS.

A. Local Ground Rules: None.

B. Player Protection.

1. Catcher. The catcher must be equipped in accordance with Little League Official Playing Rule 1.17. Reference to "practice, pitcher warm-up and games" applies to infield practice and bullpen warm-ups.
2. Helmets. WSLI helmets, including All-Star helmets, will be used as issued or authorized by the manufacturer, but shall not otherwise be modified or customized in any manner. See National Rule 1.16. The use of chinstraps is optional.
3. Bat throwing. If, in the umpire's judgment, a batter carelessly lets go of the bat during or after a swing, in such a manner that it could or does present an unsafe situation, the umpire shall, after the first occurrence, warn the player and the manager that, if that player "carelessly lets go of the bat" again, he/she shall be disqualified from batting during that game. When issuing such a warning, the umpire shall notify the official scorekeeper to make a notation in

the scorebook that the player has been issued a warning for “bat throwing.”

- a. On the second occurrence, when the bat the order rule is followed, the offending player shall be removed from the batting order, may be used as a base coacher, may play in the field when the substitution rules permit, and may serve as a special pinch runner. For games in which the bat the order rule is not followed, the offending player may remain on the bench, may be used as a base coacher, and may serve as a special pinch runner.
 - b. In no case shall an out be called, unless the bat throwing interferes with the fielding team’s ability to make a play (e.g., the bat hits the catcher who is then unable to make a play on a runner). In such a case, the umpire will impose the interference penalty in addition to the previously mentioned action. See below for replacing the player during the at-bat.
4. Fake Bunt/Swing Rule. At all levels of play, a batter is out for illegal action when – he/she fakes a bunt and then swings. The ball is dead and no players may advance.
- C. Base Coaches.** In all games below the Majors level, the first and third base coaching boxes, if used, will be occupied by adults in a coach status only.
- D. Substituting For Ejected or Injured Player.** For all levels, where a rule has been adopted that all players present at the start of the game shall bat continuously, if a batter cannot complete his or her turn at bat, or a runner cannot run the bases for any reason within the rules (e.g., ejection or injury), the last batter not on base shall substitute for that player. The substituted player shall continue to serve as a substitute until he or she is put out, scores, or the inning ends. When substituting for the batter, the substitute shall inherit the removed batter’s pitch count. Following the substitution, the batting order shall resume with the next scheduled batter, as though the substitution had not occurred.
- E. Dugout and Bench Occupancy.** The home team shall occupy the first base dugout and the visiting team shall occupy the third base dugout.
EXCEPTION: The home team shall occupy the third base dugout and

the visiting team shall occupy the first base dugout for all game played at Fenway located at Burke School. NOTE: Little League Rule 3.17 prohibits anyone other than the managers, two coaches (not necessarily the coaches of record) and the team's players from occupying the bench. Thus, coaches may not bring other children, including non-team siblings, into the bench or dugout area.

F. Pitch Counts – Majors, AAA, AA levels.

IMPORTANT NOTE: Please read this entire section. This rule not only addresses pitch counts and rest requirements but also addresses how many innings a catcher can catch and still pitch in the game.

1. Little League Regulation VI(c) provides the following mandatory pitching limits, subject to exceptions: ages 7-8: 50 pitches; ages 9-10: 75 pitches; ages 11-12: 85 pitches. Pitches include foul balls hit with two strikes and illegal pitches. Warm-up pitches do not count. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the day.
2. Pitchers must adhere to the following rest requirements:
 - a. If a player pitches **66 or more** pitches in a day, four (4) calendar days of rest must be observed.
 - b. If a player pitches **51 - 65** pitches in a day, three (3) calendar days of rest must be observed.
 - c. If a player pitches **36 - 50** pitches in a day, two (2) calendar days of rest must be observed.
 - d. If a player pitches **21 - 35** pitches in a day, one (1) calendar days of rest must be observed.
 - e. If a player pitches **1-20** pitches in a day, no (0) calendar day of rest is required.

NOTE: A pitcher reaching a threshold (20 pitches or others that require 1 or more days of rest) can continue to pitch to the batter until the batter reaches base or is retired, without violating the threshold. For example, a pitcher reaching 20 pitches while facing a batter can complete that at bat before leaving the game, and still preserve the 20 pitch no day of rest requirement. So if he begins pitching to a batter with 19 pitches, and completes pitching to that batter and then is removed (even though he may have 25 pitches), he still requires no days of rest.

3. A player that has played catcher in at least part of 4 innings cannot pitch for the remainder of the day.
4. A pitcher once removed from the mound cannot return as a pitcher for the remainder of that game. If a game is suspended and restarted on a later date, any player who had already pitched and has been removed from the mound, cannot return as pitcher on a later date for that game.
5. Before entering a pitcher in the game, a manager must announce to the umpire and scorekeeper the pitcher's age.
6. The game official scorekeeper will serve as the official pitch counter, inform the umpire when a pitcher's maximum has been reached, and enter in the score book, the number of pitches thrown by each pitcher. The scorekeeper's decision regarding the pitch count is final.
7. Within 24 hours of a game's completion, the winning manager is required to provide a summary of the game on the WSLI web site. At a minimum, the summary must include pitch counts for every pitcher that participated in the game and the number of days rest required with the pitch count.

NOTE: If a pitcher exceeds a threshold because he/she was completing pitching to a batter when the threshold was met or if he/she was removed after pitching to an additional batter after the threshold was met is necessary information due to the change in the pitch count rules.

G. Intentional Walk. Majors, AAA, AA Levels.

Defensive teams will now be able to elect to intentionally walk a batter by announcing the decision to the plate umpire. After appropriate notification is made by the defensive manager, the ball is ruled dead and no other runners may advance unless forced by the batter's award of first base. Once the award is granted, four pitches will be added to the defensive pitcher's official pitch count.

H. Keep One Foot in the Batter's Box. Majors, AAA, AA Levels

- a. **After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat.**

Exceptions:

- 1. On a swing, slap, or check swing.**
 - 2. When forced out of the box by a pitch.**
 - 3. When the batter attempts a "drag bunt."
[NOT applicable to AA.]**
 - 4. When the catcher does not catch the pitched ball.**
 - 5. When a play has been attempted.**
 - 6. When time has been called.**
 - 7. When the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher's plate after receiving the ball or the catcher leaves the catcher's box.**
 - 8. On a three ball count pitch that is a strike that the batter thinks is a ball.**
- b. **Penalties:**

- 1. Majors and AAA Levels:**

If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter.

No pitch has to be thrown, the ball is dead, and no runners may advance.

NOTE: The batter may return their position in the batter's box and assume the new count at any time during the at-bat, unless such enforced penalty is the third strike.

2. AA Level:

If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter.

No pitch has to be thrown, the ball is dead, and no runners may advance.

NOTE: The batter may return their position in the batter's box and assume the new count at any time during the at-bat, unless such enforced penalty is the third strike.

SECTION IV -- GAME PRELIMINARIES.

A. Umpires and Official Scorekeeper.

1. The league attempts to assign and schedule official home plate and base umpires for Majors, AAA, and AA games. Ordinarily, the league will not attempt to schedule umpires for A-Ball and T-Ball games. When no official home plate umpire is assigned, the home team is responsible for providing the home plate umpire. When a base umpire is assigned, and the plate umpire does not show, the assigned base umpire will become the assigned plate umpire. When no official base umpire is assigned, or becomes the plate umpire, the visiting team is responsible for providing the base umpire. When an official home plate umpire is assigned, but a base umpire is not, or when an assigned base umpire becomes the assigned plate umpire, provision of a base umpire by the visiting team is subject to approval by the official plate umpire. In no case will any game be delayed, cancelled or postponed because league umpires are not available.
2. The home team shall provide the official scorekeeper. The umpire will review the scorekeeper's duties and impress upon the scorekeeper that he or she is a game official and not to act as an advisor or cheerleader for their team, although they may respond to questions concerning pitches, outs, scores and batting order.

3. A manager or coach may not umpire in the same league and level in which they participate. In the event that a scheduled umpire is not present, this rule may be waived by agreement of both managers. This rule does not apply to T-Ball or A level games.
4. For all games played on Yankee or Wrigley fields, the visiting team shall provide an adult announcer.

B. Role of Game Coordinator

- If no adult umpire is available for a game, the home team must assign an adult as Game Coordinator, or the game cannot be played. The Game Coordinator must not be a manager or coach of either team in the game.
- The Game Coordinator's duties shall be:
 1. To be included in the pre-game meeting at the plate
 2. To remain at the game at all times, including between half-innings, in a position to see all actions on the field and in close proximity to the field. If, for some reason, the Game Coordinator is not present or is unable to perform his/her duties for any reason, the game must be suspended until the Game Coordinator returns, or until a new adult Game Coordinator is present and assumes the duties of Game Coordinator for the remainder of the game;
 3. To oversee the conduct of all players, managers, coaches, umpires in the game;
 4. To have the authority to disqualify any player, coach, manager, or substitute for objecting to the decisions of an umpire, for unsportsmanlike conduct or language, or for any of the reasons enumerated in these Playing Rules, and to eject such disqualified person from the playing field.
 5. To have the sole ability to judge as to whether and when play shall be suspended during a game because of inclement weather conditions or the unfit condition of the playing field; as to whether and when play shall be resumed after such

suspension; and as to whether and when a game shall be terminated after such suspension. Said game coordinator shall not call the game until at least 30 minutes after play was suspended. The Game Coordinator may continue suspension as long as there is any chance to resume play.

C. Pre-game Practice, Field Preparation, and Post Game Cleanup.

1. Practice times on the fields before all games shall be as follows if time permits:
 - a. The visiting team shall take infield practice for 5 minutes beginning 20 minutes before game time. The home team shall take infield practice for 5 minutes beginning 15 minutes before game time.
 - b. The playing field shall be cleared 10 minutes prior to game time for field preparation.
 - c. Batting practice is not permitted on any of the playing fields. Batting cages are available for use by teams playing on Yankee, Wrigley, Ebbets, and Fenway (Burke School) fields only. When no games are scheduled on these fields, the batting cages will be available for use by all levels of play.
 - d. Teams conducting pre-game warmups shall not interfere with any game which is in progress. This includes warming up (throwing) in areas close to on-going games, such as the outfield area of Three Rivers. Additionally, no team practice or individuals shall use any open area, batting cage, or bullpen in such a way as to interfere or limit a team who is either warming up in accordance with approved procedures, or is in the process of playing a game. Teams and other individuals are allowed to use batting cages, bullpens, and open areas on a not to interfere basis.

2. **Number of Coaches/Adults that a team can have on the field during pre-game warm-ups**
The appropriate/permisible number of coaches/adults that a team can have on the field of play during pre-game warm ups:

- a. **5T and T-Ball - given the challenges associated with supervising and instructing players at these levels and the informal, instructional environment surrounding the games, no specific limit on the number of adult “helpers” will be enforced. We ask only that teams be mindful of safety for kids and coaches alike and use good judgment in determining the appropriate number of coaches.**
 - b. **Single A and AA - Since these levels permit four (4) manager/coaches in the dugout during the game, we will observe that same limit of four (4) relative to on-field, pre-game coaches. A team will be permitted to have one additional coach in the batting cage or bullpen areas if they wish, but no more than four coaches may be within the confines of the playing area.**
 - c. **AAA and Majors - These levels permit three (3) manager/ coaches in the dugout during the game, so we will observe that same limit of three (3) relative to on-field, pre-game coaches. A team will be permitted to have one additional coach in the batting cage or bullpen areas if they wish, but no more than three coaches may be within the confines of the playing area.**
3. **Use of the cages will be in accordance with the following:**
- a. **No player can use the cages earlier than 1-hour before his/her team’s scheduled game time on game day.**
 - b. Use of cages behind Yankee and Ebbets (for Saturday and Weekday games):
 - i. These cages will be used for games being played on Ebbets and Yankee
 - ii. If no game is being played on Ebbets or the games are scheduled at least 30 minutes apart such as 8:30 am and 9:00 am on Saturdays or 5:45 pm and 6:15 pm on weekdays:

1. Home teams use the half cage nearest Ebbets 3rd base dugout; and visiting teams use the half of cage towards Yankee
 2. Teams can use the cage for 20 minutes starting 45 minutes before the scheduled start time of their games up to the time when they must be on the field of play (20 minutes prior to game time).
- iii. If games are being played on both Yankee and Ebbets are scheduled for less than 30 minutes apart such as on Sundays or weekdays games with both teams not being Majors games:
1. Teams playing on Yankee use the cage that opens towards Yankee
 - a. Visiting team uses cage for 20 minutes beginning 1-hour before game time
 - b. Home team uses cage for 20 minutes beginning 40 minutes before game time
 - c. Teams must be on the playing field 20 minutes before game time
 2. Teams playing on Ebbets use the cage that opens towards Ebbets
 - a. Visiting team uses cage for 20 minutes beginning 1-hour before game time
 - b. Home team uses cage for 20 minutes beginning 40 minutes before game time
 - c. Teams must be on the playing field 20 minutes before game time
- c. Use of cage next to Wrigley:
- i. This cage is for teams playing on Wrigley

- ii. Teams should follow the times outlined below
 - 1. Visiting team uses cage for 20 minutes beginning 1-hour before game time
 - 2. Home team uses cage for 20 minutes beginning 40 minutes before game time
 - 3. Teams must be on the playing field 20 minutes before game time

 - d. For games at Fenway
 - i. Visiting team uses cage for 20 minutes beginning 1-hour before game time
 - ii. Home team uses cage for 20 minutes beginning 40 minutes before game time
 - iii. Teams must be on the playing field 20 minutes before game time

 - e. Use of cages is approved for WSLL managers/coaches pitching to helmeted WSLL players only (no other adults or players are permitted).
4. The home team is responsible for preparing the field for play and returning all equipment to the storage shed or field box after the last game of the day. The visiting team should help with all preparations and cleanup. Preparing the field includes: raking the infield and base paths (base paths must be raked only in the direction of the base path to keep the dirt on the field); chalking the foul lines, batter's boxes, and base coaches' boxes; and installing all bases. The home team also is responsible for filling in all holes and dragging the field following the last game of the day. See "Field Care Preparation Standards" at the end of this book.
5. Prior to the beginning of each game, the umpire shall check all bases to ensure they are securely fastened and shall check home plate to ensure that the edges do not stick above ground level.

6. Both teams are responsible for policing the dugout and spectator areas on their side of the field after completion of the ball game. When trash cans are more than half full, and after the last game of the day, remove and replace the trash can liners and take the trash bags to the closest dumpster. Dugout trash cans must be emptied after each game as well. Gray hats will ensure compliance with this rule. See "Field Care Preparation Standards."

D. Pre-game Conferences.

1. Prior to each game, the plate umpire shall hold a conference with the managers of both teams.
2. Batting orders shall be exchanged between managers prior to the game. Pitchers' eligibility shall be indicated on the lineup card. Borrowed players will be identified (see III.A.7).
3. Any special ground rules shall be discussed during the conference.
4. Each team shall provide the umpire with at least one new baseball.
5. When a manager or coach of record is present for a game (including late arrival), he/she shall be in the dugout or on the field. Only when the manager or coach of record is not present, may another properly cleared volunteer be in the dugout or on the field.

SECTION V – PROTESTED, CALLING GAME for WEATHER RELATED CONDITIONS, AND GAME RESCHEDULING.

A. Protested Games.

1. The plate umpire will ensure that, whenever a protest is made that cannot be resolved on the field, the following are recorded in the official scorebook:
 - a. The name of the batter and the count;
 - b. The inning and the score;
 - c. The elapsed time (if there is a time limit);
 - d. A description of the grounds of the protest.

2. The plate umpire will secure the official score book and deliver it to the League Director.

B. Weather Related Cancelation Guidelines.

If adverse weather or playing field conditions exists prior to the first scheduled game of the day, the League President, in consultation with the Vice-President of Fields and the onsite Gray Hat(s), will determine whether games will begin that day. Once play has been suspended for the day, play will not resume unless the League President makes that determination. If the League President is not available to make these decisions, the Gray Hat(s) scheduled for duty will make the decisions. Once games are underway for the day, the decision to play or postpone lies with the Team Managers in consultation with the Gray Hat(s) on duty (prior to the first pitch) or the Home Plate Umpire (or Game Coordinator if there are youth umpires handling the game) in consultation with the Gray Hat(s) on duty. While there will always be a degree of judgment involved, generally these decisions should be made using the criteria below.

C. Complete Game.

If a A, AA, or AAA game has progressed 3 complete innings or more (2 ½, if the home team is ahead), and is stopped for any reason (e.g., weather, darkness, time, curfew), it shall be considered a complete game, and will not be continued, even if tied.

If a Majors game has progressed 4 complete innings or more (3 ½, if the home team is ahead), and is stopped for any reason (e.g., weather, darkness, time, curfew), it shall be considered a complete game, and will not be continued, unless it is tied.

D. Calling Games Because of Darkness.

1. On non-lighted fields, the plate umpire shall call games for darkness when the photocell-activated light comes on. Any play or at-bat in progress at the time of light activation shall be completed. In the event of light malfunction (coming on early or late), umpire judgment shall prevail after consultation with the "gray hat" and/or Game Coordinator on duty.

2. Games that begin on non-lighted fields shall not be moved to lighted fields, except during tournament play, when a lighted field is available and any applicable time or inning limit has not been reached. This provision applies only to games that were started on Byron Avenue fields. Games at satellite fields may not be moved. When such a game is moved, applicable time and inning limits still apply, unless a winner has not been established. Time required to resume the game will not count against the time limit.

E. Lightning and Thunder Policy

1. At the first observance of threatening skies all umpires, manager, coaches, Gray Hats, and other officials are to closely monitor the weather for lightning and thunder.
2. Managers and coaches should ensure that their players keep all their gear together in case they must leave the field for weather/lighting.
3. Play will immediately be suspended when any of the following are observed by an umpire, manager, coach, Gray Hat, or other league official.
 - a. A lightning detector (if available) indicates lightning within 10 miles or less.
 1. The range may not have 10 miles on the high end of the scale; follow the range that includes 10 miles in it.
 2. Lightning detector takes precedence over b & c below, but if b or c are observed then vacate the field.
 - a. Thunder is heard with or without lightning being observed.
 - b. Any lightning is observed (cloud-to-cloud or cloud-to-ground or distant lightning or "heat" lightning)
 - c. When in doubt err on the side of safety and clear the field.

4. Fields will be cleared and all players, managers/coaches, umpires, and spectators will move to a vehicle for a minimum of 30 minutes.
5. During game suspension no one is allowed to be on any fields, standing around the concession stand or other facilities and must be inside their vehicles. The only exception to this is that on fields with a concession stand or equipment shed (Byron & Burke) the Gray Hat and umpires will gather inside the concession stand/shed to monitor the conditions.
6. All concession stands and scorer booths will be closed upon suspension of play.
7. If lightning/thunder is observed or the detector indicates lighting again then play will be suspended for another 30 minutes from the subsequent observance.
8. Games will be cancelled if the suspension will result in a more than a 45 minute delay (see examples below)
9. At Byron Ave if a game is suspended on one field then it must be suspended on all fields at Byron
10. Examples
 - a. Example 1
 - 1) First observance of lightning/thunder/detector within 10 miles takes place at 6:00 the earliest that play may resume is 6:30.
 - 2) Lightning/thunder/detector within 10 miles is observed at 6:10 the earliest play can now resume is 6:40.
 - 3) Lightning/thunder/detector within 10 miles is observed between 6:15 and 6:40 this game would be ended as it will be at least 45 minutes from the original suspension of play.

b. Example 2

- 1) First observance of lighting/thunder/detector within 10 miles takes place at 6:00 the earliest that play may resume is 6:30.
 - 2) Lighting/thunder/detector within 10 miles is observed at 6:10 the earliest play can now resume is 6:40.
 - 3) No further Lighting/thunder/detector within 10 miles is observed play may resume at 6:40 with the approval of the home plate umpire, based on field conditions.
11. If a game is called for weather then league policies on resuming the game, calling it final, etc. will be followed.
 12. Umpires are the primary individual(s) in charge of a field; however our Gray Hats are to work with them to ensure the safety of all persons at our fields.

F. Calling Games because of Participation.

If rain or other precipitation is falling heavily enough to impact visibility or if field conditions are becoming dangerous (standing water, mud around the bases and pitching rubber), play should be delayed (if game has not started) or suspended. Once conditions reach a status where it would take more than 20-30 minutes to return the field to playable conditions, the game should be postponed. Once a game has been postponed at a particular site, the decision to resume play on that field at any point that day returns to the league president or, in his absence, the Gray Hat(s) on duty.

G. Calling Games because of Cold Weather.

If game-time air or wind chill temperatures are at 35 degrees Fahrenheit or lower with no precipitation or at 40 degrees Fahrenheit or lower with active precipitation, the game should be postponed. If these conditions occur once the game is underway, it will be in the judgment of the Home Plate Umpire or the Game Coordinator, in consultation with the Gray Hat(s) on duty, to determine if these levels have been reached and sustained.

H. Rescheduling Games.

1. Games will not be postponed except for inclement weather or unsafe field conditions.
2. Games shall be rescheduled for the first available make-up date, in the order they were originally scheduled.
3. Games shall not be scheduled to start before 1 pm on Sundays.
4. The Game Rescheduler is responsible for ensuring that the Chief Umpires and League Directors or managers are notified of the time, date, and location of a make-up or continued game.
5. No game will be rescheduled beyond the last regularly scheduled game during the season, except for T-Ball and 5T.
6. Rescheduling Guidelines:
 - a. General. Make-up games will be scheduled in the order they are cancelled, unless that results in 4 games in 4 days or the team is already scheduled to play on the make-up day. No team will have more than 3 games in a week defined as Monday through Sunday. No other exceptions will be made. Therefore, if a team is rained out on a Tuesday and there is an open Friday, the team will be rescheduled for that Friday, unless one of the exceptions above results. If an exception results, the game will then go to the next available slot for which no exception applies.
 - b. Games will be rescheduled on the same fields as they were originally scheduled, unless that field is full the next available Sunday and there is another open field that Sunday or before the following Sunday. The game rescheduler has the discretion to move games to alternate fields to best facilitate game rescheduling (i.e. move a T-Ball game from Majors field to accommodate make-ups for a majors game).
 - c. Notice of make-ups is important. However, because so many of the games are made up on Sunday, and it is important to make games up as soon as possible to prevent too many games in

a week, and because often even Sundays are lost to weather, teams should assume that if they are rained out on a Saturday, their game will be made up the next day. If no Sunday slot is available, the teams will be assigned to play in the next open slot, subject to the exceptions above.

- d. Make-Up Time Slots. Make-ups will be scheduled during the week when slots are available at Byron or Fenway.

At Byron Avenue fields, if Challenger is playing at 1:00 on Sundays, make up games will start at 3:30 and 5:30 on Yankee, Wrigley and Ebbets. Games may also be scheduled at 7:30 on Yankee and Wrigley. On other fields, Sunday make-up games will start at 1:00, 3:00, and 5:00.

If challenger is not playing at Byron make up games will start at 1:00, 3:00 and 5:00 on all fields. Games may be scheduled at 7:00 on Yankee and Wrigley.

- e. If necessary and to avoid having to override other makeup considerations, AA and AAA games may be scheduled for 5:45 pm on open Friday nights at Yankee and Wrigley, if they are the first games to be scheduled on an open Friday. An 8:00 pm slot would then be open for Majors on these fields. If Majors is the first game to be scheduled, the start time will be at 6:15 pm and no other game will follow. We may also have to adjust games when a single game is scheduled on a field to accommodate a second game.
- f. At the A-Ball, T-Ball, and 5T levels no games will be rescheduled on Mother's Day or Memorial Day weekend. Other levels will have make-up games rescheduled on these dates, if needed.

SECTION VI -- SPECIAL MAJORS LEVEL PLAYING RULES.

A. For Interleague Games That Do Not Count In the Standings

- 1. Teams are limited to four (4) runs per inning including the inning declared the final inning by the umpire.

2. Managers may choose to bat their entire batting order.
3. The game shall continue for training purposes, regardless of score, until the time limit has been reached. The maximum run rule still applies throughout the game.

SECTION VII -- SPECIAL AAA LEVEL PLAYING RULES.

- A. Inning Definition.** Except for the fifth and following innings, an inning shall be complete when either three outs have been made, or the offensive team has scored four runs, whichever comes first. For the fifth and following innings, an inning shall be complete when three outs have been made, or the offensive team has five runs, whichever comes first.

SECTION VIII -- SPECIAL AA LEVEL PLAYING RULES.

A. Purpose.

1. The purpose of AA ball is to teach the fundamentals of the game, and expose players to various fielding positions and game situations. The AA level's primary distinction from the A level is that player pitching is introduced. Thus, managers should not emphasize winning and losing to the extent that it interferes with player development, or with the player's eagerness to participate fully in the game.
2. To encourage managers to focus on player development, and to remove any disincentive to their allowing players of differing abilities to try different positions, two coaches are allowed on the field with the defensive team up to the 5th Monday of the season. One additional bench coach is permitted in the dugout.

- B. Inning Definition.** An inning shall be complete when either three outs have been made, or the offensive team has scored three runs, whichever comes first. This rule applies to all innings including the sixth and final inning.

C. No Walk Rule.

1. Until, but not including, the fifth Monday of the season, if a batter receives 4 balls, instead of taking a base on balls, the umpire or his or her designee will stand to the side of the plate and pitch to the batter by a "soft- toss."

Beginning on the 5th Monday, of the season, soft toss will continue, but only when the bases are loaded.

2. The batter will be entitled to as many soft-tosses as s/he has strikes remaining, but at least two pitches. For example, if the count reaches 4 balls and 2 strikes, the batter will receive two soft-toss pitches. Any swinging strikes or fouls accumulated during the soft-toss portion of the at bat will count as if the ball had been pitched regularly. The umpire may declare the soft-toss a ball if it is unreasonable to expect the soft-toss to be hit. During the soft toss portion of the at bat, the pitcher may stand on the pitcher's plate or up to approximately three feet behind it. The managers and the umpire shall ensure the catcher is in the catcher's position prior to the delivery of the soft-toss.
3. If a Ball Four is thrown, the ball will remain live until all play resulting from that pitch has concluded, at which point the umpire shall declare "time." During the ensuing soft-toss, the ball will remain dead, until the batter hits the ball fair, or is retired and the umpire calls "play."
4. At the end of the season, League Directors will poll AA coaches on the overall effect of this rule, and report the results to the BOD.

D. Stealing Bases.

1. There is no delayed stealing (stealing a base on the throw back to the pitcher)
2. **When a batter is awarded first base (for a walk, hit by pitch, or other award) the batter/runner shall not advance beyond first base.**
3. A runner on 3B (R3) at the time of the pitch may not advance to home, EXCEPT when a batted ball is in play or when forced home due to a walk, hit-by-pitcher, or other award (e.g., catcher's

interference). Note that this rule only applies to a runner on 3B (R3) at the time of the pitch and not to runners on 1B (R1) or 2B (R2) at the time of the pitch.

- 4. A baserunner can only attempt to steal one base per an at-bat. Any base runner that attempts to take an extra base and is thrown out will be considered out. Otherwise, they will be returned to the rightful base.**
5. A base runner may advance one base on a defensive miss play (e.g. error, wild throw, etc.) per batted ball.
6. A baserunner may attempt to steal on a wild pitch, passed ball, or dropped pitch if the baserunner has not stolen a base during the current at-bat (rule 3 above) and the potential stolen base is not home plate (rule 2 above).
7. Exception: A runner on 3B (R3) at the time of the pitch attempts to advance (steal home) in violation of this rule. The defense may make a play on the runner (R3) who is liable to be put out. If R3 is tagged out runner is out; otherwise R3 must return to 3B. No other runners may advance on the play on R3.

E. Defensive Play.

Every player must play two innings of infield (inclusive of catcher and pitcher) per game, but no more than four innings per game. In cases of shortened games, where a player(s) has not had the opportunity to play two innings of infield, the manager shall start that player(s) in the infield the next game. Each player shall start at least two games in the infield.

F. Infield Fly Rule. The infield fly rule shall not be declared or enforced.

G. Pitching.

1. Little League pitch count rules will determine eligibility.
2. Illegal pitches shall be called and corrected, but not penalized.
3. No pitcher may pitch more than 3 innings per game.

4. **If a player reaches his/her WSLI specified inning limit before reaching his/her pitch count limit, the inning limit would apply, and vice versa.**

SECTION IX -- SPECIAL ROOKIE (A) LEVEL PLAYING RULES.

A. Purpose.

1. The primary purpose of the Rookie A level is to teach the fundamentals of batting and fielding, and to expose players to all aspects of the game. Thus, managers should not emphasize winning and losing to the extent that it interferes with player development, or with the player's eagerness to participate fully in the game.
2. To encourage managers to focus on player development, and to remove any disincentive to their allowing players of differing abilities to try different positions, the following special rules apply:
 - a. **Inning Definition.** An inning shall be complete when either three outs have been made, or the offensive team has scored four runs, whichever comes first. This rule applies to all innings.
 - b. No score shall be kept, except for the purpose of determining the end of an inning and as an indication of who has batted.
 - c. There shall be no game winners or losers.
 - d. No regular season standings will be kept.
 - e. Two coaches are allowed on the field with the defensive team up to, but not including, the 5th Monday of the season.
 - f. One additional bench coach is permitted in the dugout.

B. Pitching Machine Operation.

1. A pitching machine shall be used instead of a pitcher. The visiting team is responsible for setting up the machine and returning it and the electrical cords to the equipment shed following each game.

2. Pitching machine speeds shall be set at **36 mph**. The plate umpire shall set and maintain the speed in accordance with guidelines established by the League Director.
 3. The manager, coach, or other responsible person designated by the manager of the offensive team shall feed the balls into the pitching machine. The machine feeder shall not coach their team in any way while performing this function.
 4. Pitching machines shall not be moved away from the WSLL Byron Road complex or other facilities being used for WSLL activities, without approval of the WSLL President.
- C. Umpires.** WSLL does not assign league umpires to A level games, but relies on parent volunteer umpires. The home team provides the plate umpire, who must wear the proper protective equipment when umpiring behind the catcher. The visiting team provides the base umpire.

D. Offensive Play.

1. If a batted ball hits the pitching machine or ball feeder, the ball is dead and all runners, including the batter-runner, advance one base from where they were at the time of the pitch.
2. No batter may be awarded first base by being hit by a pitched ball, or by a base-on-balls.
3. The plate umpire shall advise the batter when a “good pitch” is delivered by the pitching machine. Following that advisory, every strike will be called; however, on the first “called third strike,” the plate umpire shall advise the batter that it was a “good pitch” and allow the batter one extra strike.
4. Because of the pitching machine’s location, a runner may not advance to second base unless the batter hits the ball. A runner may steal third only. On an unsuccessful attempted put out of a runner stealing third, the ball shall be dead and the runner shall not be entitled to advance.
5. No stealing home. A runner on 3B at the time of the pitch, may advance only on a batted ball or an award.

6. No runners may advance when the base runners have halted or the ball is in the possession of the pitcher, catcher, or infielder in the infield (i.e., not an outfielder running into the infield). However, any runner not on a base is liable to be put out and may not advance on any subsequent play made on him or her. This is a judgment call by the umpire and the decision is final.
7. Pitchers shall not stand forward of the pitching machine chute before the ball is delivered. The pitcher must have at least one foot in the circular dirt area of the pitcher's mound until the pitch is delivered.
8. Bunting is prohibited.
9. If a runner trips over the pitching machine power cord, that event shall not affect the liability to the runner to be put out.

E. Defensive Play.

1. The defensive team will consist of ten players. Only the normal infield positions will be occupied; the four remaining players shall be positioned in the outfield at the beginning of each play.
2. Every player must play two innings of infield per game (including pitcher, excluding catcher), but no more than four innings per game. In cases of shortened games, where a player(s) have not had the opportunity to play two inning of infield, the manager shall start that player(s) in the infield the next game. Each player shall start at least two games in the infield.
3. An outfielder may not make an initial play on a batted ball in the infield. Outfielders must play in the outfield, not the infield. Batted balls in the outfield must be thrown to an infielder to make an out in the infield. If this rule is violated, the umpire shall signal that the runner is safe and announce that the play was not made by an infielder. The ball remains live.
4. The infield fly rule shall not be declared or enforced.

SECTION X -- SPECIAL T-BALL PLAYING RULES.

A. Purpose.

1. The purpose of the T-Ball level is to give 5-, 6- and 7-year olds the opportunity to learn and participate in organized baseball without competing against older, more experienced players. The T-Ball level affords these youngsters the opportunity to develop their baseball skills and playing potential for future participation in higher playing levels.
2. To allow managers to develop players without concern for winning or losing, the following noncompetitive rules shall apply.
 - a. No score will be kept, except for the purpose of determining the end of an inning and as an indication of who has batted.
 - b. There will be no game winners or losers.
 - c. No standings will be kept.
 - d. Two coaches are allowed on the field with the defensive team.
 - e. The T-puller may assist or otherwise coach the batter.
 - f. One additional bench coach is permitted in the dugout.
 - g. A team should borrow players from the opposing team if it has fewer than nine players.

B. Complete Inning and Game Definitions.

1. **Inning Definition.** An inning shall be complete when either three outs have been made or the offensive team scores five runs, whichever occurs first. This rule applies to all innings.
2. There shall be no more than three time-outs per game. Instruction should be given during practices and between innings, not during the game. This does not include injury time-outs.

- C. Umpire and Catcher Positioning at Home Plate.** The plate umpire and catcher position is opposite the batter, not behind the "T" and catcher.
- D. T-Puller.** Each team shall assign one adult to assist the plate umpire when their team is at bat by: (1) Removing the batting "T" from home plate after the ball is hit. (2) Re-positioning the batting "T" on home plate after the plate umpire calls "TIME."
- E. Offensive Play.**
1. The batter shall hit the ball off a batting "T" placed on home plate, rather than hitting a pitched ball. Coaches and/or umpires are encouraged to place the batter in such a manner that they hit the ball with their arms extended roughly even with their front foot, rather than sweeping through the ball.
 2. The batter shall take a full swing at the ball. Neither bunting nor short, soft swings shall be allowed.
 3. There shall be no strikeouts.
 4. When hit by the batter, the ball must travel at least 15 feet to be in play. A line shall be provided on the playing field to mark the 15-foot arc.
 5. A hit ball shall be declared foul if, after a batter takes a natural swing at the ball, the ball is barely tapped and rolls down the "T," touches the rubber base, and only then bounces out onto the playing field beyond the 15 foot marker.
 6. When the ball is hit, the runners/batter shall be allowed to advance as far as possible until a play is attempted on any runner/batter. After an attempted play, whether or not it is successful, the ball is dead. Any runner who is more than halfway to the next base when an attempt is made on another runner/batter will be awarded the base to which they were advancing.
 7. On any unsuccessful attempted play at a base, the ball is dead and the runner or runners will not be permitted to advance.

8. When the umpire calls "TIME" and runners have been awarded their bases, the ball shall be placed on the "T." When all defensive players are in their proper positions, the umpire shall call "PLAY BALL," and the next batter shall take their turn at bat.
9. Dead ball appeals may be made with the ball in control of the umpire.

F. Defensive Play.

1. The defensive team will consist of 10 players. Only the normal infield positions will be occupied; the four remaining players shall be positioned in the outfield at the beginning of each play.
2. Each player shall play at least two innings of infield per game. In cases of shortened games, where a player has not had the opportunity to play two innings of infield, the manager shall start that player in the infield in the next game. Each player shall start at least two game at an infield position. For the purpose of this rule, the pitcher is considered an infield position, but the catcher is not. No player may play more than two innings at pitcher or first base or any combination thereof.
3. The pitcher shall play in the normal position of the pitching mound. The player who occupies the defensive position of the pitcher must stay in contact with the pitching rubber until the ball is hit. If the umpire detects that the pitcher is not in contact with the pitching rubber when the ball is hit and an out occurs at any base, the batter shall bat again and all runners will be returned to their original bases.
4. An outfielder may not make an initial play on a batted ball in the infield. Outfielders must play in the outfield, not the infield. Batted balls in the outfield must be thrown to an infielder to make an out in the infield. If this rule is violated, the umpire shall signal that the runner is safe and announce that the play was not made by an infielder. The ball remains alive.
5. The infield fly rule shall not be declared or enforced.

SECTION XI -- POST-SEASON TOURNAMENTS.

- A. General.** Every division, except T-Ball and 5T, shall hold a competitive tournament at the end of the regular season. These tournaments may be single or double elimination, may include inter-league play between American and National League teams at the same level of play, and may be arranged by flights. The format of the tournaments shall be determined by the Executive Committee. AA, AAA and Majors teams will be seeded by order of finish, using any required tie breakers specified above to determine final standings.
- B. Rules.** Regular season rules shall apply, except in "A" where score will be kept, and as set forth below.
- C. Game Limits.** For all post-season games, there are no inning limits for games tied after regulation play, **except as outlined below**. But, if a game at any level is stopped for either weather or darkness, and has progressed four complete innings or more (3 ½ innings if the home team is ahead), the game will be considered a complete game.
1. For Non-Majors games, when the losing team cannot score enough runs to tie or win a game because of run limits, the game shall end.
 2. For AAA games and below, no new inning will begin after 2 hours and 15 minutes, unless the game is tied and it is an elimination game (pool play games are NOT considered elimination games.) If the game is an elimination game, the game will end at the next completed inning where one team is ahead provided that a complete game has been reached. NOTE: If the game is tied after 6 innings and time still remains, extra innings shall be played.
 3. Pool play games for Non-Majors games can end in a tie.
 4. Games delayed for weather or lightning that have no game after it will not be called until the amount of time left of the required delay period would push the start time past the curfew of 10:00 pm or the projected darkness for the day if on an unlighted field.

If there is a game following the delayed game, the time limit expires 15 minutes before the scheduled start time of the next game.

This does not preclude the umpires from calling the game, if they determine the field is unplayable.

In cases of weather delays, the time limit is suspended until play resumes. For example, if the game is suspended for lightning at 1 hour and 30 minutes, the amount of time left before no inning can start after play resumes is 45 minutes, unless a game is scheduled after it where 15 minutes before the scheduled start time becomes the time limit.

5. Elimination games that are called because of weather, darkness, or curfew must be resumed if the visiting team ties the game or takes the lead in their half of the inning and the home team does not complete their at bat or takes the lead in the inning the game is called. Any remaining time limit should be in effect from the point of the suspended game.
6. The slaughter rule still applies in tournament games.

D. Tie Breaking Procedures if Pool Play Format is Used:

1. In all cases the team(s) advancing must be the teams with the best won-lost record(s) during pool play.
2. When records are tied, however, the following procedures must be applied in order, so that the tie can be broken. These procedures also apply to determine the seeding for the playoff round, if seeding is based on results of pool play.
 - a. The first tiebreaker is the result of head-to-head match-up(s) during pool play of the teams that are involved in the tie.
 1. If one of the teams involved in the tie has accomplished EVERY ONE of the following, then that team will advance
 - a. Defeated all of the other teams involved in the tie at least once, AND;
 - b. Defeated all of the other teams involved in the tie in every one of the pool play games it played against those teams, AND:

- c. Played each of the teams involved in the tie an equal number of times.

EXAMPLE: Three teams are tied with identical records for first place at the end of pool play, and one team advances.

Teams A, B, and C played against each other once in pool play.

Team A won all of its games against Team B and Team C during pool play.

Result – Team A advances, while Team B and Team C are eliminated.

- 2. Each time a tie is broken to advance one team, leaving a tie between two or more teams, the situation reverts to “2.a.” (head-to-head results) in this section.

EXAMPLE: Three teams are tied with identical records for first place at the end of pool play, and two teams are to advance.

Teams A, B, and C played against each other once during pool play.

Team A won all of its games against Team B and Team C during pool play.

Result – Team A advances, which then creates a two-way tie between Team B and Team C. That tie is then broken by reverting to “2.a.” (head-to-head results) in this section.

- b. If the results of the head-to-head matchup(s) during pool play of the teams that are involved in the tie cannot break the tie, then:

1. The team(s) allowing the fewest runs shall advance.
2. If a tie still remains, the team(s) that scored the most runs shall advance.

Note: The maximum number of runs allowed in a game for this calculation is 12.

3. Finally, if a tie still remains, the team(s) that allowed the fewest runs "in a single game," shall advance.

- E. Determining Home Team.** For non-seeded tournament games, the home team shall be determined by the toss of a coin, the winner having the choice. For seeded tournaments, the higher seeded team shall be the home team. Seedings that were determined at the beginning of the tournament shall remain in effect for the entire tournament. If both teams are seeded the same, a coin flip will determine the home team. In all cases, the home team shall occupy the first base dugout unless the game is played at Fenway, in which case, the home team shall occupy the third base dugout.
- F. Protests.** Protests of playing rules must be made and resolved before play is continued. If play is continued, the protest cannot be made. To lodge a protest, the manager must inform the plate umpire immediately after the play in question, and before the next pitch or play. A conference of game umpires shall be called, the protest reviewed, and a decision rendered. If the decision is not to the satisfaction of the manager, the protest shall be referred to the attending League Director or WSLI representative prior to play resuming. Their decision shall be final.
- G. Season Pitching Rules.** All rest requirements specified by the Little League pitch count regulations apply between a team's final regular season game and their first tournament game. These rules also apply throughout the tournament.

FIELD PREPARATION STANDARDS

Unless otherwise noted, the home team is responsible for the following:

1. Make an initial safety sweep of your playing field.
2. After any use, all infields must be dragged and/or raked, with particular attention paid to filling in low spots.
3. Holes in the pitchers mound and batter's box should be filled and compressed if possible. Any serious repairs should be reported to the Fields & Facilities Committee. Rake so as not to sweep dirt off of the infield. For example, when raking the first and third baselines, rake in the direction of the line.
4. Empty the field garbage cans as necessary (always empty when greater than half full).
5. The five-gallon garbage cans/pump buckets in each dugout should be emptied as needed or at the end of the day's games.
6. Both teams must clean their dugouts and bleacher areas of all trash and loose objects.
7. Every Saturday, the first teams to play on a field shall:
 - a. Sweep the dugouts and rake up the infield grass areas next to fences to remove litter and rocks;
 - b. Fill the five-gallon line marker buckets in the field boxes. Leave them full for the next teams.
 - c. Clean and straighten the field boxes.
 - d. Extend some care to the bullpens and batting cages, raking low areas.

After Rain:

1. First, realize that the best method for drying a field may be for Mother Nature to take her course. A herculean effort that leaves a field barely playable and distorts it in the long run is a bad idea. If we can assist Mother Nature without doing long-term damage to the field, then continue, as follows.
2. Use the gray plastic hand pumps to remove any standing water. Pumps can be found in the Byron equipment shed and in the equipment box at Fenway. To drain water, make small channels with the edge of a shovel to drain water to existing puddles. Make small suction holes in those puddles, drain them, then move to the next one while the previous holes refill. Rotate from hole to hole until only a bit of water remains. Then gently sweep the rest of the water into the suction hole. Other workers should be raking other less wet areas to help them dry. Never spread the water around or try to sweep it onto the grass. When finished, purge the pumps with clean water.
2. Remove any mud but only as much as necessary. Place this material in the field mix retention areas at the end of each dugout. Backfill low, damp areas with dry field mix from existing piles. Compress the new mix in thin layers.
3. Use drying agents only as a last resort, in modest quantities, and only under the supervision of a Gray Hat. Drying agents are intended to play a small, specialized role in field recovery. They are not the sole method for doing so. Drying agents harden when dry and can ruin the fields.

LEAGUE DIRECTORS

	<u>American</u>	<u>National</u>
MAJORS:	John Ogden 703-795-0572	Rob Harris 202-255-3068
AAA:	Jim Spratt 703-455-5029	Mike Williams 703-786-3321
AA:	Mick Batson 831-392-7741	Chris Dockins 571-212-1992
A:	Mike Warbel 614-216-1901	Erik Hardman 703-732-0663
T-BALL:	Matt Waggoner 618-521-2486	Heather Crocetto 202-412-8977
5T:	Shawn James 703-300-6947	

LEAGUE UMPIRES

MAJORS:	Ralph Yates	571-294-7419
MINORS:	Al Beyer	703-888-7489

LEAGUE OFFICIALS

PRESIDENT:	Ron Zabko	703-209-2305
Exec VP:	Mike Williams	703-786-3321
VP BASEBALL OPS:	Craig Stine	703-283-9065
PLAYER AGENT:	Jon Anderson	703-965-7900
Asst Player Agent:	Steve Sopko	757-309-6947
SAFETY:	John O'Grady Walsh	703-217-3615