



# BASEBALL MANAGER'S GUIDEBOOK & LOCAL LEAGUE RULES

2010



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Our success starts with you!*

[www.nesll.net](http://www.nesll.net)

# NORTHEAST SEATTLE LITTLE LEAGUE MANAGER'S GUIDEBOOK & LOCAL LEAGUE RULES

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***We want to compete, but even more importantly, we want our children to learn life lessons and have a positive experience while playing the games of baseball and softball. We will compete with honor and integrity.***

***“We prefer wins with character rather than characters with wins.”—John Wooden***



## NESLL ORGANIZATION

Northeast Seattle Little League, Inc. (NESLL) is a non-profit corporation incorporated in the state of Washington and chartered by *Little League Baseball, Inc.*, Williamsport, PA. NESLL is a tax-exempt corporation covered under *Little League Baseball, Inc.*'s 501(c)(3) exemptions. NESLL is also a registered charitable organization under the Washington State Charitable Solicitations Act.

NESLL is strictly a self-sufficient, volunteer organization and receives no monetary support from any organization. Funding is raised through registration fees, team sponsors, donations, and our annual Hit-a-Thon fundraising event. NESLL has both baseball and softball leagues with the following divisions of baseball play divided by age and ability. A player's League Age shall be determined by his/her age on April 30th of the current year.

<u>Division</u>	<u>Age</u>	<u>Division</u>	<u>Age</u>
Big League	17-18	Major	10-12
Senior	15-16	National	9-12 <sup>1</sup>
Junior	13-14	American	8-9 <sup>2</sup>
		Coach Pitch A	6-8 <sup>3</sup>
		Coach Pitch AA	8 <sup>4</sup>
		T-Ball	5-7

<sup>1</sup> League Age 9 players that demonstrate exceptional skills during Player Assessment, as recommended by the Player Agent and approved by the Protest Committee prior to the player selection draft, may be allowed to play in this Division.

<sup>2</sup> Exceptions are made for players who turn 9 on or before August 31.

<sup>3</sup> Exceptions are made for players who turn 7 on or before August 31. Players League Age 8 who have played one year of Coach Pitch can select either Division A or Division AA.

<sup>4</sup> For players League Age 8 who have played one year of Coach Pitch.

All Manager and Coaching positions are selected annually. All appointments to serve as Manager or Coach expire on September 15<sup>th</sup> annually. No Manager or Coach has any tenure whatsoever, regardless of years of service to NESLL. Managers are selected annually from eligible persons upon completion of an application. Selection is based on recommendations of the President and Selection Committee using Board-approved selection criteria and all selections are ratified by the Board of Directors prior to player assessments.

Player assessments occur in late January and early February followed by drafting of teams. Practices begin in early March and games begin in mid-April with an Opening Day Ceremony. The season concludes with playoffs and Guy Marquiss Championship Saturday conducted the second Saturday of June.

NESLL is governed by its Board of Directors. All rules and policy changes are decided by majority vote of the Board. Managers and coaches are well represented on the Board and have access to the Board through a Vice President of Baseball and Division Coordinators. Board meetings are held on the 1st Monday of every month, except for July and August. Meeting time is 7:00 pm at the Wedgwood Ale House. Managers and coaches are welcome to attend regular meetings of the Board.

A general election of officers is held each September. The slate is chosen by taking nominees on election night. Each regular member of the League, in good standing, is granted one vote. A quorum of regular members is required to have the official vote.

This Baseball Manager's Guidebook & Local Rules has been prepared to help Managers and Coaches understand the requirements of a manager or coach in NESLL and to help them achieve a successful and enjoyable coaching experience. This document is focused primarily on the Baseball Major and Minor Divisions, including Coach Pitch and T Ball.



## 2010 Board of Directors

A complete list of the 2010 Board of Directors can be obtained at [www.nesll.net](http://www.nesll.net).

Important resources for Managers and Coaches include:

Safety Officer - Bruce Hevly

Player Agent - Kim Hantz

Coaching Coordinator - John Pagel

Division Coordinators:

T-ball - Norm Tonina

Coach Pitch Baseball - Eric Freeman

American Baseball - Mike Matthews

National Baseball - Randall Broom

Majors Baseball - Brian Ives

Junior/Senior Baseball - Jason Viydo

Majors Softball - Bruce Hevly

Minors Softball - Todd Rankin

Equipment Manager - Denny Cearns

Uniform Manager - Kim Hantz

## Our Mission

To implant firmly in the children of the community the ideals of good sportsmanship, honesty, loyalty, courage and respect for authority, so that they may be well adjusted, stronger and happier children and will grow to be good, decent, healthy and trustworthy citizens.

## Our Values

We shall strive to:

- Provide supervised, competitive athletic games under the Rules and Regulations of Little League Baseball.
- Provide, by example and effort, quality leadership for our Player Members.
- Provide the opportunity for our Player Members to acquire athletic skill, a sense of community, and the joy of competition.
- Recognize that the attainment of exceptional athletic skill or the winning of games is secondary, and the molding of future citizens is of prime importance.
- Operate as a nonprofit, educational organization in support of League programs.
- Provide excellent training and development for our Player Members, Coaches and Umpires.
- Treat everyone with respect and fairness.
- HAVE FUN!

## Little League Pledge

I trust in God

I love my country and will respect its laws

I will play fair and strive to win

But win or lose,

I will always do my best



## The Little League Parent/Volunteer Pledge

I will teach all children to play fair and do their best  
I will positively support all managers, coaches and players  
I will respect the decisions of the umpires  
I will praise a good effort despite the outcome of the game

## Words to Remember

*Please don't curse that boy down there, he is my son you see.*

*He's only just a boy you know, he means the world to me.*

*I did not raise my son, dear Fan, for you to call him names.*

*He may not be a superstar, it's just a baseball game.*

*So please don't curse those boys down there, they do the best they can.*

*They never tried to lose a game, they're boys, and you're a man.*

*This game belongs to them you see, you're really just a guest.*

*They do not need a fan like you, they need the very best.*

*If you have nothing nice to say, please leave the boys alone.*

*And if you have no manners, why don't you just stay home?*

*So please don't curse those boys down there, each one's his parent's son.*

*She stands at home plate with her heart pounding fast.*

*The bases are loaded, the die has been cast.*

*Mom and Dad can't help her, she stands all alone, a hit at this moment would send her team home.*

*The ball nears the plate, she swings and misses, there's a groan from the crowd with some boos and hisses.*

*A thoughtless voice cries, "Strike out the bum!"*

*Tears fill her eyes, the game's no longer fun.*

*Remember, she is just a little girl who stands all alone.*

*So open your heart and give her a break, for it's moments like this a woman you can make.*

*Keep this in mind when you hear someone forget, she's just a little girl and not a woman yet.*

## LITTLE LEAGUE MANAGER

The Little League manager and coach must be leaders. Managers and Coaches must recognize that they hold a position of trust and responsibility in a program that deals with a sensitive and formative period of a child's development. It is required that the manager and coach have understanding, patience and the capacity to work with children. The manager and coach should be able to inspire respect. Above all else, managers and coaches must realize that they are helping to shape the physical, mental and emotional development of young people.

No other volunteer in Northeast Little League (NESLL) has a more direct impact on our young athletes than the Manager. He or she must be a leader, a teacher, a role model and an inspiration. We are looking for Managers who not only possess knowledge of baseball fundamentals and the ability to teach those fundamentals, but, more importantly, individuals who will instill a sense of self-confidence, pride and accomplishment in our young athletes.

The objective of the NESLL is to firmly instill in the children of our community the ideals of good sportsmanship, honesty, loyalty, courage and respect for authority, so that they may be well adjusted, stronger and happier children and will grow to be good, decent, healthy and trustworthy citizens. Our fundamental priority is that children who enter the NESLL program will benefit from their experience, not just in their development as ballplayers, but also in terms of their development as individuals. As a manager in NESLL, I agree to abide by this objective at all times.

Manager and Coaches must abide by the goals, objectives and philosophies of NESLL and *Little League Baseball, Inc.* The Board of Directors, at its sole discretion, has the authority to discipline, suspend, or terminate the membership of any member, including Managers and Coaches. The Board of Directors may exercise this authority when the conduct of any person is considered detrimental to the best interests of the NESLL and/or *Little League Baseball, Inc.*



## MANAGER SELECTION

All Manager and Coaching positions are selected annually. All appointments to serve as Manager or Coach expire on September 15<sup>th</sup> annually. No Manager or Coach has any tenure whatsoever, regardless of years of service to NESLL. As such, the President and Board of Directors may not provide reasons to any candidate if that person is not re-appointed or selected as Manager or Coach for the coming season. The process for Manager selection is as follows:

1. Interested applicants must complete the Manager Application Form and Little League Volunteer Application (see [www.nesll.net](http://www.nesll.net) for current version) and return them to the President by the end of December.
2. Applications will be reviewed by the NESLL President, or the President may appoint a Selection Committee to provide advice. The President or Selection Committee may contact candidates for a phone interview and may contact references listed on the Manager Application Form for additional candidate information. The President and Selection Committee will use the Manager Selection Criteria in evaluating candidates and preparing the recommendation to the Board of Directors.
3. The President will prepare a slate of recommended Managers and present the recommendation to the NESLL Board of Directors prior to the player assessment. The NESLL Board of Directors will consider the recommendation of the President and approve a slate of Managers at a regular Board meeting.

## MANAGER RESPONSIBILITIES

Managers must enter into a Manager Agreement prior to the draft. Manager responsibilities are defined in the Manager Agreement and include:

- Abide by all game rules and regulations
- Maintain a safe practice and game environment
- Attend all manager/coach meetings
- Return uniforms and equipment
- Obtain league-provided training
- Complete volunteer application
- Support NESLL's umpire program
- Abide by Codes of Conduct
- Control parent, spectator, coach and player behavior

Managers must read, be able to interpret, and strictly comply with all rules and regulations of *Little League Baseball, Inc.* and the NESLL Local Rules contained herein. Managers should also adhere to the guidelines contained in this NESLL Manager's Guidebook.

Managers are urged to support and participate in league functions, including opening day activities, field improvement work days, installation and removal of fences and batting cages, picture day, annual Hit-a-Thon promotion, league playoffs and championship, and All Star tournaments hosted by NESLL.

## CODE OF CONDUCT

Managers must provide and promote a positive and safe baseball/softball experience for all players, foster good sportsmanship and encourage player skill development. By teaching and reinforcing appropriate game skills, managers create opportunities for each player to succeed,



develop team and league camaraderie, and help build player self esteem. Managers must abide by the *NESLL Manager & Coach Code of Conduct* (Attachment 1).

Managers are also responsible for controlling the behavior of their players and Coaches at practices and games. Managers must immediately remove, for the remainder of the game, any player who uses foul language. Managers must prohibit players, parents or coaches from verbally abusing umpires or other managers, coaches, parents, or players.

Managers have a responsibility to inform parents and spectators of their responsibility for appropriate self-conduct. Managers must encourage parents and spectators to be positive role models and exhibit good sportsmanship by showing respect and courtesy, and by demonstrating positive support for all players, coaches, officials and spectators at every NESLL event. Towards that end, Managers are encouraged to distribute the Parent Code of Conduct (Attachment 2) as adopted by NESLL to all parents and encourage them to read and abide by the Code.

NESLL as well as Seattle Parks Department requires that a drug, tobacco and alcohol free environment is provided for sports field practices and games. Managers should inform parents and spectators that they are not allowed to use drugs, tobacco, or alcohol at practices or games. If a Manager discovers them doing so, they should stop the practice or game until the alcohol is disposed or the offenders leave the field.

## **NESLL DISCIPLINARY POLICY**

In view of our commitment to youth and the development of character, the NESLL Board has determined that certain behavior is essential. We require etiquette and good sportsmanship at all times when in contact with parents, athletes, coaches, umpires and the general public.

### **Manager, Coach and Player Behavior**

All participants in NESLL games will be governed by the principles of good sportsmanship. Displays of anger, frustration or the demeaning of any player, umpire or official at any time will not be tolerated. Managers, Coaches and Players may be ejected from any NESLL game by the Umpire for behavior deemed inappropriate.

The first violation will result in an automatic one game suspension from the team's next scheduled game which cannot be appealed. Pursuant to Little League rules, once a Manager, Player or Coach is ejected from a game they must leave the field entirely. NESLL will allow any Player who has been ejected from a game to sit in the stands only if said player's parent or guardian is not in attendance. This shall be the only exception to Little League rules governing ejections. Additionally, a suspended Manager, Player or Coach may not be in attendance of the suspended game, either in the dugout or in the stands.

A second suspension will require MANDATORY board review. The Board review will occur at the next regular monthly meeting of the NESLL Board of Directors. Anyone facing a Board review is not allowed to manage, coach or play until cleared by the Board.

### **Fan Behavior**

Managers are responsible for the behavior of team parents at their games. The umpiring staff will work with Managers to monitor fan behavior and the Umpire retains the right to suspend or end play if they deem necessary due to inappropriate parent behavior. A parent or fan may be ejected from the field area on discretion of the Umpire or League officials, if present at the game. If the fan(s) do not exit the immediate area, the Umpire will suspend or end play.





## SAFETY

Safety is NESLL's top priority. Managers have the responsibility of providing a safe environment for learning and enjoying baseball at all times. Managers must obtain, read and understand all safety information and guidelines provided by NESLL. No player shall be allowed to practice, scrimmage, play in a game or otherwise participate in NESLL functions until the Manager has received a *Little League*® *Medical Release* form for the player.

General guidelines to promote safety include:

- *Assign Safety Parent*: Assign a "Safety Parent" to assume responsibility for managing team safety in accordance with NESLL guidelines.
- *Distribute Concussion Information Sheets*: Distribute concussions information sheets found on the Safety Corner of NESLL website ([www.nesll.net](http://www.nesll.net)) to players, coaches and parents.
- *Inspect Equipment*: Periodically inspect equipment to ensure that all equipment is in safe condition. In particular, observe helmets for cracks, bats for dents or cracks, and catcher's mask for loose or broken straps.
- *Maintain First Aid Kit*: Maintain a first aid kit and keep available at all practices and games. Periodically replace first aid supplies to ensure sufficient supplies are available at all times.
- *Provide Emergency Contact Capability*: Ensure that a cell phone is available at all games and practices to call for emergency services. Know the address of your practice or game facility so that you can properly advise emergency responders.
- *Review Safety Instructions with Players*: Instruct your players at the first practice the importance of bat safety. Ensure that no player handles a bat unless at the plate or tee.
- *Report Injuries and Accidents*: Promptly (within 48 hours) report all injuries and accidents to the League Safety Officer or President. Injuries which seem minor at the time may develop into more significant issues—play it safe and report the incident.
- *Observe Field Conditions*: Prior to practices and games, observe conditions on and around the playing field. Make sure that adjacent uses of the field, such as lacrosse or soccer, maintain a safe playing environment for your team.
- *Monitor Dogs*: Managers and Coaches shall not bring dogs to practices or games, and shall discourage parents from bringing dogs to the field. Make sure that any dogs that are present are leashed or otherwise restrained from entering the playing field and endangering players.

This is only a brief summary of important safety information, and additional information is included in the NESLL Safety Rules and Guidelines available in the *Safety Corner* at [www.nesll.net](http://www.nesll.net).

## TRAINING

As a condition to maintaining eligibility as a Manager or Coach, managers are required to obtain both first aid and skills training.

*Mandatory First Aid Training*: Managers must obtain first aid training at least once every three years. This is a *Little League Baseball, Inc.* requirement. Currently, the NESLL offers basic first aid training at our annual Mandatory Managers' Meeting, and we encourage Managers and Coaches to obtain additional training.

*Mandatory Concussion Identification and Prevention Training*: I understand that in order to maintain my eligibility as a Manager or Coach, I must obtain Concussion Identification and Prevention training each year. This is a Washington State requirement under the Zachary Lystedt



Law. Currently, the NESLL offers basic concussion identification and prevention training at our annual Mandatory Managers' Meeting. We encourage Managers and Coaches to review information available on the NESLL website.

**Mandatory Skills Training:** Since 2006, the District Little League Management has required that a Manager or a Coach of each team must obtain skills training every year. The League will make every effort to help you comply with this requirement, and will provide you with information on the availability of approved clinics. Be aware that there is often a limited "window of opportunity" to complete this requirement before the season begins. Currently, the NESLL/District 8 offers the following skills training:

- Big Al Coaching Clinic - January 24, 2010
- Tom Dedin Skills Clinic (T Ball and Coach Pitch) - March 6, 2010
- Tom Dedin Skills Clinic (Majors and Above) - March 7, 2010
- Minor Division Skills Clinic (NESLL Coach Coordinator) - Sunday, March 21
- T Ball/Coach Pitch Division Skills Clinic (NESLL Coach Coordinator) - Sunday, March 21

**Dr. Smolls Training:** In order to be eligible as an All-Star Manager or Coach, managers and coaches must have attended the Dr. Frank Smolls' *Mastery Approach to Coaching* workshop within the last 5 years. This is a District 8 requirement.

Dates, times and locations for each of the above training opportunities are provided on the calendar on the NESLL website. ***It is the Manager's responsibility to notify the Division Coordinator of training received.***

## PRIVATE CLINICS POLICY

Some coaches provide their teams with baseball clinics through private organizations. While NESLL certainly wants to see all our kids be successful, our concern is that there will be a financial obligation attached to being a Coach or Manager. Each player pays a registration fee which covers regular practices, game time, their uniform and league sponsored clinics. Coaches do not have the authority, and *Little League Baseball, Inc.* prohibits requiring parents to pay for any additional costs associated with extracurricular league associated activities, such as batting cages or private clinics. We will not prohibit a Coach or Manager paying for their team to attend a private clinic. Parents may be ***asked for a contribution***. However, no player shall be excluded from attending a private clinic because they have not personally paid for it. We would strongly encourage Managers and Coaches to instead utilize the League-provided clinics. Arrangements can be made to provide special assistance with player training. Please contact the Coaching Coordinator for assistance with this.

Annually, NESLL's Coaching Coordinator prepares a player development program which may include private clinics for both players and coaches. The program may be partly or wholly subsidized by NESLL. When such private clinics are part of NESLL's annual player development program, Managers are required to seek full participation of all players on the team.

## UMPIRES

Umpire are provided by and scheduled by NESLL for all games in the Major and National Divisions. The Umpire-in-Chief will act on behalf of the President to select all umpires, and shall assign umpires for each game. All Major and Minor Division Managers must attend NESLL Umpire Training and umpire a minimum of one (1) game in any Division other than a Division they manage in; further, they must solicit a volunteer from their team parents or the community at large to attend NESLL Umpire Training and umpire a minimum of one (1) game in a Division other than one that they have sons or daughters playing in.



In 2009, NESLL initiated its Youth Umpire Program intended to increase involvement of neighborhood youth in the game of baseball, increase participant's knowledge of the rules of the game, and enhance our community's volunteer umpire resources. Active participation in the program can result in either community service learning hours or monetary compensation. The ultimate goal of the program is to give neighborhood youth the opportunity to learn, succeed and be rewarded in a challenging, but safe environment.

Parent volunteers and Youth Umpire Program participants will provide umpires in the American Division. American Division Managers are encouraged to solicit a volunteer from their team to serve as "Chief Umpire" and whose duties will be to attend NESLL Umpire Training and coordinate provision of parent volunteer umpires for each game. The home team will provide a plate umpire and the visiting team will provide a base umpire. The plate umpire should be behind home plate, but can be behind the pitcher. Umpire gear is provided at all equipment boxes.

Date, time and location for Umpire Training are provided on the calendar on the NESLL website. Additional training opportunities are provided by District 8 and are also shown on the website calendar.

Umpires are not provided for the Coach Pitch and T-Ball Divisions. Base coaches or defensive coaches should serve as umpires in these Divisions.

## UNIFORMS AND EQUIPMENT

Managers must pick-up uniforms at the Magnuson Park Storage Facility at the time designated by NESLL's Uniform Manager. Encourage players to safeguard and keep their uniforms clean throughout the season. Require parents to clean uniforms and return to you after completion of the last game. Collect all uniforms and return them in provided bins to NESLL's Uniform Manager at the Magnuson Park Storage Facility at designated time.

Managers must also pick-up team equipment at the Magnuson Park Storage Facility at the time designated by NESLL's Equipment Manager. Return all equipment, except for consumable items such as baseballs and whiffle balls (unless unused), in provided bags to NESLL's Equipment Manager at the Magnuson Park Storage Facility at designated time.

Failure to return uniforms or equipment in a timely manner may result in disciplinary action by the Board of Directors, including seeking compensation for equipment and/or uniforms not returned.

## ADMINISTRATIVE DUTIES

There are many organization and administrative activities necessary to provide a fun and rewarding baseball experience. The manager and coaches must focus on teaching the game of baseball and are strongly encouraged to seek assistance with the following administrative duties:

*Medical Releases:* Obtain a *Little League® Medical Release* form for each player on the team and to keep all Medical Releases in a safe place and available in case of emergencies at all games, practices and other team events. Forms can be found in the *Safety Corner* at [www.nesll.net](http://www.nesll.net). Players must provide Medical Release prior to first practice.

- *Picture Day:* Distribute picture order forms to all players and have team present at the appointed time for team Pictures on NESLL Picture Day.
- *Hit-a-Thon:* Distribute Hit-a-Thon Form to all players and have team present to participate in Hit-a-Thon immediately following appointed picture time. Encourage players to solicit pledge



donations from friends, family, and community members to support NESLL. Collect all forms and pledges and deliver to Division Coordinator no later than May 8.

- *Mariners Day*: Distribute Mariners Day information and brochures to all players and encourage team participation at the event.
- *NESLL Sweatshirts*: Pick-up at designated time and place and distribute team sweatshirts.
- Other administrative requirements that may be requested from time to time by Division Coordinators.

## **VOLUNTEERS**

*Team Volunteers*: NESLL encourages Managers to obtain coaching and organizational assistance, such as a “team parent,” Hit-a-Thon Coordinator, scorekeeper, pitch counter, and parent umpires, to help manage the team’s affairs. A Manager may have as many Coaches as desired. A sample list of team volunteer duties is included in Attachment 3.

NESLL also encourages Managers to conduct a parent meeting prior to the start of practices to discuss player and parent expectations, safety requirements, codes of conduct, schedules, volunteer opportunities and other matters of importance to the team. Use the parent meeting to encourage volunteers for the administrative duties of the team.

*League Volunteers*: NESLL urges Managers to encourage the parents of team players to volunteer for the many opportunities to assist the NESLL in conducting its annual program. One of the core values of *Little League Baseball, Inc.* that is embraced by NESLL is that it be a community experience planned and managed by a group of volunteers from our community. No one involved in NESLL is paid for their efforts; we’re driven by the desire to create an enjoyable and rewarding baseball experience for the children of our community. To operate strategically and function efficiently, the NESLL needs greater participation from our members to make NESLL baseball an experience our entire community can be proud of. Volunteer opportunities are posted on the NESLL website.

*Volunteer Applications*: All Managers, Coaches and any parent, person, volunteer, or hired worker who has repetitive access to, or contact with, players or teams must complete a *Little League® Volunteer Application* form, provide the form to the Division Coordinator, and be cleared by the NESLL Safety Officer before he/she can participate at any team function, including team meetings, practices, or games. NESLL maintains rosters of Managers and Coaches who have cleared background checks and provide rosters to District 8. Failure to comply with this requirement may result in revocation of NESLL’s All Star tournament privileges and/or our league charter, so it is important that Managers collect and submit volunteer forms.

## **MANAGER/COACH MEETINGS**

Managers’ meetings are conducted periodically during the season, as directed by the respective Division Coordinators. These meetings include, but may not be limited to the following:

- *Pre-Assessment Manager/Coach Meeting*: As scheduled by Division Coordinator prior to the skills assessment and draft.
- *Assessment and Draft*: As scheduled by the NESLL Player Agent.
- *Mandatory Managers’ Meeting*: Monday, March 1, 2010, 7:00 pm, Sandpoint United Methodist Church
- *Mid-Year Division Meeting*: As scheduled by the NESLL Vice President, Division Coordinator or Coach Coordinator to discuss any issues occurring in the respective Divisions.



Managers and coaches are always welcome to attend regular meetings of the Board of Directors which are held the 1<sup>st</sup> Monday of every month, except for July and August. Meeting time is 7:00 pm at the Wedgwood Ale House.

## FIELDS AND FACILITIES

Here are some of the locations of the fields at which NESLL teams practice and play. Note that you can access maps and directions to each of the fields at [www.nesll.net](http://www.nesll.net) or through the links below.

Dahl Field, 25<sup>th</sup> Avenue NE and NE 80<sup>th</sup> Street, parking along 25<sup>th</sup> Avenue NE

Decatur, 40<sup>th</sup> Avenue NE between NE 77<sup>th</sup> Street and NE 80<sup>th</sup> Street

Laurelhurst, 48<sup>th</sup> Avenue NE and NE 41<sup>st</sup> Street. Parking in the neighborhood. Laurelhurst 1 is the northeast field by the pedestrian overpass. Laurelhurst 2 is the southwest field near the playground.

Lower Woodland, Green Lake Way North at North 55<sup>th</sup> Street.

Upper View Ridge, 45<sup>th</sup> Avenue NE and NE 71<sup>st</sup> Street. Parking along 45<sup>th</sup> Ave NE or in the parking lot behind Sand Point Community United Methodist Church.

View Ridge, NE 70<sup>th</sup> Street between 43<sup>rd</sup> Avenue NE and 45<sup>th</sup> Avenue NE.

Sandpoint, NE 65<sup>th</sup> Street entrance provides access to all fields.

Batting Cages are available for use by all NESLL teams. All players must use the rubber batting sleeves provided by NESLL on their bats when they use the batting cage at Laurelhurst Park and follow all posted rules. ***This is a NESLL requirement and impacts our continued use of a batting cage at the Park.*** Violation of this rule will result in a disciplinary action by the Board of Directors, consisting of a minimum of suspension of the Manager from the next scheduled game and with a maximum suspension for the remainder of the season, including playoffs, as determined by the Board.



## NORTHEAST SEATTLE LITTLE LEAGUE LOCAL LEAGUE RULES

This section summarizes Local League Rules adopted by our Board. It may duplicate information in other sections of this Guidebook, but the document is included in its entirety for ease of reference. This section may be supplemented or modified at any time by action of the Board.

The *Little League Baseball, Inc.* Official Regulations and Playing Rules (the “Green Book”) as established for the current playing year shall be followed and adhered to at all times. The following rules and regulations have been adopted by NESLL and shall have precedence if in conflict with written Official Regulations and Playing Rules. All decisions concerning game rules are made by the Umpires at the playing field, which he/she interprets from the Official Regulations and Playing Rules as well as the following NESLL Local Rules. If any questions, contact NESLL’s Umpire-In-Chief or Vice President of Baseball.

**NO MANAGER OR COACH SHALL, THROUGH ANY TYPE OF PERSONAL AGREEMENT, CREATE OR MODIFY, FOR USE IN ANY GAME, ANY RULE LISTED BELOW OR PRINTED IN THE OFFICIAL REGULATIONS AND PLAYING RULES.** These rules may be modified or created only by a majority vote of the Board of Directors.

Rule references are to the 2010 Little League Official Regulations and Playing Rules. Junior, Senior and Big League Baseball rules are not addressed herein, and shall follow the Official Regulations and Playing Rules explicitly.

### GENERAL RULES

#### **Purpose of Minor League Program (*Rule VIII(a)*)**

The purpose of the Minor Division Program, including Coach Pitch and T Ball Divisions is to provide training and instruction to those players who by age or other factors do not qualify to play in the Major Division.

#### **League Age**

A player’s League Age for baseball is determined by his/her age on April 30th. All ages referenced in this Guidebook are a player’s League Age for the current year. A matrix for determining League Age for the 2010 season is available on [www.nesll.net](http://www.nesll.net) or you can use the League Age Calculator at [http://www.littleleague.org/leagueofficers/Determine\\_League\\_Age.htm](http://www.littleleague.org/leagueofficers/Determine_League_Age.htm).

#### **Number of Teams in Divisions, Roster Size and Composition**

The number of teams in the Majors Division shall be decided by the Board of Directors. Roster size shall be no fewer than 10 players or more than 15 for all Divisions, except that Major Division teams shall have 12 players. Roster size for Coach Pitch and T Ball Division teams is flexible and shall be determined by the Division Coordinators based on the number of players available in each Division.

In the Major Division, no more than eight (8) twelve-year-old players may be on a roster, nor shall more than one (1) ten-year old player be on a roster, except in the case of siblings both League Age 10.

For all Minor Divisions, the preferred roster size is 12 players, and the Division Coordinators in conjunction with the Vice President of Baseball shall decide how many teams there shall be in each Division with the intent of having 12 players per team. Despite best efforts, team size may vary within the limits set above depending on the number of registrants in each Division.





### **Player Assessment (Tryouts)**

Player assessments (tryouts) are conducted annually in early February. The tryouts will be conducted by the Player Agent(s), who shall prepare a list of registered players participating in tryouts. Two dates are scheduled annually for tryouts, one on a Saturday and one on a Sunday to maximize opportunities for players to attend. For 2010, player assessment tryouts are scheduled for Sunday, January 31 and Saturday, February 6. All player candidates, ages 9 through 12, not formerly on a Major Division team, must attend tryouts. Players who played in the Major Division the prior year need not attend tryouts. Player assessments are not conducted for the T-Ball and Coach Pitch Divisions.

During the tryouts, each player candidate will be given the opportunity to (1) bat, (2) field fly balls, (3) field ground balls, (4) throw, and (5) run in competition with children having the same League Age. Tryouts will be conducted in the presence of all Managers who shall observe, grade and score the ability of each player candidate using the player candidate list prepared by the Player Agent.

Any child failing to attend at least 50 percent of the tryout sessions (one of the two sessions) shall lose the status of a player candidate unless that child (or parent/guardian) presents a written excuse which is accepted by a majority of the NESLL Board. The NESLL Board must receive an excuse either by written letter or e-mail to the NESLL President ([president@nesll.net](mailto:president@nesll.net)) no later than Sunday, February 7, 2010 citing the reason(s) for missing player assessments. The NESLL Board of Directors will review all letters and conduct a board meeting on February 8, and approve or disapprove each request.

Under *Little League, Inc.* rules, if the local Board of Directors disallows an excuse for missing player assessments, the child will not be allowed to play in any Division of NESLL whatsoever during the 2010 season, except as provided below. No exceptions will be made for 12-year-old players.

### **All 12-Year-Old Players Drafted to Major Division Teams**

All player candidates who are League Age 12 must be drafted to a Major Division team, unless approved by the Board to play in the Junior Division or are granted a Regulation V(a)Waiver. In the past, some Majors Division managers have overlooked otherwise qualified 12-year-old players in favor of a younger player, even though the 12-year-old player might be the better player of the two for that season. Research has shown nationwide, and we have had the same experience in NESLL, that League Age 12 players who are capable of playing in the Major Division, but who are not drafted and kept in the Minor Division, are unlikely to continue the sport.

Our Minor Divisions are intended as training grounds for the Major Division. We want to ensure that capable 12-year-olds are ensured of the opportunity to play at the Major Division. For those 12-year-old players who truly lack the skills to play at the Major Division level, there is a process for allowing them to play in the Minor Division, provided certain circumstances are met: first, the player's parent(s) must sign a Regulation V(a)Waiver Request Form (see [www.nesll.net](http://www.nesll.net) for current version) requesting their child be placed on a Minor Division team; second, the NESLL Board of Directors must approve or disapprove the request; last, the Little League District 8 Administrator must approve or disapprove the request. The final decision rests with the District 8 Administrator, and each request will be judged on its own merit.

The deadline for receiving Regulation V(A) Waiver Request Forms is January 31, 2010. Waiver Requests received after that date will not be considered. Then, the NESLL Board of Directors will review all waiver requests, conduct a board meeting, and approve or disapprove each request. Then, the Little League District 8 Administrator must sign and grant the waiver. If the waiver is not granted by the District 8 Administrator, the child will not be allowed to play in any Division of NESLL whatsoever during the 2010 season.



## **Player Agent's List**

Prior to the tryouts and the draft, the Player Agent shall prepare a list showing the names and League Age of all players eligible for the Major Division draft, including all eligible players who registered, but did not attend Player Assessments and whose excuse was allowed by the Board.

All player candidates, including sons and daughters of Managers and Coaches in the Minor Division, are eligible for the Major Division draft and any level of Minor Divisions for which they are eligible by League Age.

Following the Major Division draft and prior to the Minor Division drafts, the Player Agent shall prepare a list of all player candidates not selected in the Major Division draft. This shall be the list of eligible player candidates for the Minor Division drafts. This list shall be maintained by the Player Agent throughout the season, and shall be the basis for future Major Division player replacements. Only players from this list may be considered for replacement players.

Prior to the National Division Draft, the Player Agent shall also prepare a list of all eligible players League Age 10 and 11 who registered, but did not attend Player Assessments. Those players whose excuse was disallowed by the Board or who did not submit an excuse will be assigned to teams at the end of the draft once all eligible players who attended tryouts have been selected, provided there is space available on a team. When this second part of the draft begins, the draft order starts with the team that is due to draft next after completion of the first part of the draft. Players from this list will be assigned in alphabetical order by last name. Where assignment of a player that did not attend tryouts may result in a competitive imbalance, at the sole discretion of the Player Agent, a player from this list may be added to the list of players eligible for the National Division draft and be made available during the regular portion of the draft. However, these players, whether assigned to a team in the second part of the draft or included in the regular part of the draft, shall not be included on the Player Agent's List of future replacement players.

## **Player Selection (Draft) Rules**

To establish an equitable distribution of player talent, Little League, Inc. has devised draft selection systems which have proved outstandingly successful. The purpose of these plans is to provide a balance in player talent between teams in a local league and for protection of players assigned to the Major Division level. The Player Selection methods adopted by NESLL Board of Directors follow the requirements of Little League, Inc., and are intended to annually balance player talent.

The Player Selection Methods require careful evaluation of all eligible candidates during the Player Assessments by judging five basic skills under the direction of the Player Agent and with the assistance of the Leagues' Vice President of Baseball and Division Coordinator.

Drafts are conducted for the Major and Minor Divisions, as described below. No drafts are conducted for T-Ball and Coach Pitch Division teams. Teams in those Divisions are formed by the Division Coordinators. Parents may indicate team or manager preference during registration, or may submit to the Division Coordinator a complete team roster, providing the players on the roster meet all requirements of NESLL Local League Rules.

*Major Division Draft:* For 2010, the Major Division draft will follow the requirements of Plan A of the *Little League® Operating Manual*. Only Managers may attend the Player Selection Draft, except that up to two coaches may attend the Draft, provided that they were official coaches for the previous season.

The Major Division draft order shall be based on the previous season's final standings (total win/loss record), not including playoffs, with the last place team drafting first and the first





place team drafting last in each round. In the case of a tie during the previous regular season, the draft order for the teams involved in the tie shall be determined by their record against one another. In the event that a tie still exists, a lottery drawing shall be conducted by the President and Player Agent to determine the order.

Any Player who is League Age 11 or 12 may not refuse a draft to a Major team. Should any Player or parent/guardian of a Player who is League Age 11 or 12 insist on that Player not playing in the Major Division, said player may be released from the League.

Any player drafted who is under League Age 11 will be contacted by the Player Agent for parent or guardian consent to being drafted to the Major Division. The Player Agent will be the only person allowed to contact the player or parent/guardian. To the greatest extent practicable, the Player Agent will contact parents prior to the draft, upon knowledge that the player is under consideration. Managers should notify the Player Agent prior to 24 hours before the draft to allow time to contact the player or parent/guardian. At the draft, if a League Age 10 player is drafted that has not been contacted, the Player Agent will attempt to contact the player or parent/guardian to obtain consent to be drafted to the Major Division. Attempts to contact the parent/guardian will be for a maximum of 15 minutes. If the Player Agent is unable to contact the parent/guardian, the player will forfeit eligibility to be moved into the Major Division for the entire season. If the parent/guardian is contacted and declines consent to be drafted to the Major Division, they forfeit eligibility to be moved into the Major Division for the entire season.

All 12-year-old player candidates must be drafted onto a Major Division team, unless they do not attend tryouts and their excuse is disallowed by the Board or they receive an approved Regulation V(a)Waiver Request Form from District 8 Administrator.

Eligible players may be selected in any order, regardless of League Age. Managers are not required to draft a minimum number of 12-year-old players. However, all eligible 12-year-old players must be drafted onto teams. The Player Agent must carefully monitor the draft to ensure that this occurs. In the event that it is discovered that the selection has progressed beyond the point where there are insufficient selections remaining that all eligible 12-year-old players can be accommodated, then the selections will be removed, one by one, starting from the last selection made before the error was discovered and until such point where the remaining eligible 12-year-old players can be selected.

Only one (1) League Age 10 player candidate may be selected to a team; however, if one or more siblings are of the same League Age 10, then this limit per team may be exceeded. Not more than eight (8) players of League Age 12 may be selected to a team.

- **National Division Draft:** All eligible players must attend Player Assessments (Tryouts), including sons/daughters of Managers and Coaches, as described above. Coaches may be named prior to the Draft, and must be named prior to the first scheduled Player Assessment date if the Manager intends to request Option No. 4, below, on his Coaches son or daughter. Managers shall declare their coaches and identify the Manager and Coaches sons/daughters to the Division Coordinator or Player Agent before the first scheduled Player Assessment date. A Manager may request Option No. 4 for only one Coach; however, if said Coach has more than one son or daughter, both siblings may be optioned.

Following the Player Assessment and prior to the Player Selection Draft, the Managers of each National Division team shall meet at a time and place directed by the Division Coordinator. At this meeting, the Player Agent shall determine the draft order in any random fashion, such as drawing names or numbers from a container to determine who will draft the first player, second player, and so on. The Player Agent will develop a rating and ranking system whereby National



Division Managers shall decide, at this meeting by consensus or vote, if necessary, the appropriate placement in draft round of sons or daughters of Managers and Coaches. If there is a dispute regarding an equitable and appropriate draft round placement, the Player Agent shall make the final decision regarding placement. The Player Agent shall have the final decision on this matter, and Managers or Coaches have no appeal to this decision. The Manager must select the sons/daughter of Managers and Coaches in the round prescribed by the Player Agent.

Managers and one Coach per team may attend the Player Selection Draft.

The Player Selection Draft will be conducted in the order determined above, and will be conducted in serpentine fashion. For example, in an 8 team Division, the Manager who drew number one, will select 1<sup>st</sup>, then 16<sup>th</sup>, 17<sup>th</sup>, 32<sup>nd</sup>, 33<sup>rd</sup>, 48<sup>th</sup>, etc. The Manager who drew number 2 will select 2<sup>nd</sup>, then 15<sup>th</sup>, 18<sup>th</sup>, 31<sup>st</sup>, 34<sup>th</sup>, 47<sup>th</sup>, etc, and so on until all selections are complete and all eligible players who attended tryouts are selected.

- *American Division Draft:* All eligible players must attend Player Assessments (Tryouts), including sons/daughters of Managers and Coaches. Coaches may be named prior to the Draft, and must be named prior to the first scheduled Player Assessment date if the Manager intends to request Option No. 4, below, on his Coaches son or daughter. Managers shall declare their coaches and identify the Manager and Coaches sons/daughters to the Division Coordinator or Player Agent before the first scheduled Player Assessment date. A Manager may request Option No. 4 for only one Coach; however, if said Coach has more than one son or daughter, both siblings may be optioned.

Following the Player Assessment and prior to the Player Selection Draft, the Managers of each American Division team shall meet at a time and place directed by the Division Coordinator. At this meeting, the Player Agent shall determine the draft order in any random fashion, such as drawing names or numbers from a container to determine who will draft the first player, second player, and so on. The Player Agent will develop a rating and ranking system whereby American Division Managers shall decide, at this meeting by consensus or vote, if necessary, the appropriate placement in draft round of sons or daughters of Managers and Coaches. If there is a dispute regarding an equitable and appropriate draft round placement, the Player Agent shall make the final decision regarding placement. The Player Agent shall have the final decision on this matter, and Managers or Coaches have no appeal to this decision. The Manager must select the sons/daughter of Managers and Coaches in the round prescribed by the Player Agent.

Managers and one Coach may attend the Player Selection Draft.

The Player Selection Draft will be conducted in the order determined above, and will be conducted in serpentine fashion. For example, in an 8 team Division, the Manager who drew number one, will select 1<sup>st</sup>, then 16<sup>th</sup>, 17<sup>th</sup>, 32<sup>nd</sup>, 33<sup>rd</sup>, 48<sup>th</sup>, etc. The Manager who drew number 2 will select 2<sup>nd</sup>, then 15<sup>th</sup>, 18<sup>th</sup>, 31<sup>st</sup>, 34<sup>th</sup>, 47<sup>th</sup>, etc, and so on until all selections are complete and all eligible players who attended tryouts are selected.

Prior to the Draft, the Player Agent shall prepare a list of all eligible players who registered, but did not attend Player Assessments. Those players whose excuse was disallowed by the Board or who did not submit an excuse will be assigned to teams at the end of the draft once all eligible players who attended tryouts have been selected, provided there is space available on a team. When this second part of the draft begins, the draft order starts with the team that is due to draft next after completion of the first part of the draft. Players from this list will be assigned in alphabetical order by last name. Where assignment of a player that did not attend tryouts may result in a competitive imbalance, at the sole discretion of the Player Agent, a player from this list may be added to the list of players eligible for the American Division draft and be made available during the regular portion of the draft.



- **Options on Sons, Daughters and Siblings:** An option is an agreement between a Manager and the Player Agent covering a special condition. All options must be submitted in writing (except Option 1) to the Player Agent no later than 48 hours prior to the start of the Draft, unless the Draft Rules above require an earlier notification. The options are as follows:

1. **Brothers/Sisters in the Draft:** When there are two or more siblings in the draft and the first sibling is drafted by a Manager, that Manager automatically has an option to draft the sibling in the next round. If a manager does not exercise this option, the sibling is then available to be drafted by any team. NESLL strongly encourages managers to exercise the sibling option, unless the parents have specifically requested that this option be waived.
2. **Brothers/Sisters of Players Currently on a Team:** If desired, a Manager shall submit an option in writing on a draftee if the player candidate's brother or sister is already a member of that manager's team. If such an option is submitted, the Manager **MUST** draft the sibling within the first three draft selections.
3. **Sons/Daughters of Managers:** If a manager has sons and/or daughters eligible for the draft and wishes to draft them he/she must submit the option in writing to the Player Agent. If so stated, the parent/manager is required to exercise the option at or before the close of the specific draft round specified in the *Little League® Operating Manual*, depending on the League Age of sons and/or daughters. The Parent/Manager option takes priority over any other option. This provision also applies for managers having eligible brothers/sisters in the draft.

If the Manager so chooses, the option on son or daughter may be waived. If this option is waived, the son or daughter is then available to be drafted by any team. If this option is waived, the Manager may select the son or daughter in any round, provided that the son or daughter has not already been drafted by another team.

4. **Sons/Daughters of Coaches:** A **NEW** coach shall not be appointed or approved until after the draft to avoid "red shirting" of players through selective coaching appointments. A returning coach, through the manager, may exercise an option in writing to the Player Agent provided: (A) the coach has served as a manager or coach in NESLL (at any level) for the past two years, AND (B) the coach is returning to the same Major Division team as last year. In order for a manager to exercise this option, the coach must qualify under BOTH conditions (A) and (B), above.

In the National and American Divisions, NESLL allows Managers to select one Coach and exercise this option, as described above.

- **Secrecy Requirement:** All player selections shall be conducted in secret, and players or parents shall never be told the order of selection of any players. Managers and coaches found to be in violation of this requirement shall be subject to disciplinary action by the Board.
- **Trades:** Following the draft, Managers may trade players until 14 days after the first scheduled game. All trades must be made through and with the approval of the Player Agent and in accordance with the restrictions contained in the *Little League® Operating Manual*. All trades must be for justifiable reasons and be approved by the NESLL Board of Directors. Such approval may be contingent on approval of parents of both players involved in the trade and shall not create a competitive imbalance in the league. The following restrictions apply:
  - i. Minor Division players may not be traded for Major Division players.
  - ii. All trades must be player for player only, i.e., two players on Team B can not be traded for one player of Team A.



- iii. Trades involving a player for draft choices are not permitted. For example, a Manager cannot trade his/her right to pick the third player overall for an existing player on another team. However, once the draft is complete, a trade may be consummated, providing it meets all other criteria for trading.
- *Role of Player Agent in the Draft:* The Player Agent will monitor all attempts by Managers and parents to manipulate the system and thus create an imbalance amongst teams in the Division. Please remember that the purpose of the Draft is to establish an equitable distribution of player talent, and shall not create unreasonable imbalances in player talent. The Player Agent is empowered by the Board of Directors to make adjustments and assign players so as to achieve competitive balance. Managers shall abide by all decisions of the Player Agent related to the draft.

### **Player Replacements (Major Division Only)**

When a player is lost to a team during the playing season (once games begin) due to injury limiting ability to return to play within a reasonable period of time, move to a location too distant to commute to practices or games, personal decision to leave the team, or other justifiable reason, the Manager shall notify the NESLL Major Division Player Agent and Division Coordinator within 72 hours of the Manager receiving notification by the player of such condition.

If a player is removed from a game due to an injury and will miss more than one (1) game, the Manager must notify the Safety Officer and Major Division Player Agent within 24 hours of the Manager receiving notification by the player of such condition.

The Board has determined that a reasonable period of time to return to play is defined as three (3) weeks or nine (9) games, whichever is shorter, from the time of the injury. Replacement due to injury shall require a written note from the parent or guardian and a physician to substantiate the injury and the inability of the player to play. Before returning to play following an injury that requires treatment by a physician, a Manager must receive a note from the parent or guardian and a physician indicating the player is healthy enough to resume play. A signed letter or e-mail to the Manager (or Board) from the player's parents is required to verify resignations due to personal decisions.

The Player Agent will immediately notify the NESLL President and Board of Directors of a loss of a player. Players lost to a team for reasons other than due to injury will be permanently released from the roster, upon approval of the loss by the Board of Directors. If the loss of player due to injury is approved, the President will temporarily release the player from the team, thus creating an opening on the team roster for a replacement. For replacement of players either permanently or temporarily released from a roster, the Manager shall review the available player list maintained by the Player Agent, select a replacement and notify the Player Agent of the selection. If the Manager fails to select a player within 72 hours of creation of the roster vacancy, the Player Agent may select the player.

The Player Agent shall notify the selected player, the parents of the selected player, and the manager of the team from which the replacement player is selected. If the selected player agrees to transfer to the Major Division, the replacement player shall promptly report to the Major Division team and be available for play in the Major Division team's next game following notification of selection. If the player or the player's parent(s) do not agree to transfer to the Major Division, the Player Agent and Manager shall select another player and repeat the notification process until a player is selected and agrees to transfer. Any player that refuses to transfer to the Major Division shall be permanently removed for the remainder of the season from the Player Agent's list of players eligible to be transferred to the Major Division.



Only the Player Agent shall contact the player, parent/guardian and Minor Division Manager. Major Division Managers shall not contact any of the above unless authorized to do so by the Player Agent. Contact by Major Division Manager without authorization of the Player Agent may result in disciplinary action by the Board against the Manager. The Board of Directors, at its sole discretion, shall have the authority to discipline Managers for failure to comply with this rule; such discipline may include written warning, suspension for a game or for the remainder of the season.

The selected player's transfer to the roster of the Major Division team shall not result in exceedance of the roster composition specified herein. The return of an injured player to the roster shall also not result in exceedance of the roster composition. Therefore, the replacement player may not be of League Age 10 if there is another League Age 10 player on the roster, or if the injured/replaced player is League Age 10, unless the injured player is lost for the remainder of the season. Similarly, the replacement player may not be League Age 12 if the roster, including the injured/replaced player, consists of eight League Age 12 players, unless the injured player is lost for the remainder of the season.

The injured (replaced) player is NOT permanently removed from the roster. The Player Agent, through the Board, will submit a request to *Little League, Inc.* for approval to keep 13 players on the roster. If approved, and provided the injured player is approved to return to play, the team will finish the season with 13 players.

If a player is lost to a team with less than six (6) games remaining in the regular season (excluding playoffs) from the time that the Player Agent is first notified of the loss, then this player replacement policy shall not apply and replacement of a lost player is not required.

The replacement player becomes a permanent member of the team for the remainder of the year and for the next year, provided that the player meets the age and eligibility requirements and unless NESLL uses Operating Manual Plan B (Re-draft) Player Selection System. Injured players under 12 years old are retained on the Major Division team's roster for the following year, provided that the player meets the age and eligibility requirements and unless NESLL uses Plan B (Re-draft) Player Selection System. If Plan B Re-draft Player Selection System is used, the injured/replaced player and the replacement player shall both be considered Major Division players in the following year, provided that they meet age and eligibility requirements. Players who resign and wish to return to NESLL baseball the following year must attend a new tryout.

Replacement players are not allowed to continue to play on their former Minor Division team as well as their new Major Division team, as the Little League Official Regulations and Playing Rules prohibit players from participating in more than one division.

Failure by the Manager to notify the Player Agent of a player's continued absence in accordance with above will result in disciplinary action against the Manager. The Board of Directors, at its sole discretion, shall have the authority to discipline Managers for failure to comply with this rule; such discipline may include written warning, suspension for a game or for the remainder of the season.

### **Safety**

All male players in American Division and higher should wear a protective cup. All catchers must wear a protective cup. Catchers must also wear a dangling throat guard. A player warming up pitchers between innings or in the bullpen must wear a catcher's helmet, dangling throat guard, and chest protector. All players in American Division and higher are encouraged to wear a protective mouth guard.

No player may hold a bat in the dugout or any other place on the field, except the batter at the





plate. On deck batters are not allowed, except for the first batter of each half inning. The on deck batter may hold a bat, but shall not swing the bat while in the on deck area. NO ON DECK BATTERS ARE ALLOWED FOR A COACH PITCH AND T-BALL DIVISIONS.

All batters and base runners must wear helmets. Head first sliding is prohibited.

A batter shall not throw the bat. The Umpire shall issue a warning to both player and Manager for the first infraction; upon second infraction by the same batter, the batter shall be called out. Upon the second thrown bat of a game, by any player from either team, the Umpire may notify the Managers of both teams that all further thrown bats shall result in an automatic out with no further warnings issued. Managers should work with players in practice to avoid this in games.

### Pre-Game Rules & Protocols

The following pre-game rules and protocols shall be adhered to:

- *Eligible Players:* Only players in uniform who will play in the game are permitted in the dugout. Players on the injured list may not be in the dugout.
- *Field Preparation:* The home team is responsible for getting the playing field prepared for play, including raking the infield and installing breakaway bases. The visiting team is encouraged to assist with field preparation as needed, and is responsible for placing or installing home run cones or portable fence. Cones or portable fence are stored in the field boxes and shall be placed at 200 feet from home plate. Remove existing bases and install NESLL breakaway bases stored in the field equipment boxes. Place the existing bases in the equipment boxes during the game. Apply field drying agent only if required to maintain safe playing conditions and in accordance with application instruction provided in the equipment box.
- *Umpires:* For Major and National Division games, NESLL attempts to schedule umpires for every game. Occasionally, an umpire scheduled to perform a game may not arrive at the field on time or at all. If the umpire does not arrive, the Managers should select a mutually acceptable umpire from amongst the parents or spectators. A coach from either team should not be selected. The Managers may also contact the Umpire-in-Chief or the Vice President of Baseball; however, they may not be available to or be able to arrange for a replacement within a suitable time period. If there are games being played on adjoining fields, and there is only one umpire at the facility, the umpire should be assigned to the game being played in the higher Division.

For American Division, the home team shall provide a plate umpire and the visiting team shall provide a base umpire. If participants in NESLL's Youth Umpire Program are assigned to the game, they shall serve as base umpires unless approved by the Umpire-in-Chief. The plate umpire should be behind home plate, but can be behind the pitcher. Umpires are encouraged to attend league training.

- *Game Balls:* The home team shall supply two (2) new game balls for each game. A Coach Pitch Division home teams supply six (6) game balls for each game.
- *Pre-Game Warmup:* The home team has the entire field, including batting cage, if any, until 30 minutes before the game. Then, the visiting team has the entire field 30 minutes before the game for a maximum 15 minutes. Then, the home team has the entire field 15 minutes before the game for a maximum of 15 minutes. If there is a game on the field before your scheduled game, please warm up beyond the outfield or in foul territory well away from the field of play. The game shall be started by the umpire at the scheduled time.



- **Lineup Cards:** Lineup Card shall be provided to the opposing manager and shall include the player's last name, first name, and uniform number. Lineup cards are not required for A Coach Pitch and T-Ball Divisions.
- **Pitching Records:** Provide a Pitching Record on forms prescribed by NESLL to the opposing manager and scorekeeper that includes all information requested, including the player's name, uniform number, date of last game pitched, number of pitches thrown, league age and date of next eligibility to pitch. Pitching records are not required for A Coach Pitch and T-Ball Divisions. ***Violation of this rule will result in a disciplinary action by the Board of Directors, consisting of a minimum of suspension of the Manager from the next scheduled game and with a maximum suspension for the remainder of the season, including playoffs, as determined by the Board.***
- **Scorekeeping and Pitch Count Recording:** The home team shall provide an official scorekeeper who shall record the game in a scorebook provided by NESLL. The home team shall also provide the official pitch count recorder, who may also be the official scorekeeper. The official pitch count recorder shall not be a player and should not be a manager or coach. Scorekeeping and pitch count recording are not required for A Coach Pitch and T-Ball Divisions.
- **Pre-Game Umpire Meeting:** Only the Manager, unless I designate a Coach in my absence, may meet with the umpire at home plate for pre-game instructions.
- **School Events/Activities and Vacations:** Managers must give the NESLL Division Coordinator and Scheduling Coordinator at least 1 week's notice if unable to field 9 players for an upcoming game due to school events, activities, or vacations. The NESLL Scheduling Coordinator will make reasonable efforts to (a) reschedule the game to another day or (b) move the game time ahead or back, if convenient for the opposing manager, to enable at least 9 players to be present for the entire game. If neither of these options is feasible, my team will forfeit the game. *(NESLL adopted this policy on 6/5/05 consistent with Rules 4.16 and 4.17).*

### Field Dimensions

*Major, National and American Divisions:* Bases shall be 60 feet apart.

*Coach Pitch (A and AA) and T-Ball Divisions:* Bases shall be 55 feet apart. Player at the pitcher position shall be 45 feet from home plate. Adult pitcher can be closer to the plate in Coach Pitch in order to throw strikes. Having the pitcher throw from one knee may improve the angle for the batters.

### Rainouts

Managers, coaches and players are expected to be at the field ready to play, rain or shine, unless managers have mutually agreed beforehand to cancel a game due to weather. The playing condition of the field shall be jointly determined by the Managers. Once the Managers agree to start the game, any further decision on field conditions rests exclusively with the umpire. No game shall be started if lightning is observed within 30 minutes prior to the start of the game. Once in progress, games shall be immediately called and not resumed if lightning occurs. Called or rained out games shall not be rescheduled or completed. If a called or rained out game meets the requirements for a regulation game (**Rule 4.10**), it will be counted in the standings.

Called or rained out games shall not count as a game of rest for purposes of pitch count rules, unless the called game is determined to be a regulation game. Pitches delivered in suspended, rained out or called games shall be charged against pitcher's eligibility whether or not the game results in a regulation game.



## PLAYING RULES

### Game Times

*Major Division:* A game is 6 innings unless extended because of a tie score or shortened because the home team needs none of its half of the 6<sup>th</sup> inning or only a fraction of it, or because the Umpire calls the game. No time limit shall apply. If after four (4) innings, or three and one-half (3½) innings if the home team is ahead, one team has a lead of ten (10) runs or more, the Manager of the team with the least runs shall concede the victory to the opponent.

*National Division:* A game is 6 innings unless extended because of a tie score or shortened because the home team needs none of its half of the 6<sup>th</sup> inning or only a fraction of it, or because the Umpire calls the game. Each half inning will consist of three outs or five runs. There is no mercy rule. If the visiting team is ahead by more than five runs after the top half of the sixth inning is completed, the bottom half of the sixth inning need not be completed.

No new inning shall start after one hour and fifty minutes. A new inning begins the moment the previous inning ends by either completing three outs or the at bat team scoring their fifth run. Any inning started shall be completed.

*American Division:* A game is 6 innings unless extended because of a tie score or shortened because the home team needs none of its half of the 6<sup>th</sup> inning or only a fraction of it, or because the Umpire calls the game. Each half inning will consist of three outs or five runs. There is no mercy rule. If the visiting team is ahead by more than six runs after the top half of the sixth inning is completed, the bottom half of the sixth inning need not be completed.

No new inning shall start after one hour and fifty minutes. A new inning begins the moment the previous inning ends by either completing three outs or the at bat team scoring their fifth run. Any inning started shall be completed.

*Coach Pitch Division A:* A game is 5 innings. No score is kept in A Division. Games are limited to 90 minutes. A game can only end earlier by mutual agreement of both managers and no game shall go less than 75 minutes unless 5 innings have been completed. No new inning shall be started after 90 minutes.

*Coach Pitch Division AA:* A game is 6 innings. Each half inning will consist of three outs or five runs. Games are limited to 90 minutes. A game can only end earlier by mutual agreement of both managers and no game shall go less than 75 minutes unless 6 innings have been completed. No new inning shall be started after 90 minutes.

*T Ball Division:* A game is 5 innings. No score is kept. Games are limited to 60 minutes. No new inning shall be started after 60 minutes.

*All Divisions:* The game is over at official sunset, regardless of the score or situation. A called game ends at the moment the umpire terminates play. If a game is called after four innings have been completed, it is a regulation game. If a game is called prior to completing four innings, it shall not be a regulation game and shall be considered a tie. If a regulation game is called during an incomplete inning, the score shall be determined in accordance with Rule 4.11. Called games will not be resumed. Regulation games that are tied and are called by the Umpire due to weather or darkness (curfew), will be recorded as ties and not counted in the final standings unless needed as a tiebreaker between/among teams.





## **Minimum Number of Players / Forfeits**

*Major Division:* A game may not start with less than nine eligible players on each team (*Rule 4.16*). A game may not be continued with less than nine players on each team (*Rule 4.17*). Neither situation shall be grounds for automatic forfeiture, but will be referred to the Board of Directors for a decision.

*American and National Divisions:* The inability of either team to place nine players on the field before or during a game will not be grounds for forfeiture. If either or both teams have fewer less than nine players and the other team has more than nine players, the teams shall lend defensive players so that all 9 defensive positions are filled each half inning. The loaned player(s) shall play defense at position(s) designated by the defensive manager. A loaned player may not pitch or catch. The loaned player shall bat for his/her team only, and a team with less than 9 players shall bat only those players present at the game. The loaned player need not be the same player for the entire game. The game shall be played and it will count in the standings. This rule shall apply only during the regular season, and will not apply for playoff games.

*Coach Pitch (A and AA) and T-Ball Divisions:* No minimums apply. In Coach Pitch AA Division, if a team has less than 9 players, the opposing team will lend them a player for defensive purposes only, and the loaned player will play an outfield position.

## **Umpire Contact**

*All Divisions:* Only the Manager may discuss a situation with the umpire, and only after having requested of and been granted timeout from the umpire. A Manager's discussions with umpires shall be respectful and civil; foul, disrespectful or abusive language shall never be used with the umpire. Coaches shall not engage in any discussion with any umpire unless they have been designated Manager in the Manager's absence. If Coaches attempt to engage the umpire, the umpire may throw them out of the game. A Manager may only discuss an umpire's interpretation of the rules as he/she has applied them, and shall not contest umpire judgment calls such as safe or out, ball or strike, fair or foul.

An umpire has the authority to eject anyone involved with the game (including spectators off the playing field) that is abusive in any way. An umpire shall try to rectify the situation with a warning to the offending person as well as the managers of both teams. Extreme circumstances may not require a warning.

An ejected person shall have one minute to leave the field and may not sit in the stands or anywhere near the field. A player that has been ejected and whose parent/guardian is not in attendance will be allowed to sit in the stands, but may not talk or communicate in any manner with teammates or coaches.

In the case of unruly spectators, the Umpire shall order all players to their respective dugouts. Managers shall be directed to get the spectators under control and to cease their unacceptable behavior. Failure to do so within three minutes will result in the game being suspended until such time that order is restored. If the unruliness continues, the Umpire may call the game. Calling the game due to unruly spectators will be investigated by the League and may result in a forfeit to the offending team.

All ejections must be reported in writing (e-mail is acceptable) by the umpire(s) to the League President and Umpire-in-Chief within 24 hours of the end of the game.



## Dugout Management

### All Divisions:

- The home team will be in the 3<sup>rd</sup> base dugout; the visitor will be in the 1<sup>st</sup> base dugout.
- Only three Managers and/or Coaches may be in the dugout.
- At least one adult shall be in the dugout at all times when my team is at bat.
- When on defense, Manager and Coaches must stay completely within the dugout.
- Neither Manager nor Coaches shall be on the field while the other team is at bat except during a timeout granted by the umpire.
- Any adult in the dugout must have had his/her *Little League® Volunteer Application* cleared by the NESLL Safety Officer.
- Once the game begins, players are to leave the dugouts only to use the restroom and to play in the game. (Pitcher and properly outfitted catcher may warmup in the bullpen.) Players outside the dugout are subject to injury from hit or thrown balls.
- Family and friends are not allowed to visit players on the field or in the dugout.
- Keep all equipment in the dugout behind fences and in a neat and orderly manner to avoid trips, falls and injuries.
- Casts may not be worn during the game. Persons wearing casts, including managers and coaches, must remain in the dugout during the game (*Rule 1.11k*).

*Coach Pitch (A and AA) and T-Ball Divisions:* All players must be in the dugout or on the bench during games. Most Coach Pitch and T-Ball fields don't have dugouts, so having each child bring a five gallon bucket to sit on will help prevent them from running around during games.

## Base Coaches

*Major, National and American Divisions:* The offensive team may station two base coaches on the field during its time at bat. Base coaches may be an adult manager or coach or an eligible player in uniform. If there are only two manager/coaches in the dugout, then a player may be stationed as a base coach. A player must wear a protective helmet when coaching a base; a full face guard-type helmet is recommended.

*Coach Pitch (A and AA) and T-Ball Divisions:* Players may not serve as base coaches.

## Mandatory Play

*All Divisions:* Mandatory play (*Regulation IV(i)*) is one (1) at bat and six (6) defense outs. Any reduction in this, even due to shortened games, must be made up in the next game. The player involved shall start the next game, play any previous requirement not completed in the previous game and the requirement for this game before being removed. There is no exception to this rule.

The Board of Directors, at its sole discretion, shall have the authority to discipline Managers for failure to comply with this rule; such discipline may include written warning, suspension for a game or for the remainder of the season. The first offense will result in a written warning, the second in suspension of the manager for the next game, and the third offense in suspension for the remainder of the season. If the violation is determined to have been intentional, a more severe penalty may be assessed by the Board of Directors. However, forfeiture of a game may not be invoked. There will be no exception to this discipline, unless the game is shortened for any reason, at which time the Board may elect not to impose a penalty on the manager.

## Batting Order

*Major Division:* The batting order shall be followed throughout the game unless a player is substituted for another. Substitutes must take the place of the replaced player's position in the



batting order (*Rule 4.04*). A substitute may not be removed from the game prior to completion of his/her mandatory play requirements (*Rule 3.03*).

*National, American, Coach Pitch (A and AA) and T-Ball Divisions:* The batting order shall be continuous and include all players on the team roster present for the game batting in order. Each player is required to bat in his/her respective spot in the batting order. If a player becomes injured, becomes ill or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty. If the injured, ill or absent player returns he/she is merely inserted into their original spot in the batting order and the game continues. Also, if a child arrives late to a game site, he/she shall be added to the batting order at the end of the lineup (*Rule 4.04*).

*Coach Pitch A and T-Ball Divisions:* The batting order shall consist of ten (10) batters per  $\frac{1}{2}$  inning, or every player if team has less than 10 players present. By agreement of both Managers, teams may bat all players each  $\frac{1}{2}$  inning, regardless of number.

### **Batting**

*Major, National and American Divisions: Batting out of Turn (Rule 6.07):* A batter shall be called out, on appeal, when failing to bat in his/her proper turn, **and** another batter completes a time at bat in place of the proper batter. This must be detected and appealed by the opposing team. If detected when the improper batter is still at bat and has not completed his/her at bat, the correct batter takes his place, with the same ball and strike count. If detected after the improper batter has completed an at bat, the proper batter (the one who missed his turn) is out and any advances as a result of the at bat are nullified. If the improper batter completes the at bat and a pitch is thrown to the next batter without appeal by the opposing manager, no one is called out and the game continues.

An unannounced substitute is not an improper batter. Managers should announce substitutes, but failing to do so will not result in an out.

*Coach Pitch A Division:* Six pitches per batter; then hit from T. The goal is to have all kids able to hit overhand pitching consistently, but underhand pitching will be allowed for those who still need more practice. After six pitches a tee will be used to allow kids to run the bases and so the defensive team can get some action. Please do all you can to speed up the game—it really helps to keep the defensive team alert. Having the catcher and an adult retrieve balls after each batter, rather than each pitch, will help speed play. It helps to have an adult coach ready to bring in the tee after 6 pitches, so that the coach pitcher doesn't need to come to the plate to do so. It also helps to have the next innings catcher hit early in the previous half inning so they will have time to get equipment on. Any fair ball is in play (no minimum distance). The infield fly rule does not apply.

*Coach Pitch AA Division:* Six pitches per batter. Three strikes results in the batter being out. The batter shall have 6 pitches to put the ball in play; if not done, the batter is out, unless the 6<sup>th</sup> pitch is a foul ball. Then the batter shall continue until the ball is put in play, third strike, or no swing on the next pitch. Any fair ball is in play (no minimum distance). The infield fly rule does not apply. Bunting is not allowed; the batter shall return to the plate and the pitch shall be counted as a foul ball.

*T-Ball Division:* A fair batted ball must travel a minimum of 15 feet to be in play. The infield fly rule does not apply.

*All Divisions:* A batter must drop his bat once the ball is struck. He/she shall not throw the bat in a manner which poses a safety problem. On the first violation, NESLL umpires are instructed to give the manager and the batter a warning; upon the next violation, the umpire is instructed to



call the batter out. Upon the second thrown bat of a game, by any player from either team, NESLL umpires are instructed to notify the Managers of both teams that all further thrown bats shall result in an automatic out with no further warnings issued.

## Substitutions

*Major Division:* Substitutes (*Rule 3.03*) must take the place of the replaced player's position in the batting order. Managers must announce substitutions to the opposing manager and the official scorekeeper. This should be done prior to the substitute batter coming to the plate.

A player in the starting lineup who has been removed for a substitute may re-enter the batting order once, provided the substitute has met has completed one time at bat and has played defensively for a minimum of six (6) consecutive outs . A starter (S1) re-entering a game for another starter (S2) must then complete his/her one at bat before starter S2 can re-enter the batting order.

A player in the starting batting order cannot re-enter the batting order until his original spot in the order comes up again (one time through the order). At that time the starting player may re-enter the batting order once in any position.

For example:

Starting Batting Order	X enters Batting Order
1. A	1. A
2. B	2. B
3. C	3. C
4. D	4. D
5. E	5. E
6. F	6. X
7. G	7. G
8. H	8. H
9. I	9. I

Player F can now only re-enter after the sixth spot in the order comes up again. So Players G thru E must complete their at bat before Player F can re-enter the batting order, then Player F may re-enter for anyone in the line-up.

A substitute player, once removed from the batting order, may not re-enter the game. *Get substitute players into the batting order as early as possible, no later than the 4<sup>th</sup> inning to ensure that the minimum play time is achieved.*

*National and American Divisions:* Defensive substitutions may be made at any time.

## Defense

*Coach Pitch A Division:*

1. Nine players in the field including a catcher. Extra infielders are not permitted to play; outfielders should play a reasonable distance from the infield. It is the manager's responsibility to have the outfielders play in the outfield.
2. "Short fielders" and playing directly behind second base is not allowed.
3. No player shall play the same position twice in the same game. All players change positions each inning. All players sit out equally.



4. A maximum of two defensive coaches may be used. (suggested placement: one behind infield and one behind catcher).
5. When the fielding team makes an out or double or triple play (yes it happens), please remove the players judged to be out from the bases. Managers, please explain to your baserunners why they were called out. When a fielding team makes an out, they deserve to be rewarded; so don't leave a child on base even through they were out. Baserunners need to learn that part of the game.

#### ***Coach Pitch AA Division:***

1. Nine players in the field including a catcher. Extra infielders are not permitted to play; outfielders should play a reasonable distance from the infield. It is the manager's responsibility to have the outfielders play in the outfield.
2. "Short fielders" and playing directly behind second base is not allowed.
3. Players shall not play the same position for more than two innings per game. No player shall play the same position twice in the same game. No player shall play more than 4 innings at an infield position in a game. All players shall play a minimum of 3 innings per game.
4. Defensive coaches must coach from the dugout, not the field.

#### ***T-Ball Division:***

1. Ten players in the field including a catcher; catcher's gear is not provided, so if a catcher is used they must not be behind the batter to avoid being hit by thrown bats. Have the catcher wear a batting helmet. Play your 10<sup>th</sup> player as a 4<sup>th</sup> outfielder. You are not permitted to play extra infielders; outfielders should play a reasonable distance from the infield. It is the manager's responsibility to have the outfielders play in the outfield.
2. "Short fielders" and playing directly behind second base is not allowed.
3. No player shall play the same position twice in the same game. All players change positions each inning. All players sit out equally.
4. A maximum of 3 defensive coaches may be used.
5. When the fielding team makes an out or double or triple play (yes it happens), please remove the players judged to be out from the bases, it is up to you to explain why they are out. When a fielding team makes an out they deserve to be rewarded, don't leave a child on base even through they were out, they need to learn that part of the game, too.

#### **Base Running**

*Major and National Divisions:* Stealing of all bases is allowed. Base runners must stay in contact with the base until the ball has been delivered and has *reached the batter* (not when the ball crosses the plate). A violation of leaving the base early by one runner shall affect all other base runners. Penalties for leaving the base early will follow the Little League rule book Rule 7.13.

When the pitcher is in contact with the pitcher's rubber and the catcher is in the catcher's box ready to receive the pitch, base runners must have returned to their base and may not leave the base until the next pitch has been delivered and reached the batter. Until the pitcher is in contact with the rubber and the catcher is in the catcher's box ready to receive the next pitch, the ball is still "live" and runners may advance, unless the umpire has signaled time out.

Special Pinch Runner (Rule 7.14): Once each inning a team may utilize a player who is not in the batting order as a special pinch runner for any offensive player. A player may only be removed for a special pinch runner one time during a game. The player for whom the pinch runner runs is



not subject to removal from the lineup. Designated pinch runners are not allowed in National and American Divisions because continuous batting order is in use.

*American Division:* No base stealing is allowed and runners may not leave the base until the ball is hit. A violation of leaving the base early by one runner shall affect all other base runners. Penalties for leaving the base early will follow the Little League rule book Rule 7.13.

*Coach Pitch A and T Ball Divisions:*

1. No leading off or stealing.
2. No extra bases on an overthrow except the base you are going to; this means on an overthrow to first base the runner stays at first and does not advance to 2<sup>nd</sup>.
3. On balls returned to the infield (from outfield) the runners must stop when an infielder is in **possession** of the ball. Runners may only take one extra base in this situation. If an outfielder has the ball you may run until the ball is returned to infield and a player has possession.
4. These rules apply even for the last batter in each half inning. The last batter should not keep running for home with 9 defensive players chasing after him/her. It creates a dangerous situation at home plate, and players can get injured.
5. Fielders may not obstruct runners in the baseline.
6. Runners may not interfere with fielders attempting to field a ball, even if they are in the baseline.
7. Any runner attempting to avoid a tag and running more than 3 feet out of a direct line between the bases is out.

*Coach Pitch AA Division:*

1. No leading off or stealing.
2. Overthrows: any throw that goes out of play is a dead ball and the runners will be awarded the base they were going to plus one more base. On any ball still in play on an overthrow, runners may advance at their own risk.
3. On balls returned to the infield (from outfield) the runners must stop when an infielder is in **possession and control** of the ball. If an outfielder has the ball, baserunners may run until the ball is returned to infield and a player has possession.
4. These rules apply even for the last batter in each half inning. The last batter should not keep running for home with 9 defensive players chasing after him/her. It creates a dangerous situation at home plate, and players can get injured.
5. Fielders may not obstruct runners in the baseline.
6. Runners may not interfere with fielders attempting to field a ball, even if they are in the baseline.
7. Any runner attempting to avoid a tag and running more than 3 feet out of a direct line between the bases is out.

### **Pitching Rules**

In 2007, *Little League, Inc.* has incorporated mandatory pitch count as part of a safety program designed to protect the developing arms of young pitchers. In 2008, *Little League, Inc.* modified the rule to provide further protections regarding the maximum pitches a pitcher may pitch on any day and the minimum rest time a pitcher must have between pitching. In 2009 and 2010, *Little League, Inc.* further modified pitching rules. It falls to the Manager of each team to implement this program, and what follows is an outline of the rule and the procedures you will need to follow to implement the ever-changing pitching rules.





**Consult your rule book for pitching rules. They are outlined here, but the rule book is official and comprehensive.**

**Pitcher Eligibility:** Any player on the roster may pitch, except that 12-year-old players may not pitch in the National Division. Once a pitcher is removed from the pitching position, he/she may not re-enter in the pitching position. However, he/she may play in any other defensive position. However, a pitcher who delivers forty-one (41) or more pitches in a game cannot play the position of catcher for the remainder of that game and that day. A catcher who has caught in four (4) or more innings in a game is not eligible to pitch for the remainder of that day. Receipt of a single pitch accounts as one inning. There is no limit to the number of pitchers a team may use in a game.

**Pitching Distance:** Pitching rubber shall be at the regulation 46 feet.

**Pitcher Warmup:** Pitchers are allowed a maximum of eight warmup pitches between innings and upon replacement during an inning. Warmup pitches must be completed within one (1) minute. Coaches *are not allowed* to warmup pitchers between innings or in the bullpen, except in the American Division. A player warming up pitchers between innings or in the bullpen must wear a catcher's helmet, dangling throat guard, and chest protector.

**Pitching Limits:** Pitcher eligibility is limited both by pitch count and innings pitched as defined below. A pitcher must be removed when the pitcher reaches either limit. If a pitcher reaches a limit while facing a batter, the pitcher may continue to pitch until that batter reaches base, is put out or the third out is made to complete the half-inning.

Delivery of a single pitch accounts as one inning. For example: if you pitch two innings and are removed after pitching to one batter in the third inning you are charged with three innings. Another example is if a pitcher inserted with two outs in the first inning, throws one pitch in that inning, pitches the second inning and is removed in any part of the third inning that pitcher will be charged with three innings.

**National Division:** Each eligible pitcher may pitch in a maximum of six innings in a calendar week (Sunday through Saturday). *Managers are advised to be careful not to over extend pitchers. This is an instructional league and it is highly desired that you train and provide experience for as many pitchers as possible.*

**American Division:** Each eligible pitcher may pitch in a maximum of six innings in a calendar week (Sunday through Saturday) **and a maximum of nine outs per game.** *Managers are advised to be careful not to over extend pitchers. This is an instructional league and it is highly desired that you train and provide experience for as many pitchers as possible.*

**Pitch Count Limits:** A manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position, except catcher if the pitcher has delivered forty-one (41) or more pitches:

League Age	Maximum No. of Pitches per Day
17 - 18	105
13 - 16	95
11 - 12	85
9 - 10	75
7 - 8	50



A player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.

Warm up pitches do not count towards pitch count. A pitcher becomes official once his/her first game pitch is thrown. Any pitch thrown in a game situation counts as a pitch.

Rest Requirements: Pitchers shall adhere to the following rest requirements between pitching appearances:

Players Age 14 and Under		Players Age 15 and Over	
No. of Pitches per Day	Required Rest	No. of Pitches per Day	Required Rest
66+	four (4) calendar days	66+	four (4) calendar days
51 - 65	three (3) calendar days	61 - 75	three (3) calendar days
36 - 50	two (2) calendar days	46 - 60	two (2) calendar days
21 - 35	one (1) calendar day	31 - 45	one (1) calendar day
01 - 20	zero (0) calendar day	01 - 30	zero (0) calendar day

Pitches delivered in games declared “Regulation Tie Games” or “Suspended Games” shall be charged against pitcher’s eligibility. Called or rained out games shall not count as a game of rest for purposes of pitch count rules, unless the called game is determined to be a regulation game. Pitches delivered in suspended, rained out or called games shall be charged against pitcher’s eligibility whether or not the game results in a regulation game. However, no pitches are charged to either team’s pitchers if the game does not proceed past one full inning.

Intentional Walks: No intentional walks, automatic or otherwise, are allowed in National and American Divisions. No automatic intentional walk is allowed in Major Division, and all thrown balls shall be charged to the pitcher’s pitch count.

Balks: There are no balks in Major or Minor Divisions (Rule 8.05). The pitch shall be deemed an illegal pitch by the umpire and charged as a ball. The balk or illegal pitch shall also be charged as a pitch thrown for purposes of pitch count.

Violations: Violations of any section of Regulation VI can result in protest of the game in which it occurs. The withdrawal of an ineligible pitcher after that pitcher has been announced, or after a warmup pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. When a protest situation is imminent, the potential offender shall be notified immediately.

### **Pitching Count Recording**

Pitch Count Recording: The home team will provide the official pitch-count recorder, who shall be identified to both teams and the umpire prior to the game, although the scorekeeper for the visiting team should be keeping track as well. Pitch counts between the two books should be reconciled on a regular basis while the game is in progress. If there is a discrepancy that can’t be reconciled or settled, the official record shall be deemed to be correct, but every effort shall be made to reconcile.

Each manager is responsible for knowing when his/her pitcher must be removed due to both inning and pitch count limits. Teams are encouraged to check pitch-counts and score each half-inning.





In the pregame meeting between Managers and Umpires, pitcher eligibility for that game should be discussed. Each Manager should be prepared with pitching eligibility information for his/her team. The Umpire will coordinate the exchange of this information, but will not monitor pitchers or pitch counts during the game until informed by the official pitch counter that a pitcher has reached the maximum pitch count.

The official pitch-count recorder should inform the umpire when a pitcher has delivered his/her maximum limit of pitches for the game. The failure by the pitch-count recorder to notify the umpire, and/or the failure of the umpire to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

The official pitch count recorder must track the pitch count for all pitchers and provide the current count when requested by either manager or any umpire. At the conclusion of the game, the official scorebook and pitch log shall be reconciled by the official scorekeeper and the managers. If there is a discrepancy that can't be reconciled or settled, the record kept by the official pitch counter shall be deemed correct. The official pitch count recorder will insert the final pitch count data in the official scorebook after the game.

During Playoffs in each Division, each Manager shall review the pitch count records and scorebook following each game and shall sign the scorebook to indicate approval by the Manager of the pitching records for that game.

Following each game, Managers shall update the NESLL Pitcher Eligibility Tracking Form for their team. Failure to update the Pitcher Eligibility Tracking Form or to report the wrong pitch count and eligibility may result in disciplinary action. Pitch count forms can be found at [www.nesll.net](http://www.nesll.net) on the "Forms and Documents" page.

### **Protests**

NESLL highly discourages protests, but if a Manager wishes to protest, he/she must notify the umpire at the time of the play, and before another play begins, that the game is being played under protest. The umpire will consult with other umpires, if any, and may reverse his decision if he determines it is in conflict with the Rules. If, however, the umpire determines that the original decision is not in conflict with the Rules, he will announce that the game is being played under protest. (*Rule 4.19(c)*). A protesting Manager must then submit a letter or e-mail ([president@nesll.net](mailto:president@nesll.net)) of protest to the President of NESLL within 24 hours of the completion of the game (*Rule 4.19(e)*). The NESLL Protest Committee will hear and resolve any protest. Managers shall respect and comply with all decisions by the NESLL Board of Directors and the Protest Committee.

For 2010, the Protest Committee shall consist of Denny Cearns, Kim Hantz, Joe Bennett, and Barry Erickson. The Protest Committee may be contacted at [president@nesll.net](mailto:president@nesll.net) or at 425.577.2618.

### **Problem Rules**

NESLL has prepared guidance to several common, problematic rules for use by Managers and Coaches. A copy is included in Attachment 4.



## POST-GAME PROTOCOLS

The following post-game protocols shall be adhered to:

- *Player and Coach Lineup:* Immediately following the completion of the game, Managers will lineup the entire roster of players and coaches on the playing field and shake hands with each of the opposing players and coaches. Remember to thank the umpire.
- *Dugout Cleanup:* Managers will immediately cleanout the dugout of all equipment, uniforms and belongings. Pick up all litter in and around the dugout and dispose of in trash receptacles. If players have been allowed to have seeds in the dugout, sweep the dugout clean. Managers will encourage players to manage this effort.
- *Field Preparation for Following Game:* If there is a game following completion of your game, help prepare the field for the next game. First, vacate the dugout and the field of play as quickly as possible. If you conduct a post-game meeting with your team, stage it in an area well out of the way of the teams warming up for the next game. Offer to help prepare the field as needed for the next game—just as you would want the same done for you.
- *Field Closure:* The home team is required to pick up all field equipment, including rakes, breakaway bases, portable fences, and cones, and place in the equipment box. The home team Manager must ensure that the equipment box is locked before leaving the field. Replace the existing bases onto the playing field.
- *Report Damage:* Report any damage to the field or field equipment to the NESLL Field Coordinator as soon as possible. Remember, these fields are maintained by NESLL.
- *Game Pitch Log:* Managers shall review the game pitch log recorded by the official pitch count recorder and copy the information to their Pitcher Eligibility Tracking Form for presentation at the next game. The home team shall retain the pitch log with their official scorebook and bring to the next game.
- *Report Game Score:* Managers of winning team shall report score to Division Coordinator.

## PLAYOFFS AND CHAMPIONSHIP

Division playoffs are conducted for the Major, National and American Divisions. All teams are eligible for the playoffs. A double elimination format will be conducted for National, American and Major Division playoffs. Tournament brackets will be prepared by the respective Division Coordinators and playoff games will be scheduled by the Field Scheduler. Umpires will be scheduled by the Umpire-in-Chief.

All regular season rules shall apply. The two teams in each Division advancing through the playoffs will participate in the Guy Marquiss Championship Saturday conducted at Viewridge Playfield on June 12, 2010. The winner of the Major Division Championship will be awarded the Marquiss Cup, a “traveling” trophy.

## TOURNAMENT (ALL STAR) TEAM ORGANIZATION

### Teams

NESLL is eligible to enter three All Star teams in the District Tournament:

- Little League (Major) Team: 11 and 12 year-old players from the Major Division
- 10/11 Year-Old Team: 10 and 11 year-old players from the Major and Minor Divisions
- 9/10 Year-Old Team: 9 and 10 year-old players from the Major and Minor Divisions

Tournament (All Star) teams consist of a minimum of twelve (12) and a maximum of fourteen (14) players, one manager and a maximum of two coaches. If there are thirteen or more players



included on the team affidavit, then one manager and two coaches may be included on the team affidavit. If the team has twelve or fewer players included on the team affidavit, then only one manager and one coach may be included on the team affidavit.

Players must meet eligibility requirements stated in the 2010 Tournament Rules and Guidelines for Little League Baseball, included at the back of the 2010 Official Regulations and Playing Rules.

Practices begin on June 15 and continue until the team enters the District tournament, usually the last weekend of June and which can extend until mid-July. The District tournaments are double elimination formats, and the winner advances to the State tournament. The Little League (Major) team can advance further on to Regional tournaments and ultimately to the Little League World Series. This represents a significant commitment for players, coaches and parents. Local, state and even regional travel may be required. There are no set game times; whether you win or lose determines when you play next and how long the team plays. It is important that players and parents are aware of the intensity of this tournament and can commit to fully participating in every practice and game. There are few things more fun than playing baseball in the sun with an All Star team!

### **Managers and Coaches**

A manager or coach who wishes to be considered for an All Star Position must fill out an All Star Coach Application (see [www.nesll.net](http://www.nesll.net)). These will be distributed to all coaches in Major and National Divisions in March and must be submitted by to the NESLL President no later than May 31.

All Star Managers and Coaches must have been regular season team managers and/or coaches. For the Little League (Major) team, the manager and coaches must be regular season team managers and/or coaches from the NESLL Major Division. For the 10/11 and 9/10 teams, the manager and coaches must be regular season team managers and/or coaches from the NESLL Major, National or American Division.

Every All Star manager and coach must have attended a Dr. Smolls Clinic in the last five (5) years. This is a requirement of District 8. There is normally a clinic sponsored by District 8 each March, and there is often a “makeup” session in mid-June prior to the All Star tournaments.

The commitment for All Star coaches is more intense than for the players. Managers and coaches must be available for all practices and games. As well as coaching, managers are required to prepare team tournament affidavits, gather player birth certificates and proof of residency and medical waivers. Managers and coaches are selected by the NESLL President, subject to approval by the Board.

### **Letters of Commitment**

All eligible players should be invited to be considered to participate on an All Star team. Managers should solicit interest in participating on the tournament teams from all eligible players on their team. Division Coordinators will provide managers with the NESLL All Star Player Letter of Commitment (see [www.nesll.net](http://www.nesll.net)) to all eligible players and ensure that dates of availability are accurately portrayed. Managers must collect all Letters of Intent, completely filled out, and deliver to the Player Agent at least 48 hours ahead of the team selection meeting.

### **Player Selection**

Managers from Major and Minor Divisions must participate in the selection of players for the Tournament (All Star) Teams. Managers must cooperate with the Player Agent and fellow Managers to select tournament teams that will best represent NESLL in the District Tournaments and beyond. Tournament team players should be selected based upon their playing ability and



eligibility. Managers must attend the team selection meeting and participate in the selection process facilitated by the Player Agent.

Through a consensus-driven process, managers select All Star players based on the following criteria:

- The most highly skilled players as evidenced by the players' performance during the season and playoffs;
- Availability of the players and his/her families to meet the time commitments and obligations required of All Stars; and
- Any other factors that may, in the managers' judgment, reflect upon a candidate's fitness and ability to play on an All Star team.

The objective is to fairly and impartially select the most skilled, available and competitive team possible to represent NESLL in tournament play. Selection is conducted in a manner that preserves the confidentiality of the decision-making process and best serves the interests of fair and impartial selection.

From Letters of Commitment received, the Major Division Player Agent compiles a list of eligible, interested players. The Player Agent then facilitates a meeting of Major Division Managers and use a "rating and ranking" process to select the Little League (Major) team. Managers select the first ten (10) players and the appointed All Star Manager selects the final two (2) to four (4) players for the team. At that same meeting and using the same process, the Major Division Managers select the 10/11 Year-Old All Star Team. From the eligible 10-year-old Major Division players, the Major Division Managers then select one or more players to the 9/10 Year-Old All Star Team.

From Letters of Commitment received, the Minor Division Player Agent compiles a list of eligible, interested players for the 9/10 Year-Old All Star Team. The Player Agent then facilitates a meeting of Minor Division Managers and use a "rating and ranking" process to select remaining positions for the Year-Old All Star Team. Managers select vacant positions up to the first ten (10) players and the appointed All Star Manager selects the final two (2) to four (4) players for the team.

### **Player Notification**

Teams may not be announced, players may not be notified, and no practices conducted, until after June 15. Regular season managers and coaches must not discuss selection or notify players, but instead allow the All Star Team Managers to notify the players. Managers should also notify those players not selected to the All Star Teams and encourage them to apply in future seasons. Selection of tournament team players is an issue of considerable importance to players and parents, and all discussions must be handled delicately and with respect.

### **PLAYER RATINGS**

Managers are encouraged to participate in player ability ratings conducted by the league at the end of the season. These ratings should be conducted for each player on the team, and will be compiled and used as a guideline for the following year's draft. Forms provided by NESLL should be completed and submitted to the Division Coordinator. These ratings must remain confidential within the NESLL organization. Player Rating forms will be distributed at the end of each season.

### **MANAGER ASSESSMENTS**

Each year, the NESLL Coaching Coordinator or Division Coordinator prepares and distributes to team parents a web-based questionnaire designed to solicit constructive feedback on managers and coaches. Parents are encouraged to complete the survey. All responses remain confidential



and are reviewed only by the Coaching Coordinator and President to help us improve our program, design coach training programs, and for manager selection in subsequent years.

#### **ORIGINAL APPROVAL**

Upon resolution of the NESLL Board of Directors on February 4, 2008, this Manager Guidebook and Local League Rules are hereby adopted. Revisions may be made from time to time upon resolution of the Board.

## Attachment 1 Manager & Coach Code of Conduct

As a manager or coach of a Northeast Seattle Little League (NESLL) team, you hereby pledge to provide positive support, care, and encouragement for each child participating in NESLL by following this Code of Conduct. As a Manager or Coach in NESLL, I will:

- Understand and appreciate the philosophy of *Little League Baseball, Inc.* and cooperate with others in making the NESLL program of mutual benefit to all player participants.
- Encourage competition, but more importantly, maintain a positive experience while teaching and playing the game of baseball. Compete with honor and integrity.
- Demonstrate by example that they respect the judgment and position of authority of the umpire.
- Encourage good sportsmanship by demonstrating positive support for all children, managers and coaches (including those of an opposing team). This applies to every game, practice, or any other NESLL event
- Encourage good sportsmanship by demonstrating positive support for all league officials and parents at every game or event.
- Place the emotional and physical well being of all children on all teams ahead of any personal desire to win.
- Require my players to treat all other players, coaches, umpires, league officials, and parents with respect.
- Help my players enjoy NESLL by being respectful to all players, coaches, umpires league officials, and parents.
- Ensure that my players are in a safe and healthy environment.
- Promote a drug, alcohol, and tobacco-free sports environment for my players and agree to assist by refraining from their use at all NESLL games, practices and events.
- Remember that NESLL baseball is for children and not for adults.
- Within the regulations of the league, provide an opportunity for each player to participate.
- Encourage my players at every opportunity.
- Exercise my leadership role adequately, but leave the ball game in the hands of the players.
- Instill a desire to win and improve, striving to impart as much baseball or softball knowledge as possible to each player.
- Be instrumental in shaping acceptable behavior patterns whether the team wins or loses.
- Know the playing rules and regulations of *Little League Baseball, Inc.* and the NESLL. I will play by the rules and adhere to their intent, instilling in the players a respect for the rules of the game.
- Do all I can to make the game fun and safe for all the children involved in NESLL.

## **Attachment 2**

### **Parent Code of Conduct**

We, the Northeast Seattle Little League, have implemented the following Parent Code of Conduct for the important message it holds about the proper role of parents in supporting their child in sports. Parents should read, understand and sign this form prior to their children participating in our league. Any parent guilty of improper conduct at any game or practice will be asked to leave the sports facility and be suspended from the following game. Repeat violations may cause a multiple game suspension, or the season forfeiture of the privilege of attending all games.

#### ***Preamble***

The essential elements of character-building and ethics in sports are embodied in the concept of sportsmanship and six core principles:

- Trustworthiness,
- Respect,
- Responsibility,
- Fairness,
- Caring, and
- Good Citizenship.

The highest potential of sports is achieved when competition reflects these “six pillars of character.”

#### ***I therefore agree:***

1. I will not force my child to participate in sports.
2. I will remember that children participate to have fun and that the game is for youth, not adults.
3. I will inform the coach of any physical disability or ailment that may affect the safety of my child or the safety of others.
4. I will learn the rules of the game and the policies of the league.
5. I (and my guests) will be a positive role model for my child and encourage sportsmanship by showing respect and courtesy, and by demonstrating positive support for all players, coaches, officials and spectators at every game, practice or other sporting event.
6. I (and my guests) will not engage in any kind of unsportsmanlike conduct with any official, coach, player, or parent such as booing and taunting; refusing to shake hands; or using profane language or gestures.
7. I will not encourage any behaviors or practices that would endanger the health and well being of the athletes.
8. I will teach my child to play by the rules and to resolve conflicts without resorting to hostility or violence.
9. I will demand that my child treat other players, coaches, officials and spectators with respect regardless of race, creed, color, sex or ability.
10. I will teach my child that doing one's best is more important than winning, so that my child will never feel defeated by the outcome of a game or his/her performance.
11. I will praise my child for competing fairly and trying hard, and make my child feel like a winner every time.
12. I will never ridicule or yell at my child or other participants for making a mistake or losing a competition.

13. I will emphasize skill development and practices and how they benefit my child over winning. I will also de-emphasize games and competition in the lower age groups.
14. I will promote the emotional and physical wellbeing of the athletes ahead of any personal desire I may have for my child to win.
15. I will respect the officials and their authority during games and will never question, discuss, or confront coaches at the game field, and will take time to speak with coaches at an agreed upon time and place.
16. I will demand a sports environment for my child that is free from drugs, tobacco, and alcohol and I will refrain from their use at all sports events.
17. I will refrain from coaching my child or other players during games and practices, unless I am one of the official coaches of the team.



### **Attachment 3**

#### **Sample Team Volunteer Assignments**

The following are some suggested team volunteer assignments:

**Team Parent:** The team parent supports the teams' coaches. Some jobs may be manage the other volunteers, to ask the phone parent to call parents with information, arrange team functions such as end of the season party, assist with purchase of coaches gift if appropriate, assist team players during games and practices, distribute league information to players.

**Communications Volunteer:** The communication volunteer will take on the upkeep of a team webpage, e-mail list or phone tree, which may become your principle means of communication with your team. The communications Volunteer may also telephone team parents or players to provide them with information that is needed prior to the next meeting of the team.

**Snack Volunteer:** Create and distribute a snack schedule to the team. Keep a schedule on hand to remind parents of their assignment, help with substitutions as needed.

**Picture Volunteer:** Distribute picture envelope, collect incoming envelopes, schedule picture time, organize team on picture day, pick up and deliver pictures.

**Transportation Volunteer:** Assist parents in coordinating transportation or carpools for players.

**Hit-a-Thon Volunteer:** Attend any meetings; distribute materials; collect money and prize information and turn in to Division Coordinator, and keep an accounting of all information.

**Uniform Volunteer:** Pick up team uniforms at beginning of season, possibly collect and return them to the league at the end of the season.

**Equipment Volunteer:** Pick up equipment at beginning of season; clean it up and return it at the end of the season.

**Score Keeper:** Know how to keep score and be willing to do so throughout the season.

**Pitch Counter:** Use league-provided forms to track pitches during the games and be willing to do so throughout the season.

**Umpire:** Each team must recruit one "chief umpire" who will attend league umpiring clinics and be available to umpire at least two times during the season at a game in a division appropriate to their skills. If the team fails to recruit a volunteer the Manager will be responsible to fulfill the team obligation.

## Attachment 4 NESLL Problem Rules

There are exceptions to many of the rules so you are not expected to know the details of every situation. If you become familiar with the rule book and know where to find rules it will help solve many problems. If you aren't sure let the play continue and you can always correct the decision. If you call the play dead immediately you cannot change your mind later. These are the rules that most often cause problems but are by no means inclusive. When possible the rule number is given.

The following apply to the 60ft. diamond.

### 2.00 Definition of terms

Catch – release of the ball must be *voluntary* in order for it to be a catch. This also pertains to tag plays.

Fair and foul ball – Home plate and all bases are in fair territory.

Any ball hitting a base is fair.

Any ball coming to rest on the plate is fair.

Any ball hitting home plate can become fair or foul depending on where it is first touched or where it comes to rest.

A ball that has not passed first or third base is fair or foul depending on where it is first touched by a fielder. For example, if a fielder is in fair territory but reaches into foul territory to touch a ball it is foul.

A ground ball passing over first or third but bouncing into foul territory is fair.

A ball going over the fence or home run in flight in fair territory but landing foul is a home run.

Foul tip – a foul tip caught by the catcher is a live ball. To be a catch it cannot be a rebound and must hit the catcher's glove first. For example, a ball hitting the glove, then the chest protector, and then caught is a catch. A ball first hitting the chest protector and then caught is not a catch.

In flight – A pitch can be swung at and hit even if it bounces first. A pitch that hits a batter after hitting the ground still results in the batter being awarded first base.

### 5.09f Runner hit by fair ball

A runner hit by a fair batted ball, before it touches an infielder or passes by an infielder, is out and the play is dead. No runners may advance except those forced. For example, if bases are full and the runner on second is hit while running to third the play is dead and the runner is out. The batter goes to first, the runner from first goes to second, and the runner on third returns. If the ball has passed by an infielder and no other infielders have a chance for a play, the ball is live.

### 5.11 Appeal plays

For all appeal plays, such as a runner missing a base, leaving early while tagging up, etc., the appeal can be made directly to the base if the ball remained live. However, if the play became dead, the ball must be returned to the pitcher, who must then step on the rubber to make the ball live. The pitcher must then step off the rubber with his pivot foot and appeal to the base. In this case the ball is live and other runners may advance on the appeal.

6.05f The batter is out if hit with a batted ball in fair territory but is not out if hit in foul territory. If hit in the batter's box the batter is not out.

#### 6.05g Bat hitting ball a second time

This usually occurs on bunts. If the bat is released and hits the ball the batter is out, the ball is dead, and no runners may advance. If the bat is in fair territory but is *stationary* and the ball rolls and hits the bat the play is live. If the batter is still holding the bat but is in fair territory when the ball hits the bat a second time, the batter is out.

#### 6.05j Interfering with a throw to first

If while running the last half of the distance to first, the batter is out for running out of the runner's lane and interferes with a fielder taking a throw. The runner's lane includes the area three feet to the right of the foul line. The batter is not out for simply running out of the baseline, there must also be interference.

6.06a A batter is out for hitting a ball with one or both feet on the ground entirely out of the batter's box. If the batter's foot is on the line there is no out. The inside of the batters box is four inches from home plate on the 60' diamond and six inches on 90'. The batter can have part of the foot in the box and part on the plate when contact is made. In this case it is not an out.

#### Batting out of turn

This must be detected by the opposing team. If detected when the improper batter is up the correct batter takes his place, with the same ball and strike count. If detected after the improper batter has completed an at bat the proper batter (the one who missed his turn) is out and any advances as a result of the at bat are nullified. If the improper batter completes the at bat and a pitch is thrown to the next batter no one is called out and the game continues.

An unannounced substitute is not an improper batter. Coaches should announce substitutes but failing to do so will not result in an out.

#### 6.08b Hit by pitch

A batter hit by a pitch in the strike zone or while swinging is not entitled to first. A batter hit on the hands while holding the bat is entitled to first provided none of the above apply.

#### 6.09e Ground rule double

It is still a ground rule double even if the ball was touched by a fielder first.

7.03 If two runners occupy the same base neither is out until tagged. The defense must tag the following runner, or the one who was furthest from home when the play started.

7.05g When a thrown ball goes out of play all runners are awarded two bases from the point when the wild throw was made. This is two bases from the base last touched, no matter how far the runner is from the next base. A runner just shy of second is awarded third, a runner who has just touched second gets home. The exception is on the first throw from an infielder. In this case the runners get two bases from where they were at the time the ball was pitched. Example: runner on first, ball hit to short and the ball is thrown out of play. Runners are placed on second and third. The exception is if all runners had advanced one base and the batter had reached first when the throw was made, they are awarded two bases.

7.05h All runners are awarded one base on a pitch that goes out of play or gets stuck in a backstop or on a ball that goes out of play on an attempted pick off provided the pitcher was on the rubber. For the first part of this rule the ball must be **stuck** in the backstop or cannot be retrieved easily by the fielder. The purpose of the rule is to prevent runners from getting more

than one base, so you should not award even one base to a runner if the fielder can find the ball easily or retrieve it with little effort. If the pitcher first removed his/her foot from the rubber and threw to the base all runners are awarded two bases.

To summarize the last two rules it is “one base from the rubber, two bases from the field”.

#### Obstruction and Interference

**Rule 7.08 or the “must slide rule” is the cause of many problems.** The rule states that the runner is out when he/she does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. We can have the following situations:

1. If the fielder has the ball and is waiting to make the tag:
  - a. If the runner does not slide or try to avoid the fielder and there is contact the runner is out.
  - b. If the runner does not slide and you feel is attempting to dislodge the ball or disrupt the play, or causes a serious collision, you can eject the runner from the game.
  - c. If the runner tries to avoid the tag and there is incidental contact the runner is not necessarily out. It is your judgment as to the extent of the contact.
2. If the fielder does not have the ball but is waiting to receive the throw:
  - a. The runner does not have to slide in this case. However, if you feel that the runner is intentionally trying to disrupt the play the runner can be ejected.
  - b. The fielder does not have the ball and assumes a position far enough away from the base so that the runner would not reach the base by sliding. In this case you can call obstruction by the fielder and award the base to the runner. However, the fielder is allowed to assume a position at the base or attempt to catch a thrown ball without being called for obstruction. This is different from a batted ball (see below) where any contact is interference on the runner.

Coaches are advised to have their players slide when there is a play. This will make things easier for the umpire and is good baseball. By sliding you do not have to slow up to reach the base and can avoid a tag better than when standing up.

#### Definition of terms and 7.06, 7.09

These create many problems in Little League. You must remember that the rules are not the same as in professional baseball.

Obstruction is an act by the fielder which hinders the runner and can occur whether or not a play is being made on the runner. If a play is being made on the runner the play is dead and runners are awarded the bases, in the umpire’s judgement, that they would have reached without the obstruction. The runner must be awarded at least one base beyond the base last touched. If no play is being made, let the play continue and then award bases as above. When in doubt, let the play continue. You can always correct the situation in this case.

Interference is the act of a runner which prevents a fielder from making a play.

There are several situations which come up:

- 1) Tag plays – the fielder cannot block the base without the ball. The rule states that the runner must slide or avoid a fielder when a play is being made. Simply not sliding is not cause for interference. If the fielder does not have the ball there is no interference even if contact is made. (see above)
- 2) Force plays – a runner must slide directly to a base and cannot take any action to break up a double play. If so both the runner and batter are out.

- 3) Rundowns – many times a fielder will release the ball and stay in the baseline waiting for a throw. If the runner makes contact in this situation the play is dead and the runner is awarded the next base. This means that if the runner is obstructed while returning to first he/she is awarded second.
- 4) Batted balls – the runner is entitled to the baseline. As long as the runner is in the baseline and there is no contact with the fielder or ball there is no interference. For example, if the fielder stops or slows down to avoid a runner and misses the ball, there is no interference as long as there is no intent by the runner to break up the play. Conversely, the fielder has the right to the ball, even in the baseline. If the fielder is attempting to make a play it is interference on any contact, no matter who initiated it. The fielder also has the right to complete the play, not just to field the ball. It becomes a judgement call if the fielder misplays the ball and is attempting to field it a second time. You must decide if the fielder still has a chance to make a play.

7.13 The runner cannot leave the base until the pitched ball has reached the batter. In all cases the play will continue and penalties will be imposed as needed. If runners leave early and are out on the play the out stands.

- 1) If the runner leaves too soon and the ball is not hit (attempted steals, wild pitches, etc.) the runners must return.
- 2) If a ball is hit within the infield the runners can only advance one base and only if forced. For example, runners on first and third and either leaves too soon on a bunt. If all runners are safe the runners will remain at first and second and the runner will be returned to third. If the runner is thrown out at first the runners are placed at their original positions. All runners must return to the base last touched unless forced to advance. If the bases are full in this situation and all runners are safe, the batter will remain at first, all runners advance, but no run will count. The same rulings will apply even if the fielder makes a wild throw. For example, runner on first and third and the ball is bunted and the fielder throws wild to first. Runners are placed on first and second and the runner is returned to third.
- 3) On a ball hit out of the infield the batter is given the value of the base hit without errors and all runners can advance one base beyond the batter. The umpire will determine the value of the base hit. For example, runners on first and third, single to center, which goes under the fielder's legs for an error. Runners are placed on first and second and the runner is returned to third.

Problems arise when a runner is between bases, or faking an advance to the next base to draw a throw, after the ball is returned to the pitcher. The defense must contain the runner before the pitcher can assume the windup or stretch position. However, if the runner is dancing off the base but making no attempt to advance the umpire should rule the play dead and order the runner to return to the base.

After the ball is returned to the pitcher in softball the runner must either return to the base previously occupied or advance to the next base. Failure to advance or return to the base once the pitcher has the ball within the pitcher's circle, the runner is called out.

8.02, 8.05 There are no balks. Any illegal act by the pitcher as stated in these rules will be called a ball and will be counted as a pitch in the pitcher's pitch count.

## Attachment 5 NESLL T-Ball Rules Summary

### NESLL T-ball Philosophy

The philosophy of NESLL T-Ball Division is to provide a fun learning environment, in a non-competitive manner. This does not mean we want unrealistic baseball, but rather a situation where players will enjoy baseball and become prepared for kid pitch baseball.

There is a wide disparity of talent at this level; therefore, these rules are designed to allow all players to have an enjoyable experience.

### Safety Issues

- All batters and base runners must wear helmets.
- No on deck batters allowed.
- No player can be in possession of a bat in the dugout or bench area during games.
- Do not allow players to pick up bats in practice without being instructed to do so.
- No head first sliding, feet first is O.K.

Managers/Coaches are responsible for keeping the kids safe at all times. All players must be in the dugout or on the bench during games. Most fields don't have dugouts, so having each child bring a five gallon bucket to sit on will help prevent them from running around during games.

### General Game Rules

1. A game is 3 innings long and is limited to 1 hour. No new inning can be started after 1 hour.
2. Home team supplies balls.
3. Umpires are pretty flexible at this level - usually the base coaches or defensive coaches can umpire each  $\frac{1}{2}$  inning.
4. Game can be canceled due to rain by agreement of coaches. Rainouts are not rescheduled by the league. Coaches can reschedule games on NESLL fields, if available (check with league coordinator).
5. No score is kept.
6. Use of catcher is optional.

### Batting

1. 10 batters per  $\frac{1}{2}$  inning, or each player if team has less than 10, if both teams have more than 10 players and both coaches agree, you can bat all players bat. If you choose to bat all players, it is imperative to have batters ready and keep the flow of the game moving. The batting order will consist of all players at the game.
2. **NO ON DECK BATTER IS ALLOWED.**



3. A batter shall not throw the bat. Player's Manager shall issue a warning for the first infraction per at bat, second infraction the batter is out. Coaches should work with players in practice to avoid this in games.
4. No infield fly rule.
5. A fair ball must travel a minimum of 15 feet.

### **Defense**

1. Ten players in the field including a catcher, catcher's gear is not provided, so if a catcher is used they must not be behind the batter to avoid being hit by thrown bats. Have the catcher wear a batting helmet. If you choose not to utilize a catcher, play your 9<sup>th</sup> player as a 4<sup>th</sup> outfielder. You are not permitted to play extra infielders, outfielders should play a reasonable distance from the infield, it is the manager's responsibility to have the outfielders play in the outfield.
2. "Short fielders" and playing directly behind second base is not allowed.
3. No player shall play the same position twice in the same game. All players change positions each inning. All players sit out equally.
4. A maximum of 3 defensive coaches may be used.
5. When the fielding team makes an out or double or triple play (yes it happens), please remove the players judged to be out from the bases, it is up to you to explain why they are out. When a fielding team makes an out they deserve to be rewarded, don't leave a child on base even through they were out, they need to learn that part of the game too.

### **Field Dimensions**

1. Bases will be 55 feet apart.
2. Player at the pitcher position will be 45 feet from home plate.

### **Base Running**

1. No leading off or stealing.
2. No extra bases on an overthrow except the base you are going to, this means on an overthrow to firstbase the runner stays at first and does not advance to 2<sup>nd</sup>.
3. All base runners must stop at the next base when the ball is returned to the infield. If an outfielder has the ball you may run until the ball is returned to infield.
4. These rules apply even for the last batter in each half inning.
5. Fielders may not obstruct runners in the baseline.
6. Runners may not interfere with fielders attempting to field a ball, even if they are in the baseline.
7. Any runner attempting to avoid a tag and running more than 3 feet out of a direct line between the bases is out.

## Attachment 6 NESLL AA Coach Pitch Rules Summary

### Safety Issues

- All batters and base runners must wear helmets.
- No on deck batters allowed.
- No player can be in possession of a bat in the dugout or bench area during games.
- Do Not allow players to pick up bats in practice without being instructed to do so.
- No head first sliding, feet first is O.K. No stealing.

You are responsible for keeping the kids safe at all times. All players must be in the dugout or on the bench during games.

### General Game Rules

- A game is 6 innings.
- Home team supplies balls (usually 6).
- Umpires: home team supplies the home plate umpire, visiting team supplies field ump.
- Game can be canceled due to rain by agreement of coaches, BUT rainouts are not rescheduled by the league. Coaches and teams are **highly** encouraged to show up to the field even if it's raining and make a determination at the field.
- If a team has less than 9 players the opposing team will lend them a player for defensive purposes only and this player will play in the outfield. If the loaner player's turn to bat comes up he will be replaced by another player who has recently batted.

### Batting

- The entire roster will be included in the batting lineup
- 3 outs or 5 runs will control the # of batters per inning
- No changes in the batting order are allowed
- No bunting - penalty = batter back to the plate, pitch counts as a foul ball
- 6 pitches to hit a fair ball. Three strikes and the batter is out, or batter is out after 6 pitches unless the 6<sup>th</sup> pitch is fouled off. If the 6<sup>th</sup> pitch is fouled off batter continues to bat. Batter cannot foul out.
- Foul Balls: foul tip over the batter's head and caught by a defensive player, batter is out. Foul balls that go out of bounds are out of play and are dead balls - whether caught or not. Foul ball caught inbounds are outs. Runners may tag at their own risk.
- Thrown bat: one warning, next time the batter is out

### Defense

- Nine players in the field including a catcher. You are not permitted to play extra infielders, outfielders should play a reasonable distance from the infield, it is the coach's responsibility to have the outfielders play in the outfield.
- "Short fielders" and playing directly behind second base is not allowed.

- Maximum of 2 innings per position, and no player shall play the same position twice in a game. No player shall play more than 4 innings in the infield per game. All players shall play a minimum of 3 innings per game.
- Overthrows: any throw that goes out of play is a dead ball and the runners will be awarded the base they were going to plus one more base. Any ball still in play on an overthrow and runners can advance at their own risk.

### Base Running

- No leading off or stealing. Runners can come off the base once the pitch crosses the plate, and not earlier.
- Fielders may not obstruct runners in the baseline.
- Runners may not interfere with fielders attempting to field a ball, even if they are in the baseline.
- Any runner attempting to avoid a tag and running more than 3 feet out of a direct line between the bases is out.
- Runners must stop once the ball is in the infield and is under control. Coaches - please do not take advantage of this gray area.
- Base coaches are allowed at 1<sup>st</sup> and 3<sup>rd</sup> base for the team that's batting.
- Defensive coaches can coach their players from the dugout, not on the field.

### Pitching

- Adult at the pitcher position does not need to throw from the pitching rubber. He/she can be as close as necessary to make good pitches, but must make every attempt to get out of the way of a batted ball. If the adult pitcher is hit by batted ball the ball is live.
- **Reminder:** 6 pitches per batter unless the 6<sup>th</sup> pitch is fouled off. This means each team should select an experienced pitcher who can regularly get the ball over the plate (i.e. if a pitcher throws 6 balls in the dirt the batter is still out even if they never got a good swing at the ball - or even if they didn't swing at all). **NOTE:** please follow these rules - giving extra pitches to kids defeats the purpose of the rule and will set a bad precedent. It's up to the coach to prepare your players for these rules so there's no confusion.

### Length of Games

- 6 innings per game
- 5 run limit every inning
- No new inning may be started after 1.5 hours of actual play

### Year End Invitational Tournament

- There will be a year end tournament for all teams that are interested. The rules for the tournament will be the same as the regular season except that the score will be kept --- more information on this to come later in the year. The tournament will be held in early June, and culminate on Championship Saturday (June 12<sup>th</sup>).