

**Wilmington Little League – Major League Baseball Division**

**Major League Baseball Local Rules**



<b>Document Title:</b>	<b>Major League Baseball Local Rules</b>		
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**REVISION HISTORY**

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A	14-NOV-2009	Initial Version	Rick Hill
B	07-JAN-2010	Added sections for policy and conduct & modified section 2	Rick Hill
C	22-FEB-2010	Add appropriate changes from Sr/Jr rules	Rick Hill
D	04-MAR-2010	Changed All Star selection process to include 11 yr old team	Rick Hill
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## **1: Introduction**

### **1.1 PURPOSE**

This document will describe additional rules used by Wilmington Little League's Major

League Baseball division that are above and beyond those listed in the official Little League rules. Unless specified in this document, play in this division abides strictly by the official Little League rule book.

## **1.2 LITTLE LEAGUE AFFILIATION**

The Major League Baseball Division is for boys and girls 10-12 years old. The local league has an option to choose two Tournament Teams (or "All Stars"). One team will consist of 11 & 12-year-olds (aka the **12-yr old All Stars**) within this division. The second team will consist of 10 & 11-year-olds (aka the **11 yr old All Stars**) from within this division and possibly the AAA division. The teams may enter the International Tournament. The culmination of the International Tournament is the Major League Baseball World Series, featuring teams from around the globe. All expenses for the teams advancing to the World Series (travel, meals and housing) are paid by Little League Baseball.

## **1.3 INTENDED AUDIENCE**

Users of this document include all managers and coaches of teams in Wilmington Little League's Major League division, parents, players and league administrators.

This document describes Wilmington Little League's local adaptations to the official Little League Rule Book. It is understood that all league participants will abide by these rules or will seek further explanation from the Player Agent.

## **2: Policies and Procedures**

### **2.1 LEAGUE POLICY**

#### *Manager and Coach Selection process:*

- Wilmington Little League appoints team managers and coaches on a yearly basis by a vote of the Board of Directors. Both positions are nominated by the League President, and approved by a vote of the Board. Managers will be notified by the Player Agent when they have been selected, and may communicate to the Player Agent who they would like as their coaches. Those requests will be reported back to the League President for his approval and, if nominated, must be approved by a vote of the Board.
- All approved managers and coaches must be registered on the WLL website. The League President and the Board of Directors are the **ONLY** individuals who can approve and appoint managers and coaches.
- All managers and coaches must submit to a CORI and National Sex Registry check per Little League rules. All managers and coaches must also complete two SafeSport courses. Once these checks have been satisfactorily completed, each manager and coach will be issued a lanyard with picture ID. The lanyards will be worn at every practice and game, identifying those individuals as approved by Wilmington Little League.

- Only 1 manager and 2 coaches are allowed on the field for each team. Each manager and coach may only participate in on field activities if wearing his/her identification pin. During games only the manager, coaches, and players are allowed on the team's bench.

***Managers and Coaches responsibilities:***

- All managers and coaches are responsible for providing a safe, fun environment and providing instruction for player development to learn the rules of baseball. They will instill the importance of good sportsmanship and the meaning of playing together as a team. **Wilmington Little League has a zero-tolerance policy for coaches, players, parents, and league administrators regarding bullying, belittling, intimidating or using profanity / offensive language. Any of these behaviors are subject to suspension and removal from Wilmington Little League.**
- The manager and coaches will maintain discipline for players, parents and spectators from their teams at all practices and games.
- The manager and coaches will be responsible for raking the pitcher's mound and the area around home plate at the conclusion of all **HOME** games.
- The manager and coaches will communicate practice and game schedules with parents and keep them informed as to cancellations and rescheduled events via the GameChanger app.
- The manager will ensure that all coaches have filled out and submitted CORI information to the league.
- The manager will distribute, collect and hold medical release forms for all rostered players.
- The manager will distribute, collect and hold WLL Code of Conduct forms signed by parents and players.

***Managers must contact the Player Agent under the following circumstances:***

- If there is a behavior problem, no severe disciplinary action should be taken by any manager. A written explanation should be submitted to the player agent, who will present the explanation to the Board of Directors for disposition. **NOTE:** *benching a player for disciplinary reasons for the remainder of a game is not considered to be severe, while benching a player for an entire game due to a problem in a previous*

*game would be considered severe.*

- If a player misses practices or three or more games and fails to call.
- If they learn of a player who wishes to join the league. If there is no waiting list, a new player(s) will be assigned to a team by the league. **NOTE:** The Player Agent is the only person who can register or add players to a team once the player has registered online.
- If a player is lost to a team for 3 or more games because of leaving town, an injury, personal reasons, etc.
- If there is a problem with an umpire, it must be reported to the Player Agent. Managers and coaches should handle any disagreements in a mature, respectful, sportsmanlike manner.

#### ***Calling up a player or replacing a player:***

- The Player Agent is the only person who can register or add players to a team. If a team loses a player, notify the player agent for a replacement.
- During the season, Majors Division managers may also “call up” players from the AAA Division if that manager knows that his/her team will have fewer than 9 players for that game. The manager must notify the Player Agent and the League President via email, text or phone prior to the game. Failure to make this notification will result in a one game suspension for that manager–no exceptions.
- Players who are “called up” cannot miss their assigned team’s game in order to play for another WLL team. If a player is called up to play for another team and that player misses his assigned team’s game on that date, the manager of the “call up” team will be suspended for one game–no exceptions.
- Players who are “called up” shall be the 9<sup>th</sup> player for the team for that game. This player shall not take away playing time from rostered team members.
- A permanent replacement player will be assigned to a team only when a player has been injured to the extent that he/she will be out for the remainder of the season. The AAA and Majors Player Agents must agree that promoting a player will not severely impact the AAA team.
- No team should have a player playing in a game unless that player is registered

with Wilmington Little League. Registered players are either on the team's roster at the beginning of the season, have been added by the registrar, or are substitute players "called up" from a Wilmington Little League AAA Division team. Any player found to be playing for a team who is not registered will be ineligible to play for any Wilmington Little League team for one year from the date of the infraction. Any manager using an unregistered player will also be ineligible to manage any team (baseball or softball) with Wilmington Little League for a period of one year from the date of the infraction-no exceptions.

## 2.2 LEAGUE EXPECTATIONS & CONDUCT

*Managers, coaches and players are advised of the following:*

- All managers and coaches will be expected to be positive examples to their players. As such, it is expected that the appearance of each manager and coach will reflect that of an athletic event. Team hats, athletic shoes, and appropriate athletic clothing should be worn by every team's staff.
- Use of any tobacco products is prohibited on any part of the playing field at any time.
- Managers and coaches should not use their cell phones to make or receive calls of a non-emergency nature during games. Bluetooth earpieces are prohibited from being worn during practices and games.
- Players must wear the uniform provided to them by the league at each game. These uniforms should be worn with the full respect for the tradition and integrity of the game of baseball (ie. shirts fully tucked in & hats worn with the bill facing front). Players who are not in complete uniform will not be permitted to play.
- Players must remove all jewelry (other than medical alert tags) prior to participating in practices and games.
- Batting helmets **must** be worn by all batters, base runners and players acting as base coaches.
- Catchers **must** use a regulation catcher's mitt and must wear a one-piece catcher's helmet (including a dangling throat guard), chest protector, shin guards and protective cup. If not so equipped, the player will not be allowed to catch.
- Taunting by players, coaches, parents, spectators, etc will not be tolerated. Any racist or derogatory remarks by players, coaches, parents, spectators, etc will not be tolerated. Any person found to be taunting and/or using racist or derogatory language will be ejected. Umpires must inform the Umpire-In-Chief of any ejection(s), who will then inform the Player Agent.

- Ejected players, coaches, managers, parents, etc., shall immediately retire to an area designated by the umpire. The penalty to a manager, coach or player for ejection is a one game suspension (next game). Any subsequent ejection (upheld with a suspension) will remove the individual from attending games for the remainder of the season. The suspension may be appealed to the Player Agent, Umpire-In-Chief and League President (must go to all three) in writing no less than 24 hours after the incident and no more than 48 hours afterward. Every ejection will be communicated by the Player Agent to the WLL board at the next scheduled meeting for review.
- Disruptions by parents, players, coaches, or managers who refuse to leave the field area when instructed to do so by the umpire will cause the offending side to be held responsible for forfeiture of the game.

*Wilmington Little League will enforce its Zero Tolerance Policy with regard to unacceptable conduct toward the volunteer umpires, parents or players.*

### 3: The Game

- No official game will start with fewer than 9 players per team. If a team has fewer than 9 players, the game will either be declared a forfeit, or the game can be rescheduled per agreement between the 2 managers. Please feel free to stay and hold a scrimmage.
- Mercy rule: Games will be called if one team is ahead by 10 or more runs after 5 full innings.
- If a game starts with 9 players or more, but during the game either or both teams lose players, teams are allowed to finish the game with 8. In this case, when the batting order reaches the spot of the player who left the game, that spot in the batting order will be skipped without penalty. **NOTE: The 9<sup>th</sup> batter out cannot be the 3<sup>rd</sup> out of an inning if the previous batter is walked or hit by a pitch.** Teams will never be permitted to play with fewer than 8 players.
- Every player must play a minimum of 3 innings in the field during each game. Free defensive substitution is allowed as this has no effect on the batting order.
- All players will bat in a rotating batting order. Any player arriving after the start of the game will bat at the bottom of the batting order.
- In the event that weather and/or field conditions may not allow a game to be played,

the **HOME** team's manager will determine if the game will be played. If the decision is made to postpone the game in advance, that determination will be made and announced to the **AWAY** team's manager no less than one hour prior to the scheduled game time. Should both teams arrive at the field only to find that the field is not in a safe condition to play, the decision still belongs to the **HOME** team's manager up until the first pitch. (In this case, if the umpire is at the field and the game is called due to unsafe playing conditions, the umpire will still receive full payment.) Any decision to stop the game once it has begun is left to the umpire assigned to that game.

- The **HOME** team's manager will call the Player Agent in the event of a postponed game so that he can contact the umpire assigned to that game.
- The **HOME** team will take the third base bench.
- The **HOME** team is responsible for putting bases on the field prior to game time. Bases are located at each field in the job box, or at Rotary Park in the storage area behind the third base dugout.
- The **VISITING** team (for all in-town games) is responsible for trash removal. Barrels can be emptied and bags are to be placed in the dumpster next to the fire department's garage.
- Each team is responsible for providing one new baseball to the umpire(s) prior to the start of each game.
- Only the manager and 2 coaches inside the fence or in the dugout during games.
- Teams have the option of using adult coaches or players (or a combination) as base coaches. When players coach bases they must wear an approved batting helmet.
- No on deck batters. The only player holding a bat should be facing live pitching. Donuts are not permitted.
- Players must use a USA approved bat.
- PLEASE don't ask to reschedule games. Make every effort to convince your players to attend your games as scheduled.
- The dropped 3rd strike rule is in effect. Batters may advance to 1st base on a dropped 3rd strike, provided 1st base is empty or provided 1st base is occupied with 2 outs.
- After each game the winning manager/coach must forward the score to the Player Agent via email, along with any highlights such as HR's, double digit strikeout games, no hitters, etc. Documenting the scores is important because standings are kept in this league to determine both the "Major League Champion" and playoff positions.
- **TIME LIMIT** – each game will end at the conclusion of a full inning 2 hours after the actual starting time of each game. No new inning will start 1 hour & 40



minutes from the start of the game. Managers who are deemed to be purposely delaying a game to avoid starting a new inning will forfeit the game and will be subject to suspension for unsportsmanlike behavior. Early in the season managers should discuss with the plate umpire in advance of darkness setting in to determine a potential ending of the game due to darkness.

- **TIE GAMES** – if a game has reached its time limit and/or has played at least 6 complete innings, the game will be ruled a tie. In this situation, the home team will ALWAYS have the opportunity to bat. If the game is stopped in the top of the inning the score will revert back to the previous inning.

#### **4: Pitching**

The following rules enhance the Little League Pitching Regulations for the Major League Division of Wilmington Little League Baseball. It is the expectation of the League that these rules will be strictly followed.

Wilmington Little League's official pitching week starts on Monday and ends on Sunday.

#### **REGULATION VI – PITCHERS:**

- a. Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.)
- b. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, or has reached the limit for 12 year olds and maximum innings per week.

**The pitcher may remain in the game at any position except for catcher. A pitcher removed after throwing more than 40 pitches may not move to the catcher's position. A catcher, however, may move to the pitcher position.**

<b>League Age</b>	<b>Number of Pitches</b>
11-12	85 pitches per day
9-10	75 pitches per day

*Exception: If a pitcher reaches the limit imposed in Regulation VI (b) for his/her league age while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out.*

**Note 1. Intentional Walk: Intentional walks will not be allowed in this league.**

c. Pitchers league age 12 and under must adhere to the following rest requirements:

<b>Number of Pitches</b>	<b>Days of Rest</b>
66 or more pitches	4 calendar days
51-65 pitches	3 calendar days
36-50 pitches	2 calendar days
21-35 pitches	1 calendar day
1-20 pitches	0 calendar days

d. Each Manager must designate the scorekeeper or another volunteer as the official pitch count recorder. It is strongly suggested that each team's pitch count recorder checks the pitch count with the opposing team after each half inning.

e. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.

f. The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI (c). The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI (c). However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

g. Violation of any section of this regulation can result in protest of the game in which it occurs. Protests shall be made in accordance with Playing Rule 4.19.

h. A player may not pitch in more than one game in a day.

i. Each team's scorebook should clearly track innings pitched and number of pitches thrown for each pitcher in each game. The Player Agent reserves the right to inspect any team's scorebook at any time to ensure pitchers are being protected within the rules.

**NOTES:**

1. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation.

2. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.
3. Pitches delivered in games declared “Regulation Tie Games” or “Suspended Games” shall be charged against pitcher’s eligibility.
4. In suspended games that are resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of

**Example 1:** A league-age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required 4 days of rest.

**Example 2:** A league age 12 pitcher delivers 70 pitches in 5 innings in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 85 more pitches in 1 inning in the resumption of the game because he/she has observed the required 4 days of rest.

**Example 3:** A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game, provided he/she is eligible based on his/her resting for the appropriate number of days.

## **5: League Draft**

The Official Little League Operating Manual details three systems for player selections (drafts). They are listed in the Manual as Plan A, Plan B and Plan C. Wilmington Little League uses Plan A, where players who have not aged out of the division remain on their current team. Once tryouts have been completed, the last place team from the previous season is awarded the first choice in each round of the draft. The teams will draft in reverse order of the previous season’s standings.

To ensure that each team will have a similar number of players aging out of the division each season, teams will be required to draft 12 year old players in such a way that rosters will have the same number of 12 year olds (within one) at the conclusion of the draft. Because of this rule, some teams will need to draft more 12 year old players than other teams. The draft should have each team drafting at least one 12 year old player from that year’s pool of eligible players.

Details of the draft itself should be kept between the actual participants at the draft.

### **Brothers/Sisters in the draft**

If there is a situation where two or more siblings are in the draft, once the first brother or sister is drafted, the manager or that team has the option of selecting the sibling in the next round. If the manager does not select that sibling, that player would be available to any team.

In the case where a brother or sister has a sibling already playing for a current team, the manager must make it known prior to the draft that it is his intention to select that player. That selection **MUST** be made in one of the first four (4) rounds of the draft.

### **Sons/Daughters of manager or returning coach**

The son or daughter of a current manager **MUST** be selected in the 3rd round if the player is a 10 year old, or in the 4th round if the player is an 11 or a 12 year old. The manager must make it known prior to the draft that it is his/her intention to select that player. In the case of a coach's child, in order to be eligible for the option, the returning coach must have been a coach or manager in the league (at any level) for two (2) years, and **MUST** be a returning coach for the same Majors team. The rule for the selection of a coach's child is the same as the rule for the selection of a manager's child as far as which round the player must be selected. In the case where both a manager's child and a coach's child are in the draft, the players would be drafted in the 3rd and 4th fourth rounds. In the case where both players are 10 years old, each player must be drafted by the end of the 3rd round.

## **6: District 13 Little League All-Stars (12 yr old team)**

At the end of each season, Wilmington LL will enter an 11 year old team into the District 13 Little League tournament. The 12 year old All-Stars will consist of 13 players league age 12 (or 11) as selected by a majority vote of all Major League managers.

Age exception: By a majority vote of the Major League managers, an 11 year old can be assigned to the 12 year old team. In the event of a tie vote, the Player Agent will cast the tie-breaking vote.

The Major League manager who's team finishes in first place has the option of managing the 12 year old All-Stars. The second place manager has the option of managing the 11 year old All-Stars. Both managers must receive approval from the Board of Directors.

Should either manager decide not to take the position, the Board of Directors will appoint an alternate manager(s).

### ***The following process will be followed in selecting players for the 12 yr old All-Stars:***

- Every Major League player will be eligible for All-Star selection.
- At the selection meeting, each manager will provide the other managers with feedback as to which players from his/her team are most deserving for consideration.
- After each manager has had the opportunity to speak, all managers will vote for

an entire roster (13 players) for each team (each All-Star team will be addressed one team at a time), with the stipulation that they cannot vote for players from their own team.

- Once the first vote has been taken, the Player Agent will tabulate the votes indicating which players have been selected.
- Following the first vote, if a full roster of players has not received the majority, another vote will be taken by the managers from the remaining player pool until a full roster of players has been selected.
- A majority vote of all the Major League managers will determine the rosters for each team.
- It is recommended, but not required, that at least one player from each team is represented on one of the All-Star teams.

Because this is a tournament team, we expect players to attend all team games and practices. We do understand that prior commitments may cause scheduling conflicts, and if a player is forced to miss more than one team event (game or practice) he will be replaced by another player who attended tryouts

## **7: District 13 Little League All-Stars (11 year old team)**

At the end of each season, Wilmington Little League will enter an 11 year old team into the District 13 Little League tournament.

- All AAA and Majors 11 yr old players are eligible to try out on a single date and time announced in late May.
- Players will be evaluated by coaches selected by Wilmington Little League (no less than 3 coaches, no more than 5) and up to 13 players will be chosen for the team at no cost.
- Players will be notified within 2 days of the tryout date if they are selected for the team. Players who are not selected will not be contacted.
- Tournament teams play strictly by the Little League International rules. These rules list in great detail the minimum playing time (at bats, defensive innings, etc) each player is required to play in each game. Players are only guaranteed the minimum amount of playing time. All decisions on playing time (greater than the minimum) are made by the team's manager and coaches.
- Games are played (historically) in the days just before and after the 4<sup>th</sup> of July.
- Because this is a tournament team, we expect players to attend all team games and practices. We do understand that prior commitments may cause scheduling conflicts, and if a player is forced to miss more than one team event (game or practice) he will be replaced by another player who attended tryouts.

## **8: District 13 Little League tournament team (10 yr old team)**

At the end of each season, Wilmington Little League will evaluate the merit of entering a 10 year old team into the District 13 Little League tournament each season.

- All AAA and Majors 10 year old players are eligible to try out on a single date and time announced in late May.
- Players will be evaluated by coaches selected by Wilmington Little League (no less than 3 coaches, no more than 5) and up to 13 players will be chosen for the team at no cost.
- Players will be notified within 2 days of the tryout date if they are selected for the team. Players who are not selected will not be contacted.
- Tournament teams play strictly by the Little League International rules. These rules list in great detail the minimum playing time (at bats, defensive innings, etc) each player is required to play in each game. Your player is only guaranteed the minimum playing time. All decisions on playing time (greater than the minimum) are made by the team's manager and coaches.
- Games are played (historically) in the days just before and after the 4<sup>th</sup> of July.

Because this is a tournament team, we expect players to attend all team games and practices. We do understand that prior commitments may cause scheduling conflicts, and if a player is forced to miss more than one team event (game or practice) he will be replaced by another player who attended tryouts.