

WALKERTOWN LITTLE LEAGUE (ALL DIVISIONS) 2018 LOCAL RULES

1. All weekday games will start at 6:00 p.m. and weekend game times are noted on each divisional game schedule
2. If rainy weather exists, teams must report to playing fields on scheduled game days, unless notified by your manager or coach in advance. The Field Manager, the President, or one of the Vice Presidents are the only persons authorized to cancel games and will consult with one another prior to a decision being made. The President, or one of the Vice Presidents, will notify the Player Agents via email and website updates of cancellations (Player Agents without email should notify the league president for phone call cancellations). The Player Agents, in turn, are responsible for notifying Managers by 4pm on weekdays if time allows and one hour prior to scheduled game time on weekends. The President/Vice President will reschedule rainouts on the next available day. If toward the end of the season, the League will get behind because of rainouts, the League reserves the right to schedule make-up games on Wednesdays or Sundays.
3. The home team's scorebook will be the official book when signed by the plate umpire at the completion of the game. Home and visiting team scorekeepers must sit at the Officials Table to avoid conflicts unless the President has preapproved otherwise. No score shall be kept in the T-Ball division.
4. All managers, coaches, parents and spectators shall conduct themselves in a manner that demonstrates good sportsmanship (win or lose). Managers, coaches, parents and spectators should make themselves aware of the Little League rules of the division(s) their son(s)/daughter(s) is/are participating in. Parents/spectators should show respect to all volunteers associated with Little League. Managers/coaches, parents, and spectators should show by example, that they respect the judgment and the position of authority of the umpire. You should instill in each player the authority of adult leaders in the League. These volunteers are not paid and are volunteering to make your son(s)/daughter(s) experience with Little League enjoyable and rewarding (baseball/softball knowledge and values of teamwork, fair play and discipline). Opinions and criticisms of the program should be presented to the officers of the League in a constructive manner. Please present a possible solution and be willing to volunteer your services to improve the problem. Remember, we are all examples to the children of the League, whether we like it or not.
5. Conduct by a manager/coach/player/spectator that is detrimental to the League will not be tolerated. There shall not be any abusive language or any harassment of other team's members, managers, coaches, or umpires. Violators will be asked to leave the game and Little League facilities. The local law enforcement will be called if needed. If a spectator is asked to leave the premises a 2nd time they will not be permitted back on the premises for the remainder of the season.
6. No one shall consume alcoholic beverages on or near any Little League facility. If a violation of this sort occurs, the local law enforcement will be called if needed.
7. The use of tobacco in any form is prohibited within 20 feet of the playing field and concession stand.
8. Should any manager/coach/player be ejected from the game, he/she will be required to leave Little League property immediately. The game will not be continued until the violator has left the facilities. Local law enforcement will be called if needed.

9. If a manager/coach/player is ejected from the game, he/she will be suspended for the teams' next played game. Managers, coaches, and players with one suspension will be required to address the current Executive Board of Directors to be considered for All-Stars.
10. Should a manager/coach/player be ejected from a game for a second time in a season, the offender will be suspended until they have met with the current Little League Executive Board of Directors. The meeting shall occur within 5 days of the violation. A player would have to bring his/her parents and manager to the meeting. The purpose of the meeting is to address the happenings/facts and determine current and/or future penalties for their actions.
11. Any manager/coach that does not show up or have a qualified replacement for all assigned duties such as but not limited to, umpiring, supplying official pitch counter, scorekeeper, concessions, etc may be suspended for his/her next played game or be subject to next game forfeiture, and may not be eligible for managing the division's All-Star team. Should a manager/coach do this a second time in one season, the manager will be suspended for their next scheduled game and the violator will have to meet with the current Little League Executive Board of Directors. The meeting shall occur within 5 days of the violation. The purpose of the meeting is to address the happenings/facts and determine current and/or future penalties for these actions. Reasonable medical emergencies will be taken into consideration.
12. All divisions (except T-Ball and Coach Pitch Softball) will play 'best record' for determining a divisional winner and subsequent division rankings. When inter-leaguering, the division record is not determined with interleague games. If a tie should occur at the end of the season, the manager will have to bring his/her parents and manager to the meeting. The purpose of the meeting is to address the happenings/facts and determine current and/or future penalties for their actions.
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WLL Division Tie Breakers

If two teams are tied:

1. Head-to-head match-up
2. Runs allowed (Between the two teams that are tied)
3. Runs differential (Runs scored minus Runs allowed, between the two teams that are tied)
4. Runs scored (Between the two teams that are tied)
5. Coin toss

If three or more teams are tied:

1. Head-to-head match-up, if all teams have played each other equal number of times:

a. Example: Teams A, B, C are tied with a 10-4 record, each team has played the other team 2 times. Team A is 1-3, Team B is 2-2, Team C is 3-1, then Team C wins the tiebreaker.

b. Example: Teams A, B, C are tied with 10-4 record, each team A and B have played each other twice, Team A and C have played each other once, Team B and C have played each other twice. Tie breaker does not apply as the teams have not played each other an equal number of times. Move to next tiebreaker.

2. Runs allowed
3. Run differential (Runs scored minus Runs allowed)
4. Runs scored
5. Draw lots

Once a tie between three or more teams resolves down to two teams the two team tiebreaker applies. Example: 3 teams tied with 10-4 record but have not played each other equal number of times, tie breaker 2 (runs allowed) is applied to select the top team out of the three. Once the top team is selected the remaining 2 teams revert to the head-to-head match-up to break their tie.

13. Manager/coach is responsible in the cleaning of their respective side at the completion of all games (dugout and spectator area). Trash buckets will be added to each dugout. Managers should collect and empty trash after each game. Scheduled home team managers are responsible for pre-game maintenance (i.e. setting bases, marking lines and batter's box, etc) and post-game maintenance (i.e. dragging fields, removing bases, covering mounds and home plate, etc). The fields should be ready by game time.
14. Manager/coach will be responsible for supplying an adequate supply of water for their team at all practices and games. Failure to do so may result in suspension or removal as manager/coach. The Little League will supply ice.
15. No new inning will be started after 8:00 p.m. due to limitations of natural daylight and safety reasons. Completion of the inning being played at 8:00 p.m. will be subject to the umpire's decision as to available daylight.
16. A 2 hour time limit on all games will be imposed. No new inning shall start after the 2 hour time limit (this includes a tie game). No game shall exceed 2 hours and 15 minutes. The score will revert back to the last completed inning.
17. In the Minor league baseball division, no team shall score more than 5 runs per inning in the first 3 innings regardless of the number of outs that have occurred. Beginning in the 4th inning the amount of runs is unlimited.
18. Any protest for any reason whatsoever must be submitted by the manager first to the umpire on the field of play, and then in writing to the League President within 24 hours of the protested game. The written protest to the President must be accompanied by \$25.00 (money order, certified check or cash) in order to be considered. If the protest is found to be valid, the game will proceed from where the infraction was protested and the \$25.00 will be returned to the manager. The continuation of the game will be played on the next available day after the protest judged as valid, regardless of available pitching. If the protest is found to be invalid, the League will retain the \$25.00.
19. In the event that a "paid" behind the plate umpire is not available, there will be every attempt made to find a qualified replacement. If both managers agree on this replacement, there should be no complaining after the game. If no suitable replacement is found then the game will be rescheduled. The volunteer umpire shall be paid based on division.
20. No spectators are allowed directly behind backstops or behind or in dugouts.
21. No soft toss or hitting against fences or any intentional destruction of property will be allowed.
22. No vehicles outside of designated parking areas will be allowed without prior permission from the Little League President.
23. Continuous batting order will be used through the Major Division.
24. The use of artificial noisemakers is not allowed.

2018 LOCAL RULES FOR MODIFIED T-BALL(4-6 YEAR OLDS) DIVISION

1. No base stealing is allowed, runners must remain on the bases occupied until the ball is hit.
2. No players are allowed to coach bases.
3. Bases will be 45 ft. apart and will not be tied down.
4. A game consists of 3 innings.
5. The batting line-up must contain the names of all players present.
6. Each team will bat players present each offensive inning. The side is retired when all players in the batting line-up have completed an at-bat. No player should bat 1st more than once per game. The batting order should rotate each inning. i.e. Inning one, 1st batter listed on lineup hits first, inning two, 2nd batter listed hits first, inning three, 3rd batter listed hits first, etc. Each player should have the opportunity to hit first at least once during the season.
7. The 1st three swings will be at balls pitched by the manager or coach of the offensive team. If a fair ball is not hit on the 1st 3 swings, the remaining three swings will be from the Tee until the ball is hit fair.
8. An official swing is defined as an all out swing. If the ball is accidentally knocked off the tee during a practice swing, this is not an official swing
9. No bunting.
10. A foul ball is (A) a ball that travels less than 15 feet, or (B) a ball that does not travel by either 1st or 3rd base in fair territory.
11. The following infield positions should be occupied: pitcher, 1st, 2nd, 3rd base, and short stop.
No more than 5 players in the infield at the start of each play. Each team may use extra players as outfielder for defense. Outfielders should position themselves at least 3 feet behind the base paths before the ball is put in play. Players must be rotated between infield and outfield positions between each inning.
12. Time is called when the player pitcher (A) has control of the ball in bare hand or glove and is standing with at least 1 foot on or inside the chalked pitching circle or (B) play has stopped, and infielder has control of the ball and runners are no longer advancing.
13. No running the ball to any player/position. Once the ball is caught it must be thrown. In the event of a miss-catch/overthrow, only one base advancement will be allowed.
14. The ball must be returned to the player pitcher, and then turned over to the coach pitcher after time has been called.
15. On the last bat in any half inning, play does not stop until Local Rule Number 14 above is satisfied. If a runner has passed the half way mark toward home plate when time has been established, home will be awarded to the runner.
16. No player can play the pitchers position for more than 1 inning per game.
17. T-Ball teams may have an extra coach and team mom. It is the manager's option.

2018 LOCAL RULES FOR MACHINE PITCH DIVISION

1. No players are allowed to coach bases.
2. The Infield Fly Rule will not apply to Machine Pitch Division.
3. The pitching machine will pitch to each player from the pitcher's rubber. The pitcher's rubber shall be 40 ft. from home plate with a 10 ft. diameter circle around it. Pitch speeds for all batters will be 34 mph in spring and fall seasons. (Note: the setting for 34 mph is 6-4-3).
4. Each batter will be allowed 5 pitches in which to hit a fair ball. If after 5 pitches the batter has not hit a fair ball, the batter will be called out. The 3 strikes rule will apply. If on the 5th and subsequent pitches, foul balls will not count until a fair hit or strike.
5. No team shall score more than 5 runs per inning, regardless of the number of outs that have occurred. Beginning with the 6th inning or the last inning determined by an umpire the team can score as many runs as possible. Exception – slaughter rule. Refer to Little League Rule 4.10(E) 10 run rule.
6. Conventional infield positions shall be occupied. (Catcher, pitcher, 1st, 2nd, 3rd bases and short stop). No more than 6 players in the infield at the start of each play. Each team may use 4 outfielders for defense. Outfielders should position themselves at least 3 ft. behind the base path before the ball is in play. All Machine Pitch managers must play every child in the infield at least 1 inning per game.
7. When a batted ball hits the machine the ball is declared a dead ball and the batter is granted a single. All base runners shall advance 1 base.
8. When a batted ball hits or is caught by the coach operating the machine the ball will be declared a dead ball AND a no pitch.
9. If a base coach interferes with a play, impedes the defensive player from making a play, or is hit by a thrown ball, the ball will be declared dead from the point of infraction, and the base runners will be given the base earned.
10. The ball must be thrown (not run) to the player pitcher then turned over to the coach after the umpire has called time.
11. In the event of a miss-catch/overthrow, only one base advancement will be allowed.
12. If the umpire determines play has stopped, time can be called to avoid players running on and off base.
13. Time is called by the umpire when an infielder has control of the ball in the infield dirt.
14. No bunting. The umpire will make the determination of what is classified as a bunt.
15. Machine pitch teams may have an extra coach and team mom. It is the manager's option.

WLL DRAFT RULES

1. Applications will include number of seasons played.
2. Redraft will occur every season.
3. T-ball will be drafted by talent.
4. Machine Pitch players will be ranked, and will be drawn from a hat.
5. Minor, Major, Junior, and Senior will be drafted by using the following rules:

Scoring Rules

Managers and coaches will score the players.

Divisions will be paired as following to work together during evals:

T-Ball and Machine Pitch

Minor and Major (Major Coaches will evaluate minors/Minors Coaches will evaluate Majors)

Junior and Senior

The division who is not presently doing evals will help run drills and vice versa

All players who do not try out are scored (#1) by managers based on prior knowledge of that player or (#2) if no prior knowledge of that player, he receives a total score of 15.

Draft Rules

Each manager is assigned a column

Each manager's child or children are put in his column

Each manager's coach's child or children are put in his column (Each manager may chose only ONE coach and their child or children prior to the draft)

All scores are tallied and the manager with the least points gets to choose from the remaining kids.

The manager with the next lowest points chooses next

Continue until the third line is filled

If a manager has more than two lines filled with his and his coach's kids, he has to wait until we are on his first available line.

If a manager chooses a pair of siblings, he fills two slots

When the last line is filled, if there are not enough players to fill the entire line, fill from the highest points to the lowest.

5. Management of late sign-ups. Next team will not automatically get the next player signed up. The Player Agent Coordinator, Vice President, or Player Agent shall assign any late sign-ups to a team.

POOL PLAYER RULES

The existing player pool rules as indicated in the official Little League handbook on page 34, section V, item (C) – Selection of players, will be the official rule to be followed by teams in all divisions.

The rule reads:

(c) **Alternate method of operation**

To aid leagues that are having a difficult time getting enough players for their regular season teams the following option is available:

A pool of players from existing regular season teams can be created with Players who are willing to participate in extra games during the regular Season when teams face a shortage of rostered players for a regular season Game.

NOTE: Players may not be “borrowed” from an opponent. They must be assigned by the Player Agent/Player Agent Coordinator.

WLL Rules for obtaining a pool player and use of the player during the game:

1. The league’s Player Agent/Player Agent Coordinator will create and run the pool. The league’s Player Agent/Player Agent Coordinator will use the pool to assign players to teams that are short of players on a rotational basis. **The Player Agent/Player Agent Coordinator must go through complete list before a player can play a second time.**
2. Managers and/or coaches will not have the right to randomly pick and choose players from the pool.
3. Players used from the pool will not be allowed to play an infield position and must bat last in the batting order.
4. Pool players that are called and show up at the game site must play at least nine consecutive defensive outs and bat once.
5. If the team player who was unable to play arrives after the pool player was confirmed, the regular team player will not be allowed to play.
6. If more than 4 players are needed, the game should be rescheduled.

All Star Manager Selection Process

All Divisions

- Managers who wish to be considered as an All Star Team Manager must submit an application by the published deadline. Any application that is not submitted to the League President or Secretary by the published deadline will not be considered in the selection process
- Selection of All Star Team Managers is made by the Board of Directors of Walkertown Little League. WLL does not discriminate on the basis of sex, creed, race, color, religious preference or sexual orientation. All decisions are final and are not subject to appeal.
- There will be 1 manager and 2 coaches appointed to each team.
- WLL Board will be looking at the overall leadership and characteristics exhibited by the manager candidates before the selections are made

All Star Player Selection Process

All Divisions

- Players who wish to be considered must submit an All Star Application by the submission deadline.
- All managers will submit a ranking sheet for all players who submitted an application.
- The Manager selected by the WLL Board of Directors to manage a division All Star team will have the discretion of determining the number of players and the players that are to be selected for the team in their respective division.

