

Westchester Little League Year 2020 Local Rules

These local rules ("Local Rules") augment the Official Regulations of Little League and the Little League Operating Manual ("Little League Rules") as updated for 2020. The Local Rules will be updated on an annual basis and approved by vote of the Westchester Little League Board of Directors (Board). Local Rules are meant to expand and clarify the Little League Rules and be unique and specific for Westchester Little League. These Local Rules apply to all Divisions except for Rule sections IV-VII, that apply only to the indicated Division.

Failure to comply with any of the below sections will be reviewed by the President and Disciplinary Committee to determine what actions, if any, should be taken to address the non-compliance including, but not limited to, monetary forfeiture of individual deposits, loss of practice times, and the team or player being disqualified from participating in post-season tournaments and/or all-stars.

I. Code of Conduct

A. The minimum penalty for a manager or coach who is ejected from a game by an umpire will be suspension from the next scheduled game. The President and Disciplinary Committee (formed by members of the Board) will review the incident and determine if any further consequences should be imposed. When ejected, the manager or coach shall exit the Nielsen Property until the conclusion of the game.

B. All rule violations asserted must be reported in writing to the League President and Division Director within 24 hours. Upon receipt, The Disciplinary Committee will convene to review the incident and determine if further action is warranted.

C. All managers are responsible for ensuring that all coaches have completed the online background check and concussion training. Managers and coaches are not allowed to act as such unless a completed background check and concussion training certificate is on file with the League. Any adult who regularly participates or helps with practices or game warm-ups must submit a Volunteer Application and obtain a Safety Card. Managers are encouraged to qualify more than two coaches to ensure that substitutes are available for games and practices.

D. All regular Managers and Coaches are required to take the Little League Concussion course (online) and submit proof of completion to the Safety director prior to the second week of February.

E. A player may be benched for a game only if the manager has given prior written notice to the Division Director and has received approval for such action by the Division Director, President or Vice-President. Should urgent circumstances exist, verbal approval can be obtained from the Board Member on Duty. The benched player must be in the dugout for their benched game to count.

F. Only the Board Member on Duty and necessary personnel are permitted in the Snack Stand or Score Booth, unless otherwise permitted by the Board Member on Duty.

G. The Code of Conduct (see below) must be adhered to at all times by all coaches, parents, and spectators. Violation of the Code of Conduct will be reviewed by the Disciplinary Committee and may

lead to the violator being removed from the League. The President has the authority to immediately suspend someone for any violation in an emergency situation where a child's safety may be at risk. A review of the incident will be conducted and recommendations will be made at a later time by the Disciplinary Committee (the Disciplinary Committee will consist of three members of the Board who are appointed by the President).

H. All coaches are required to wear proper attire (clothing that does not restrict movement). All shoes worn must be closed toe, and no metal or rubber cleats should be worn by coaches on the field.

I. The manager or a coach must sign the scorebook at the end of each game. This is required to maintain compliance with Little League Rules in preparation for post-season tournaments. Failure to do so may result in disciplinary action. The Division Directors will review the scorebooks periodically to ensure compliance.

J. Umpire code of conduct

Westchester Little League expects the following standards of conduct and behavior of all umpires:

- Fairly call the game based on your best judgment.
- Know all the rules — Green Book and WLL's local.
- Be on time so that you can be suited up and ready for plate meeting and pledges 5 minutes before game time.
- Communicate rule interpretations effectively to the managers, coaches and players.
- Respond patiently when asked by managers for clarification on calls that involve rule interpretation.
- Model healthy conflict resolution.
- Model respect for managers, coaches, and other volunteers — both verbally and non-verbally.
- Have a positive attitude.
- Seek a spirit of partnership with the managers and coaches that leads us toward our shared goal: to give the kids a safe, fun, and enriching baseball experience.

II. Practice, Game and Field Preparations

- A.** Both teams have responsibilities before and after games. A representative from each team must check-in with the Board Member on Duty. Each team is responsible for cleaning up the stands and dugouts on their respective sides before and after each game. This includes helping the Board Member on Duty set up the trashcans and ensuring the bathrooms and bleachers are clean. The home team is responsible for preparing the field for play. For the first game of the day, the home team must make sure all trash cans have bags. The visiting team is responsible for breaking down the infield, sweeping the dugouts, and emptying the trashcans in the bathroom (as needed) at the end of **every** game. For the last game of the day, each team should empty all trash cans on their side of the field and help the Board Member on Duty collect and dispose of other trash.
- B.** The visiting team will use the first base dugout and the home team will use the third base dugout.
- C.** The home team is responsible for keeping the official scorebook and the official pitch count for each game. Official scorebooks are kept in the Scorekeeper's Booth. The visiting team will provide someone to be the score board operator.
- D.** During the regular season, Major and Minor Division teams shall not exceed four "events" per week. AA teams shall not exceed three events per week. Single A teams will not exceed two events per week. Events other than games shall not exceed two and a half (2-1/2) hours per session. An "event" is a game, batting cage practice, team fielding practice and pitcher and catcher practices. Games during the regular season on Sunday may not have a start time prior to 12:00 PM unless approved by the Board. A week begins on Sunday and ends on Saturday. All events have a 10:00 PM curfew.
- E.** Batting cage procedures and policies (see below) must be adhered to at all times. Violations will be reported to the Disciplinary Committee for review and possible penalty of loss of privileges in the cages or removal from league.

III. Division Requirements & Replacement Players

- A.** All eligible players who wish to play in the Majors, Minors, AA or A Divisions must attend an evaluation. Players added after evaluations or who do not attend evaluations will be wait-listed and added to teams only if space permits.
- B.** - All 10-12 year olds will be on the Major Division draft list. After the Major draft, all remaining 8-11 year olds will be eligible for the Minor Division draft list. After the Minor draft, all remaining 7-10 year olds will be eligible for the AA draft list. Lastly, all remaining 5-8 year olds will be on the A list. Players may be selected in any order subject to the Little League limits on the number of players per age group on any one team. Exceptions to the age guidelines shall require Board approval.
- C.** During the evaluation period, no more than one representative per team is allowed on the field. Additionally, the Division Director and other Board members are allowed in the approved evaluation location with an official roster and rating guide as needed to run the evaluation. An impartial evaluator will attend all evaluations, and all players must be evaluated prior to being placed on a team.

D. To determine regular season standings, each team shall be awarded two points for a win, one point for a tie and 0 points for a loss. For tiebreakers, the following rules will apply in the following sequence (this does not apply for Single A as there is no scorekeeping or playoffs):

- Record head to head;
- Fewest defensive runs allowed, head to head;
- Fewest defensive runs allowed, season;
- Flip of a coin;
- Practice games shall not be considered in any manner in determining tie breakers.

E. Should a player quit a team during the regular season, that player will no longer be eligible to return, unless the player is given permission by the Board to return.

F. If an eligible player refuses to move up to the team that is in need of a replacement, that player becomes ineligible for any other move up within that season.

G. The only rain outs, postponed or incomplete games that will be completed are the ones that could have a bearing on determining the overall regular season standings (does not include playoff games). In the event that there is a discrepancy in the standings caused by an uneven number of games played by multiple teams, the league shall attempt to remedy the situation by subtracting all tournament games (President's Cup, TOC or other such games) from all teams affected by the discrepancy. If there is still a discrepancy then the completion of incomplete games is subject to schedule permitting and approval of the Division Director, President or Vice President.

H. The drafts will begin with Majors, followed by Minors with a complete draft and will follow the Serpentine method, example 1-2-3-4-4-3-2-1. More information regarding the draft will be provided by the VP of Player and Coach Development. AA teams will be filled in next using a modified draft, and A teams filled last. A teams are assigned to ensure even distribution of players.

I. Managers are permitted to select a coach prior to the draft. If the manager's child is a 1st round draft pick he/she is not permitted to select a coach whose child is also a 1st round draft pick. Prior to the draft, the VP of Player and Coach Development and the Division Director will decide which round the children of the managers and coaches should have been drafted. Managers will not draft in rounds where their child or their coach's child is slotted.

J. Managers will draw numbers to determine the draft order. The manager who draws #1 will get the first draft pick, #2 the second and so on. The manager with the last draft pick will get first selection of their practice day/time and so on in reverse order of the draft. In addition, returning managers in the same division will get the option to keep their previous year's team name. All new managers and returning managers choosing not to keep their previous year's team name shall select a team name in order of the manager with the last draft order picking first and so on. Draft pick order may be traded prior to the manager making his/her first selection. Once the draft has been completed, trades may occur in the draft room with approval of the majority of all managers and executive board members in attendance. Any trade requests after draft day require approval of the President and Division Director.

K. Practice days/times options will be offered by division.

L. Only the Managers, Division Directors, and the President and appointees are allowed in the room during the draft. The President shall appoint one or more Board members not to exceed two to assist with the process. The appointed member shall not have a say in his/her own child's standing or selection in that particular draft.

M. The Division Director shall maintain a list of players who are interested in playing for a team that has an insufficient number of players (the "Player Pool"). The Player Pool shall consist of (i) the next lower division players that the Division Director and President or Vice President determine are appropriate for Division play, and (ii) same Division players that the Division Director determines are eligible to substitute. The replacement players are referred to as the "Pool Players" and the members of the team that needs to borrow a player are referred to as the "Roster Players." If a team determines that it needs to borrow a player from the Player Pool for any regular season or playoff game, the following rules shall be observed:

- The Pool Players shall be selected from the list maintained by the Division Director.
- The Manager of the team using a Pool Player must complete the log attached to the Pool Player list immediately following the game.
- A Pool Player must play less than a regular Roster Player and no more than the minimum playing time (so as to maximize the playing time of Roster Players), unless a pool player is needed to field nine players.
- The Pool Players may not pitch or catch under any circumstances.
- The Pool Players will bat at the bottom of the order and may only play in the outfield.
- Each Pool Player shall wear his or her current team uniform during pool play.
- Pool Players must be identified by the manager at the plate meeting.
- The Division Director shall replace the player with a player of similar skill set and of appropriate division age. Use of a Pool Player cannot be grounds for a protest (e.g. a top player was selected by the Division Director, and helps the team win the game).

N. The season will consist of regular games, and may include Inter-League games. The standings will be tracked and totaled at the end of the regular season. Each team will be ranked according to its regular season records for playoffs. The Board may schedule practice games as appropriate, which must be pre-designated as practice games. Inter-league games may count in standings.

O. The home team in playoff games shall be determined as follows:

- In games conducted under the winner's bracket, the highest seeded of the two teams shall be the home team.
- In games conducted under the elimination bracket, the home team shall be decided by the flip of a coin by the Board Member on Duty or the umpire 30 minutes before game time.
- In the first championship game, the winner's bracket representative shall be the home team.
- If there is a need for a second championship game, the home team shall be decided by the flip of a coin by the Board Member on Duty or the umpire 30 minutes before game time.

P. Pitching for the playoffs shall be regular season rules with no adjustment for rest between the playoffs and regular season. Pitch count and days of rest requirements apply. The starting game requirement will not apply from regular season to game one of the playoffs, as well as through the playoffs.

Q. When there is more than one Westchester team in a tournament, the winner of the playoffs can select its position in the post-season tournament pool. The runner-up shall have second pick. If there are additional teams entered, the next place team will choose its position and so on from there.

R. In the event of a discrepancy with the pitch count or score while the game is in progress, the manager (not the coach, a parent, player, other observer, etc.) shall ask the umpire for time and discuss the discrepancy with the umpire (not the score booth). The umpire will then discuss with the appropriate personnel and all decisions will be final.

S. A minimum of 60% attendance for all scheduled regular season games is required to participate in playoffs, TOC, all-stars or any other post season games.

IV. Majors Division Specific Rules

A. All Majors Division teams will participate in the playoffs. The playoff format will be a double elimination tournament, with non-continuous batting order. The teams will be seeded according to their finish in the regular season, subject to the discretion of the Majors Division Director in the event of uneven numbers of complete games. The official brackets from the Little League website will be used.

B. During the regular season, all teams will be required to use continuous batting orders. During the playoffs all teams will use non-continuous batting orders.

C. If after four innings (three and one-half innings if the home team is ahead) one team has a lead of 10 runs or more, the manager of the team with the fewest runs will concede victory to the opponent and the game will end. This will only take effect for the second half of the season and local playoffs.

D. Every player on a Majors team must play at least three defensive innings. This will be tracked directly in the scorebook to ensure minimum play can be verified, if needed. If a player does not play the required number of defensive innings he/she must:

- Start the following game;
- Complete the requirement missed from the previous game; and
- Complete the playing requirement for the game being played.

E. All preseason games will use a four run limit rule for the first three innings.

F. If after six innings of regulation play the score is tied, the game shall continue into extra innings with a cap of eight innings. If after the completion of eight innings the score is still tied, the game will officially end and be counted as a tie.

V. Minors Division Specific Rules

A. Every player on a Minors team must play at least two defensive innings, or one half of the game, whichever is greater. This will be tracked directly in the scorebook to ensure minimum play can be verified. If a player does not play the required defensive innings he/she must:

- Start the following game;
- Complete the requirement missed from the previous game; and
- Complete the playing requirement for the game being played.

B. If any manager does not comply with the minimum defensive play rule, which is half the game, that manager will be subject to suspension from the next game.

C. In an effort to develop more pitchers in the Minors Division, a player may not be the starting pitcher (pitch in the first inning) in consecutive games. Any player who throws at least one pitch in the first inning will not be permitted to pitch the following game until one inning has been completed (enter in the 2nd inning). In the event that a pitcher who threw at least one pitch in the first inning of the previous game pitches in the first inning, the manager and pitcher will be subject to the rules regarding the use of an ineligible pitcher. This rule is for pre-season, regular season, and playoff games.

D. If after four innings (three and one-half innings if the home team is ahead) one team has a lead of 10 runs or more, the manager of the team with the least runs will concede the victory to the opponent and the game will end. This will only take effect for the second half of the season and local playoffs.

E. No new inning shall begin after one hour and forty-five minutes from the start time (first pitch of the game). If no start time is declared by the umpire, it is the responsibility of the managers and/or the official scorekeeper to have the umpire declare a starting time. In any inning, in the event of an injury or if the manager of the team in the lead delays the game purposefully or not (e.g. changes pitcher or catcher, asks for time to consult the pitcher, hitter, umpire, etc., delays in sending the team to the field or batter to the plate), the umpire “may” add additional time to the game by notifying the official scorekeeper and both managers of the new “no new inning” time. The additional time added to the game is up to the discretion of the umpire and may not be grounds for protest.

F. Four run rule: There will be a maximum limit of four runs scored per team in each of the first five innings in a regular season game (three run for pre-season game). The sixth inning will be an open inning. Any runs scored in a run limited inning after the maximum runs have scored will not be counted, unless an over the fence home run was hit. If the umpire believes the 4th or 5th inning may be the last, they can declare it an open inning. If time allows for an additional inning, that inning will be open as well. The rule will be five runs for the local playoff games.

G. Managers and coaches should emphasize sportsmanship at every opportunity. Baseball traditions such as not stealing bases or advancing on passed balls when a team has a lead of ten runs or more shall be taught and followed. Observance and promotion of sportsmanship are criteria that will be considered in selecting players, managers, and coaches for participation in post-season play. No player may steal home (even on a wild pitch or passed ball) if their team has a lead of ten runs or more. The player stealing home will be returned to third and the manager will be warned. In the event that it occurs again in the same game the manager will be ejected from the game. If a continuous

pattern occurs, more severe action may be taken leading up to the removal of the manager from his position.

H. All Minors Division teams will participate in the playoffs. The playoff format will be a double elimination tournament. The teams will be seeded according to their finish in the regular season, subject to the discretion of the Minors Division Director in the event of uneven numbers of complete games. The official brackets from the Little League website will be used. All playoff games will consist of at least six innings. The five run rule will apply for the first four innings. The inning will be open for the 5th inning and beyond. A 10-run rule limit will be enforced after four innings (3 ½ if home team is ahead by 10 or more runs).

VI. AA Division Specific Rules

A. All age appropriate players who have not been drafted by a Majors or Minors Division team will return to the player pool to be selected for the AA or A Division.

B. Regular Season: A game will be considered complete after 3.5 innings. No new inning shall begin after one hour and forty five minutes from the start of any game. The umpire shall determine the start time of the game and will have the official scorekeeper record the start time in the official scorebook. Minimum inning requirements must be met for a completed game.

C. A kid pitcher will be allowed to pitch six pitches including foul balls. At no time shall a pitcher continue pitching once there are four balls or six total pitches. If four balls or six pitches is reached, a coach from the hitting team will pitch from the pitcher's mound. Coaches must pitch while standing up (not from a knee) from the dirt area (please attempt to stay off the grass). The kid pitcher will stand on the grass to the left or right of the mound, at least 12 inches off the dirt so he/she can clearly see the batter. An umpire will call strikes during kid and coach pitch. Walks cannot occur, but strikeouts can. The batter does not have a maximum number of pitches, as we do not want to teach kids to swing at bad pitches. The batter is awarded first base only if hit by a kid pitch.

D. Kids may only pitch a maximum of one inning per game during the regular season. This will help to ensure all kids pitch under 50 pitches and there is no need for a pitch count. Score book operators should practice keeping the pitch count as during playoffs the 50 pitch count will be in effect. After 50 pitches during a playoff game, the coach must pitch the rest of the inning. Three outs per half inning, strikeouts count as outs. There are no walks. If the batter is hit by a kid pitcher he/she is awarded first-base. If the batter is hurt, a pinch runner (last out) can pinch run. If a coach pitch hits the batter, the player remains at bat. If the batter cannot continue, the player's at bat is skipped and no penalty occurs. No bunting is allowed while a coach is pitching.

E. If a kid pitcher hits two kids in the same inning, the coach of the team batting will pitch the remainder of that inning.

F. A pinch runner (last out) should be used for the catcher to speed the game up. When this is used, the player who needed to be substituted must be the catcher for the next half inning. When the substitution is made, it is to be reported to the scorekeeper.

- G.** A four run limit per inning applies even during the final inning. No open innings in the regular season. This rule changes for playoffs.
- H.** During the first 5 games of the AA season, base runners will not be permitted to steal second base and will only be allowed to steal third base. From game 6 through the playoffs, the only base stealing restriction will be that runners are not allowed to steal home.
- I.** Stealing and/or advancing on wild pitches/passed balls is only allowed during kid pitch (not coach pitch) and runners can only advance a maximum of one base to second and/or third-base. Stealing a base is only allowed when a pitched ball hits the ground. The passed ball does not need to get past the catcher for a runner to steal. When the ball is caught cleanly by the catcher, no stealing is permitted. Home plate is “dead.” Advancing to home can only occur as a result of a ball put in play or HBP. For example: Runners on First and Third, runner steals 2nd, catcher throws ball into outfield, runner must stay at 2B and other runner must stay at 3B.
- J.** On overthrows to 1B, all runners are allowed to advance at their own risk a maximum of one additional base. For example: a runner on first and a ball is hit to the pitcher who throws over the first-baseman’s head, the runner on first may at his or her own risk try to advance to third base, and the batter may try to advance to second base. In the event the first baseman picks up the over thrown ball and tries to get the batter at second base or the runner going to third base, but overthrows the ball again, the runners are NOT permitted to advance any further. The ball is dead. This rule is intended to try to keep the game from becoming a circus, while still teaching the kids to try to make the right play.
- K.** In the event that a play is made from the outfield to second base, third base or home, runners cannot continue to advance. If the defense throws the ball near second base while the runner is near, at, or just past second base, the runner cannot continue to third base, no matter where the ball ends up. Possession is not required. Also, all other runners cannot advance any further. The ball is then dead. Overthrows from an infielder to second base, third base or home, all runners advance one additional base if it is the first overthrow.
- L.** An outfielder is not allowed to make a “put out” by covering a base or getting a ground ball and running to the base. An outfielder can make a play and throw it to an infielder covering a base as long as he is still in the outfield area and doesn’t run the ball in.
- M.** Outfielders must play beyond (not at) the dirt infield or outfield line and are not allowed to make a play on the dirt, including pop-ups. Any out that an outfielder makes on a groundball fielded in the dirt will not count. This is to prevent injuries of infielders and outfielders colliding on pop-ups and grounders. This is completely at the discretion of the umpire.
- N.** Coach interference: If a ground ball hits the coach pitcher unintentionally, it’s a live ball. If a coach picks it up or purposefully stops the ball (just not thinking), then it’s an automatic out.
- O.** If a manager or coach is heard or seen telling a hitter not to swing at a kid pitch, either verbally or by a signal, the pitch is either a strike or a “no pitch.” Coaches can instruct to get a pitch they like, but they can’t tell a kid “Do Not Swing.” There is a difference. This is at the umpire’s discretion.

P. Any arguing of an umpire “judgment call” by a manager/coach could result in an ejection and one game suspension. A second time and the manager or coach may be removed at the discretion of the AA Division Director and the Board. If an umpire gets a AA rule incorrect (such as an outfielder makes a put out at second base), managers can and should call time-out and discuss it with the umpire. This rule is in effect with both official umpires and/or coach umpires.

Q. No protests are allowed in this division.

R. Regular season games, wins and losses are kept. Ties can occur except for playoffs.

S. A continuous batting order is used. In the field, a maximum of nine players play in the field. There is a minimum requirement of eight players per team or play cannot commence/proceed. There are no forfeits in AA so the game will be made up if it has an effect on standings for playoff seeding only.

T. In the event that a pitcher no longer wants to pitch, another kid can’t replace a kid pitcher in the middle of an inning. The coach of the team batting shall pitch the remainder of that inning.

U. Players cannot play the same position more than two innings (except for catcher maximum three innings) in the same game. All players must play at least one inning of a game in the infield for games that go three to four innings, and two innings in the infield if the game goes five or more innings. All players must play at least one inning in the outfield.

V. Game Playoff: If the season goes without problems, playoffs will be set-up at the end of the season. Seeding will be determined based on the number of teams participating.

W. Playoff games will have a five inning minimum, with a six inning minimum in the championship game(s). Once this minimum is met, there will be no new inning after 1hr and 45 min.

X. The team on defense can have up to two coaches out of the dugout; however, only one may be in the outfield, the other one is restricted to near the dugout entrance. Teams are limited to four coaches in the area designated for their team (e.g. dugout). In an attempt to speed up the game when teams play on the main field, one coach is allowed to be behind the catcher (back and to the side by the backstop) to get the passed balls. He is not allowed to be there when a runner is on base.

Y. During playoffs, there may be two coaches out of the dugout but they are both restricted to near the dugout entrance. Offense follows normal green book rules.

VII. Single A Specific Rules

A. Score is not kept during the games and no wins/losses are recorded.

B. Soft baseball will be used.

C. Players are assigned teams by the Division Director(s) (not a draft) based on their skill level rating given by managers and directors during tryouts. The aim is to create balanced teams. Requests

by parents and coaches to have their kids play together or for a particular coach will be considered by the Single A Division Director and will be accommodated to a reasonable extent if conformance to the concept of balanced teams can be maintained.

D. The Single A Division will have teams (typically ages 5-7) with nine or more kids per team. Only very inexperienced eight year olds will be considered for Single A if safety is a concern.

E. No minimum innings required. No new inning to start after one hour thirty minutes (time to be verified).

F. All pitching (overhand) done by a coach (can be from a knee at his/her own risk). Each batter will be allowed a maximum of five pitches. There will be no walks. If the batter is hit by the coach pitch, he/she remains at bat. After five pitches, the batter can hit off a tee for the first three games of the season only.

G. During the first half of the season, put-outs can be made, but a team's entire lineup will be allowed to bat each inning no matter how many outs are made. If a batter strikes out or a batter or base runner is put out, he/she returns to the dugout.

H. During the second half of the season, a half inning ends after a team's entire lineup has batted or three put-outs are made on batters or base runners. Strikeouts do not count as an out. If a batter strikes out or a batter or base runner is put out, he/she returns to the dugout. If a team is retired by three outs in an inning, the next batter in the lineup following the last batter to make an out leads off in the next inning.

I. Maximum of six players in the infield (C, P, 1B, 2B, SS, 3B). Only one infielder can play the pitcher position. The rest of the players should be distributed evenly in the outfield. Outfielders must play beyond the designated line or dirt infield when on the main field.

J. There is no stealing, leadoffs, or sliding.

K. No protests allowed in this division.

L. A team can play with fewer than nine players but must have at least seven.

M. Dead Zone: This area is a triangle from the back stop to the pitcher's mound. When the ball is thrown in from the field, the ball becomes dead in this zone; the base runners cannot continue to advance. At the start of the season, players should be encouraged to throw the ball in to the coach pitcher or to their catcher if there is a play at home. As the season progresses, the players may be encouraged to throw the ball in to their infielder teammates ahead of the base runners to hold them or to their catcher if there is a play at home

N. Base runners may advance one base only on an overthrow.

O. All players must rotate all positions, excluding catcher. The Single A Division may be the only time kids get to try out all of the positions. All positions need to be rotated. Don't always put the best player(s) in the infield. Every child should play infield and outfield each game. Encourage players to try the catcher position and rotate if they show interest. Before the end of the season, every

player must play every position with the exception of catcher (player choice). A player who wants to play catcher should be allowed to play catcher at least one inning.

VIII. All-Star Selection

A. The all-star committee shall make a recommendation regarding the all-star selection process at or before the May Board meeting.

IX. Local Rules Approved

These Local Rules of Westchester Little League may be added to, amended, etc. at the discretion of the League's Board of Directors and will be reviewed on a yearly basis. The signatures below certify the above rules have been voted on and approved by the Board of Directors.

X. Manager Selection

In the event that there are more potential managers than manager positions, then manager selection will be based on seniority (specifically, years managed at Westchester Little League). The league President may choose to deviate from this seniority rule if he/she feels that it is in the best interest of the league.

Signature: _____

Date: _____

Lee Reinis, President, Westchester Little League

Signature: _____

Date: _____

Cheryl Collett, Co- Vice President of Operations, Westchester Little League

Signature: _____

Date: _____

Amy Raichlen, Co- Vice President of Operations, Westchester Little League

Signature: _____

Date: _____

Jake Charmello, Vice President of Player and Coach Development,
Westchester Little League

Sport Parent Code of Conduct

We, the _____ Little League, have implemented the following Sport 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 well-being 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.

Parent/Guardian Signature

Volunteer Code of Conduct



Must Understand and Comply with Code

(The following is an example of a Volunteer Code of Conduct Contract which Little Leagues may emulate.)

The _____ Little League Board of Directors has mandated the following Code of Conduct. All coaches and managers will read this Code of Conduct and sign in the space provided below, acknowledging that he or she understands and agrees to comply with the Code of Conduct. Tear the signature sheet on the dotted line and mail to _____, Safety Officer.

_____ Little League Code of Conduct:

No board member, manager, coach, player or spectator shall, **at any time**:

- ◆ Lay a hand upon, push, shove, strike, or threaten to strike an official.
- ◆ Be guilty of heaping personal verbal or physical abuse upon any official for any real or imaginary belief of a wrong decision or judgment.
- ◆ Be guilty of an objectionable demonstration of dissent at an official's decision by throwing of gloves, helmets, hats, bats, balls, or any other forceful unsportsman-like action.
- ◆ Be guilty of using unnecessarily rough tactics in the play of a game against the body of an opposing player.
- ◆ Be guilty of a physical attack upon any board member, official manager, coach, player or spectator.
- ◆ Be guilty of the use of profane, obscene or vulgar language in any manner at any time.

- ◆ Appear on the field of play, stands, or anywhere on the Little League complex while in an intoxicated state. Intoxicated will be defined as an odor or behavior issue.
- ◆ Be guilty of gambling upon any play or outcome of any game with anyone at any time.
- ◆ Smoke while in the stands or on the playing field or in any dugout. Smoking will only be permitted in designated areas which will be 20 feet from any spectator stands or dugouts.
- ◆ Be guilty of publicly discussing with spectators in a derogatory or abusive manner any play, decision or a personal opinion on any players during the game.
- ◆ As a manager or coach, be guilty of mingling with or fraternizing with spectators during the course of the game.
- ◆ Speak disrespectfully to any manager, coach, official or representative of the league.
- ◆ Be guilty of tampering or manipulating any league rosters, schedules, draft positions or selections, official score books, rankings, financial records or procedures.
- ◆ Challenge an umpire's authority. The umpires shall have the authority and discretion during a game to penalize the offender according to the infraction up to and including expulsion from the game.

The Board of Directors will review all infractions of the Code of Conduct. Depending on the seriousness or frequency, the board may assess additional disciplinary action up to and including expulsion from the league.

.....
have read the _____ Little League Code of Conduct and promise to adhere to its rules and regulations.

Print name of Manager

Team name and division

Signature of Manager

Date

Cage Rules

1. Authorized Coaches, Players, and Volunteers may use cage.
2. HELMETS Required. All batters must have helmets on in cage.
3. No practice swings outside of the cage.
4. Coaches are encouraged to use "L" screens for protection.
5. Bats should be transported with barrel in the palm of the batter's hand.
6. Teams clean and rake cage after use.
7. Cage #2 Pitching Machine Cage must be under Coach Supervision.
8. No unattended children allowed in the batting cages.

A) **GAME DAY RESERVATIONS:** Cage #1 and Cage #2 are available before games on Big Field up to 15 mins before game. Full team should be on field for infield-outfield 15 minutes prior to game time and not stuck in cages.

B) **OPEN SLOTS-** Cage #3 and Cage #4:

- 1) any **TEAM** that is 40 minutes or less from game time
- 2) **TEAM** practice by "first come, first served"
- 3) Individual Practice [When?]

CAGE HOURS

M-F from 4:00PM to 8:00PM
SAT from 8:00 AM to 8:00PM
SUN from 12:00PM to 8:00PM

Westchester Little League is not responsible for any injuries incurred while using this facility. Please follow rules and notify coach and Safety Director if injury occurs.