



Dimond West Little League Local Rules & Bylaws

Mission Statement

The mission of Dimond West Little League is to provide an environment in which young athletes are inspired to develop positive character traits like sportsmanship, respect, and honesty while learning the skills and strategy of baseball and softball. Dimond West Little League is committed to creating a culture in which coaches, parents, fans, umpires and athletes work together to achieve this mission. Measures of our success will be athletes that have fun playing the game, feel like an important part of the team regardless of performance, and learn the game in a respectful and sportsmanlike way. Dimond West Little League will not tolerate abusive or unsportsmanlike conduct.

This document outlines local Dimond West Little League rules that supplement official Little League rules. In the case of a direct contradiction or discrepancy, the official Little League rules for the current year take precedence.

These bylaws reflect Little League rules contained in the 2018 Official Regulations and Playing Rules.

Table of Contents

Article I. Volunteer Responsibilities	Page Number
Section 1.01 Manager	3
Section 1.02 Coach	3
Section 1.03 Scorekeeper	3
Section 1.04 Team Parent	3
Section 1.05 Team Groundskeeper	3
Section 1.06 Concession Volunteer	4
Section 1.07 Field Decorum	4
Article II. Administrative Rules	5
Section 2.01 Age Designations	5
Section 2.02 Regulation Length Games	5
Section 2.03 Equipment	6-7
Section 2.04 Field Preparation and Pre-Game Warm Ups	7
Section 2.05 Interleague Games	7
Section 2.06 Minimum & Fair Playing Time Policy	7-8
Section 2.07 Minimum Number of Players	8-9
Section 2.08 Pitch Counts & Pitching Restrictions	9-10
Section 2.09 Pitching Eligibility in a Continued Game	10
Section 2.10 Pre-Game Activities	10
Section 2.11 Protest Committee	10
Section 2.12 Rain Outs	11
Section 2.13 Scorekeeping	11
Section 2.14 Team Selection Methods	11
Section 2.15 Time Limits	11-12
Section 2.16 Umpires	12
Article III. Playing Rules	12
Section 3.01 Softball	12-16
Section 3.02 Baseball, Coach-Pitch, Tee Ball	16-19
Article IV. Challenger Division	19
Article V. All Star Teams	19
Section 5.01 Selection of All Star Managers	19-20
Section 5.02 Selection of All Star Teams	20-21
Footnotes to Article III	21

Article I. Volunteer Responsibilities

Practically speaking, Little League is an adult, volunteer work project constructed, supervised, and assisted by parents who want to extend this benefit to their children. Parents must take the initiative to make the local program successful. Little League is not a club in which membership implies baby-sitting benefits and entertainment privileges.

-Little League Official Regulations, Playing Rules and Policies

Section 1.01 Managers

There is one Manager in charge of each team and is considered the head coach. The Manager organizes the team, schedules practices and makes preparations for games. The Manager is the main contact person for information from the league to the teams. Team volunteers should look to the Manager for direction.

Section 1.02 Coaches

There are one or more Coaches per team. The Coach assists the manager during practices and games. A coach may also perform the duties of the Manager in the event of their absence.

Section 1.03 Scorekeepers

One or more scorekeepers are needed for each team in the Minor Division and above. Only one is required per game, but it is good to have another trained in case of absence. The scorekeeper records the game in a score book provided by the league; keeps a running record of pitches thrown, strikes, balls, fouls, hits, outs, & runs; keeps record of the game for the umpires, coaches and players. The scorekeepers are encouraged to attend a scorekeeper's clinic provided by the league before the season begins and/or have prior training.

Section 1.04 Team Parents

The Team Parent is an important person associated with the team. The team parent keeps track of the manager, coaches, paperwork, medical forms, information, schedules, snacks, team pictures, end of season party and other duties to assist with the team. All parents are encouraged to assist with the team.

Section 1.05 Team Groundskeepers

The Team Groundskeeper organizes and schedules parents to perform field preparations. The preparations include chalking, dragging, inspecting the playing field and adjacent areas for hazards. The hazards should be removed before each game. After the game, cleanup is required; this includes emptying garbage cans, dragging the field, policing the area, inspecting the playing field and locking the gates for each dugout.

Section 1.06 Concession Volunteer

If a concession stand is provided at your fields the visiting team provides two people to work the stand. For Interleague play, the home team provides two people to work the stand. If kids are helping in the concession stand they need to be at least 12-year-old and supervised by an adult.

Section 1.07 Field Decorum – Regulation XIV

- (a) The actions of players, managers, coaches, umpires, and league officials must be above reproach. Any player, manager, coach, umpire, or league representative who is involved in a verbal or physical altercation, or an incident of unsportsmanlike conduct, at the game site or any other Little League activity, is subject to disciplinary action by the local league Board of Directors or by the Alaska District 1.
- (b) Uniformed players, news photographers, managers, coaches, and umpires only shall be permitted within the confines of the playing field just prior to and during games. Batboys and/or batgirls are not permitted at any level of play. Except for the batter, base-runners, and base coaches at first and third bases, all players shall be on their benches in their dugouts or in the bullpen when the team is at bat. When the team is on defense, all reserve players shall be on their benches or in the bullpen.
EXCEPTION: The on-deck position is permitted in Intermediate (50-70) Division, Junior, Senior, and Big League.
- (c) Two adult base coaches are permitted.
- (d) A manager or coach shall not leave the bench or dugout except to confer with a player or an umpire and only after receiving permission from an umpire.
(EXCEPTION: In Tee Ball and Coach-Pitch Leagues, managers and coaches may be on the field for instructional purposes, but shall not assist runners or touch a live ball. At least one adult manager or coach must be in the dugout at all times.)
- (e) The possession of firearms and/or use of tobacco, cigarettes (including e-cigarettes and vapors), and alcoholic beverages in any form is prohibited on the playing field, benches, or dugouts. Alcohol is prohibited at the game site.
- (f) Managers and coaches shall not warm up pitchers.
- (g) Players are to wear their uniform that is described in the Official Little League Regulation and Playing Rules Book, Regulation I (c) 6.
- (h) Volunteers (Managers, Coaches, and Umpires) are to wear appropriate clothing for the games.

Article II. Administrative Rules

Section 2.01 Registration & League Age Designations

Players should register for the appropriate division by league age. The league age is designated at: http://www.littleleague.org/Assets/forms_pubs/AgeChartBBandSB.pdf

Tee Ball: Ages 4-6

Coach Pitch: Ages 7-8

8 year-old with at least one year of coach pitch experience are encouraged to play Minors. 8 and 9 year-old girls interested in softball are strongly encouraged to play in the Minors division.

Minor Baseball/Softball: Ages 9-11

All 11 & 12 year-olds are required to attend try-outs for the Major Division. 11 year-olds may be placed in the Minor Division depending on skill level, parental requests, or safety considerations with approval of the Major Division Player Agent / League President.

Major Baseball/Softball: Ages 10-12

All 12 year-old players who wish to play Majors will be selected for Majors.

Intermediate (50/70) Baseball: Age 13

Junior Baseball/Softball: Ages 13-14

Seniors Baseball: Ages 13-16

Section 2.02 Regulation Length Games

Tee Ball – 60 minute games. If weather does not permit a full game or each team to bat once through the full batting order, then the managers of the two teams is to contact the Vice President of Baseball to reschedule the game.

Coach-Pitch – 90 minute game. If weather does not permit a full game or each team to bat once through the full batting order, then the managers of the two teams is to contact the Vice President of Baseball to reschedule the game.

For the rest of the divisions, see Little League Rule 4.10. A game is a “regulation” game if 4 innings (5 for” Junior Division) are completed. A regulation game is 3 1/2 innings if the home team is ahead (4 1/2 for Junior Division). Games that go less than 1 full inning before being shortened (e.g. by weather) will be restarted from the beginning. In Majors and above, Dimond West Little League strives to resume games as per Little League Rule 4.10 for a game that has not reached regulation due to weather or time limits. Another resource for length of games is the Alaska District 1 Interleague Rules.

Section 2.03 Equipment

(a) All Divisions

- (i) Catcher's Helmet/Throat Protector – All catchers, regardless of helmet style, must wear a dangling throat protector. Skull caps are not permitted.
- (ii) Cleats – Metal cleats are not permitted in any division.
- (iii) Helmets – Helmets must be NOCSAE approved.

(b) Baseball

- (i) Bats – The bat must be a baseball bat which meets the USA Baseball Bat standard (USABat) as adopted by Little League.
- (ii) Intermediate and Junior
 - All bats used in the Intermediate or Junior Division must be no longer than 34 inches in length and no larger than 2 5/8 inches in diameter.
 - Catchers may wear long-style or short-style chest protectors.
- (iii) Major and below
 - All bats used in Major and below must be no longer than 33 inches in length, nor larger than 2 5/8 inches in diameter. For the latest information, on approved bats that are allowed by Little League for each division, please visit the Little League website: LittleLeague.org/batinfo.
 - Male catchers must wear long model chest protectors. If the flap is detachable, or can be flipped up, the flap/extension must be down. Female catchers may wear short or long-style chest protectors.
- (iv) Coach-Pitch/Tee Ball
 - Soft style baseballs will be used.
 - Tee Ball bats that were produced and/or purchased prior to the implementation of the new standard can be certified using an Approved Tee Ball Sticker via the USA Baseball Tee Ball Sticker Program.

(c) Softball

- (i) Bats – The bat shall be marked as being for Little League Softball. It shall be no larger than 2 1/4 inches in diameter and no longer than 33" (34" for Junior Division). For the latest information, on approved bats that are allowed by Little League for each division, please visit the Little League website: LittleLeague.org/batinfo.
- (ii) Chest Protectors – Female catchers may wear short or long-style chest protectors.
- (iii) Catcher's Mitt – Catchers may wear any type of glove or mitt in softball. It does not have to be a catcher's mitt.
- (iv) Helmets must be NOCSAE approved. As a part of NOCSAE approval, helmets may not be modified in any way including any custom paint (other than done directly by the manufacturer).

- (v) The ball will be 12” softball for Juniors and Majors. It may be white or optic yellow. The ball will be an 11” softball for Minors and below. It may be white or optic yellow. For games optic yellow will be used

Section 2.04 Field Preparation and Pre-Game Warm Ups

The home team shall prepare the field if both teams are from Dimond West Little League. If the home team is not from Dimond West Little League, the visiting Dimond West team shall prepare the field. This includes chalking lines, raking, water (if required), and picking up objects that are unsafe for the players, such as rocks or glass.

Section 2.05 Interleague Games

<http://www.eteamz.com/akd1> - The Alaska District 1 website for all interleague games. All Dimond West ground rules are to be practiced in any interleague game played at Dimond West (not including All Stars when Tournament rules apply) unless specifically agreed to by all participating leagues – not teams. The visiting leagues should be encouraged to review this document on the Dimond West website before committing to play at Dimond West.

Section 2.06 Minimum & Fair Playing Time Policy

Failure to comply with minimum play rules may result in disciplinary action toward the manager (LL Reg IV (i)).

(a) Minor, Coach-Pitch, and Tee Ball

Dimond West Little League strives for equal playing time. Coaches are expected to provide equal playing time for each player, which should be based on innings played. For example, if a game is cut short by weather and Johnny didn’t get in the game, Johnny should start the next game. All players should get the opportunity to play various positions throughout the season. Exceptions may stem from attitude problems, unsportsmanlike conduct, attendance, or placing a player in a position that could cause harm to that player. *** In Tee Ball and Coach-Pitch, each player shall play each inning of each game.**

(b) Major, Intermediate (50-70), Junior, Senior

A minimum playing time of 6 defensive outs and 1 at bat is required (Little League Reg. IV (i)). Dimond West Little League strongly encourages coaches to provide fair playing time for each player. Note - - We recognize that what is perceived to be “fair” time may differ between parents and coaches. When determining a players (both stronger & weaker players), providing fair playing time & appropriate positioning, discouraging poor attitudes & poor attendance, rewarding good attitudes & attendance, maintaining an acceptable level of play, protecting injured players, and, among others, keeping the game competitive and fun. This is a difficult task and parents are asked to appreciate the challenge this poses to a coach. If there is a conflict, parents should discuss with the coach (not during the game) or the player agent.

Section 2.07 Minimum Number of Players at game

Seniors Division Baseball team cannot field enough players

The Seniors Division is entirely intra-DWLL and sometimes, for a variety of reasons, teams have trouble fielding 9 players. The LL rulebook requires all games to include 9 players on each team but provides flexibility on how to ensure that. DWLL chooses to address this issue as follows. All registered Senior players are automatically part of a pool. Any player may opt out of the pool at any time. Since we have 6 teams and on any given game day 2 teams will be idly, those idle players are potentially available to play.

We define 3 protocols for dealing with too few players and these may be both teams in any game if both teams are short of players:

- (i) *Manager has ample notice that his/her team will be short of players in their next game.*

In this case, the manager will, as early as possible, inform the Player Agent that the team needs one or more replacement players for the game. The Player Agent will then draw randomly from the pool and inform the manager who was chosen. It is the manager's responsibility to contact the potential temporary player's family to see if the player is available. If the player is available, the manager of the team on which the player is rostered and invite the player to participate. The maximum number of replacement players that can play in any game for each team is the minimum number of players that the team needs to reach a total of 9 players (e.g. if a team can field only 7 players, then no more than 2 replacement players can play for that team) but shall never exceed 4 replacement players. The replacement player(s) can pitch and shall wear their own uniforms. The game shall be recorded as an official game.

- (ii) Manager learns that he/she is short of players only just before game-time.

In this case, the managers shall decide before the start of play to either a) immediately reschedule the game as per Little League Rule 4.16 or b) have one team loan the other enough players in order to play the game with at least 9 players on each team. It should be decided before the game, by the managers, whether the game in case (b) shall be recorded as an official game or shall be an exhibition game with the official game rescheduled. Because of scheduling complexities and All Star requirements, Dimond West encourages managers to choose option (b) and record the game as official. We also suggest that the loaned player be neither the strongest nor the weakest player on the team in question. If one team does not have enough players to loan the other team, the game shall be rescheduled as per LL Rule 4.16.

(iii) Minors and Majors Division Baseball team cannot field enough players

The managers shall decide before the start of the play to either a) immediately reschedule the game as per LL rule 4.16 or b) have one team loan the other enough players in order to play the game with at least 9 players on each team. It should be decided before the game, by the managers, whether the game in case (b) shall be recorded as an official game or shall be an exhibition game with the official game rescheduled. Because of scheduling complexities and All Star requirements, DWLL encourages managers to choose option (b) and record the game as official. We also suggest that the loaned player be neither the strongest nor the weakest player on the team in question. If one team does not have enough players to loan the other team, the game shall be rescheduled as per LL rule 4.16.

Section 2.08 Pitch Counts & Pitching Restrictions

(a) Baseball pitching restrictions

Little League has a strict pitch count policy. For complete policy please consult LL Reg VI

Maximum Pitches by a pitcher per day based on age:

Age	Maximum Pitch Number
13-16	95
11-12	85
9-10	75
7-8	50

Players 14 and under must observe the following rest requirements:

Number of Pitches in 1 day	Required wait period
66 or more	4 calendar days
51-65	3 calendar days
36-50	2 calendar days
21-35	1 calendar days
20 or less	No days of rest required

For those players over 14, please consult LL Reg VI of the rulebook.

If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occur: (1) That batter reaches base; (2) That batter is retired; (3) The third out is made to complete the half inning. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat provided the pitcher is removed before delivering a pitch to another batter.

The visiting team is responsible for providing someone to track the pitch count for both teams. This person maintains the official pitch count for the game and it is their count that is recorded for all pitchers in the game. The specific person conducting the counting is to be decided upon by the visiting team, but may be any volunteer, even someone from the home team. The scorekeeper may be the same person as the pitch-counter, but this is to be avoided if possible.

(b) Softball pitching restrictions (delivery of a single pitch constitutes having pitched in an inning)

- (i) Minors. If a player pitches in seven innings or more, one calendar day of rest is mandatory. Maximum of 12 innings per game.
- (ii) Majors. If a player pitches in seven innings or more, one calendar day of rest is mandatory. Maximum of 12 innings per game.
- (iii) Juniors. No pitching restrictions apply.

Section 2.09 Pitching Eligibility in a Continued Game

Pitching eligibility is based on individual pitcher eligibility for the week in which the game is continued (resumed). If a player is otherwise eligible to pitch, they are eligible in the continuance regardless of whether they were ineligible in the original game. However, if a player's eligibility was removed during the original game (e.g. removed from the mound earlier in the game) they may not return to the game as a pitcher. See Baseball LL Reg VI Note 3 for examples.

Section 2.10 Pre-Game Activities

Infield practice is a courtesy extended to both teams. The visiting team should take infield first, leaving the home team at least 10 minutes before the game to take infield. Umpires are to start games on time, regardless of whether teams have taken infield.

All "team practices", a practice scheduled independent of the game, must end no later than 1 hour before the start of a scheduled game on the same field. There is absolutely no onfield "live" batting practice during team warm ups or any time within 1 hour before game time. Soft toss into a webbed screen (but not against the backstops) is allowed during warm up time; as is batting practice with whiffle balls. The infield should not be used in the hour preceding the game except for the final pre-game warm ups mentioned above.

Section 2.11 Protest Committee

The Protest Committee consists of 3 people: The Head Umpire (Chair), the League President (or Vice President if delegated by the President), and the Divisions Player Agent. Protest protocol outlined in rule 4.19 will be followed. In the absence of the committee, the League President will make a ruling. All decisions of the League President may be appealed to the board.

Section 2.12 Rain Outs

Before the scheduled game time, the managers confer to determine if the game should be delayed, postponed, or played. Once a game commences, the decision becomes that of the umpires and only the umpires at the field can determine whether a game should be suspended from further play. The umpires should confer with the managers, but ultimately it is the umpires' decision. Their decision is not subject to protest.

Section 2.13 Scorekeeping

No scores are kept in Tee Ball or Coach-Pitch. For other Divisions, the home team is responsible for providing an official scorekeeper. This is the only official record of the game. The specific person conducting the scorekeeping is to be decided upon by the home team, but may be any volunteer, including someone from the visiting team. See Dimond West Little League By-Laws, Article 1 Section 1.03 for specific scorekeeping requirements.

Section 2.14 Team Selection Methods

(a) Minor and below

For Minors and below, teams will be assembled by the respective Player Agent during the registration process. Siblings who are in the same division will be placed on the same team unless directed otherwise by their parents or guardian. Parental requests (for specific coaches, team, or other players playing with their son or daughter) will be honored when possible, but the Division Player Agent retains final responsibility for team formation. See Dimond West Little League By-Laws, Article II, Section 2.01 Notes 1-3 for age specific requirements.

(b) Major and above

All 9 or 10 year old players wishing to play Majors, and all 11 & 12-year-old players must attend tryouts to be placed on a team. Players are judged on skills at tryouts by a panel of coaches and then placed on teams according to the Dimond West Little League team selection procedures. All 12 year-olds must play majors unless approved by the League President (LL Reg IV (a)).

Section 2.15 Time Limits

(a) All Divisions

All games must stop no later than 10:00pm. No new inning may start after 9:45pm. A new inning starts when the 3rd out of the previous inning is made.

(b) Minor

No new inning may start after the time limit. An inning starts when the 3rd out of the previous inning is made or the 5th run of the prior inning is scored. A regular season game ending in a tie due to the time limit may be rescheduled with the approval of the player agent and managers.

(c) Coach-Pitch

Coach-Pitch games will consist of a max of 4 innings or 1 1/2hr of play. No new inning may start after 1 1/2hr. An inning starts when the 3rd out of the previous inning is made or the final batter of an inning completes their at bat.

(d) Tee Ball

Tee Ball games will consist of a maximum of 3 innings or 1 hour of play. Each game shall be stopped after 1 hour of play. Outs will be called in Tee Ball, but each half inning will continue until all players on a team have completed their at bat.

Section 2.16 Umpires

Dimond West Little League strives to provide umpires for all Minor and higher games. Training is highly suggested for individuals interested in umpiring games. Umpires need to be ages 12 or older and completed a certified umpire training class. All youth umpires will not umpire in the division they play in.

- (a)** Tee Ball Division - No Umpires will be needed. Managers and coaches will assist with this division.
- (b)** Coach Pitch Division- This is an instructional league; managers and coaches from the division will assist.
- (c)** Minors Division – DWLL will try to supply umpires for this division. Although this is an instructional league as well, it is recommended that each game have two umpires. This will make for better play at this level. One umpire will call from behind the plate; the other umpire will call in the field.
- (d)** Major, Junior, and Senior Divisions – An umpire will be needed to call from behind the plate and another will be needed to call from the field. New umpires need to have umpired 3 minor games before umpiring a major game. In the Junior and senior divisions at least one of the umpires needs to be an experienced umpire. If a player is a certified umpire they are not able to umpire in the same division.

Article III. Playing Rules

Section 3.01 Softball

Alaska District 1 Interleague Rules apply and are listed below. Refer to the Alaska District 1 website for latest changes and updates. <http://www.eteamz.com/akd1>

a) All Softball Divisions

- (i) **Sliding** - Any runner is out who does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag, this includes home plate (rule 7.08). In Majors and below, a runner may not slide head-first into any base while advancing, but may slide head-first back to any base when retreating.
- (ii) **Pitcher's warm-up** - Between innings, pitchers have a maximum of 8 pitches or 1 minute, whichever comes first, to warm up.
- (iii) **Safety** - A player performing the duties of a catcher during warm-up activity involving a pitched and/or batted ball must wear a catcher's helmet with mask and "dangling" throat guard. It is highly desirable and recommended that a catcher also wear a chest protector and leg guards. Managers, coaches, or other adults will not be allowed as warm-up personnel (Regulation XIV (f), Rule 3.09).

(b) Batter in the Batter's Box

Batters will now have to keep one foot in the batter's box at all times. After an umpire's warning, the next stroll will cost the batter a strike.

(c) Intentional Walk

An intentional walk will no longer require a pitcher to throw four pitches; a team will merely indicate it wishes to walk a batter.

(d) Designated Runner

A player not in the lineup may pinch run for a player twice in a game, without the slower player being required to leave the game.

(e) Game Time and Duration

When two games are scheduled on the same field on weeknights, the first game will be suspended after 2 hrs. If the game qualifies as a regulation game at that point according to rule 4.10 (c) after 2 hours and a winner can be determined according to rule 4.11 (d) that game will be over. If it is not a regulation game or if a winner cannot be determined, the game will be suspended and resumed at a later date as provided by rule 4.11 (e). There will be a one (1) hour and forty-five (45) minute time limit imposed on **ALL** Minor Softball games no matter when they are played. This means no new top half of an inning may start after two hours. An inning is considered as started when the last out of the previous inning is made or the 9th batter has finished her turn at bat, whichever occurs first. Any inning started before two hours shall be completed, unless the home team is ahead after the top half of that inning is completed at which point the game will be considered finished.

(f) Games not started

When a team is unable to field 9 players to start the game per Rule 4.16 the game shall be referred to the appropriate ADA for rescheduling, in accordance with Inter-league Rule 8.

(g) Home and Visiting Teams

- (i) The designated “Home Team” on the schedule:
 - Occupies the field’s designated home dugout (1st Baseline)
 - Provides the home plate umpire and if possible a base (field umpire. [Exception: When the designated Home Team is playing at the opponent’s field, the designated Visiting Team provides the umpires.]
 - Shall comply with Rule 3.01 (c) and (e) in regards to providing game balls.
 - Cleans the home team’s dugout after completion of the game.
- (ii) The designated “Visiting Team” on the schedule:
 - Occupies the designated visitor’s dugout. (3rd Baseline) Has the option to provide as many as two base umpires.
 - An umpire(s) accompanying the designated Visiting Team must be allowed by the designated Home Team to umpire the bases if the visiting team desires.
 - Cleans the visitor’s dugout after completion of the game.

(h) Field Preparation

The League holding the field use permit is recognized as the Host League and is responsible for field preparation for the game. Preparation includes clean dugouts, bases in place, marked foul lines, properly located and marked batter and coacher boxes, groomed infield, and cut grass. See Dimond West Little League By-Laws, Article I, Section 1.05 for specific requirements.

(i) Mandatory Play

Prior to the start of a game, both managers must advise each other and the home plate umpire of those players, if any, that must start the current game and complete the required playing time per violation of Regulation IV (i) in the previous game.

(j) Continuous Batting Order

The continuous batting order is mandatory per Rule 4.04 for **ALL** levels of Little League games. **Minor leagues only:** The offensive half of an inning will end after 3 outs are made or five (5) runs have scored as described in Rule 2.00. **Last Inning Exception:** During the last inning, as determined by regulation play or time limit, there will be no limit on runs scored. However, a team may bat no more than nine (9) batters in their offensive half of the last inning.

(k) Drink, Food, Tobacco and Gum

Water and “Gatorade” (or other sport beverages) is the only beverages allowed in the dugouts. All food (including sunflower seeds, candy bars, and gum) are not allowed on the playing field at any time. Tobacco products including smokeless tobacco are not allowed to be used anywhere on the premises. This rule pertains to managers, coaches, players, and umpires.

(l) Rescheduled Games

A game not started due to inclement weather, field conditions or lack of players per Interleague Rule 2 will be rescheduled. A game suspended after one complete inning of play will also be rescheduled to continue per Rule 4.10 (e). Every effort will be made to play the rescheduled game within two (2) weeks. Rescheduling will be done by the appropriate Alaska District Administrator (ADA) in cooperation with the managers. Managers will agree on reschedule and the designated Home Team manager will advise the appropriate ADA and League Official. The League Official will notify the League UIC of the reschedule.

(m) Ten-run Rule

If after four (4) innings [Intermediate (50-70) Division /Junior/Senior/Big League: five innings], three and one-half innings [Intermediate (50-70) Division /Junior/ Senior Big League: four and one-half 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. NOTE: (1) If the visiting team has a lead of ten (10) runs or more, the home team must bat in its half of the inning. (2) The local league may adopt the option of not utilizing this rule. The ten-run rule is mandatory per Rule 4.10 (e) in the Little League Official Playing Rules, and Policies.

(n) Pitching Record

Using a form provided by the District Staff, each team shall maintain an accurate pitching record throughout the season. The pitchers of record and the official number of innings pitched in a game are to be recorded legibly in ink by the scorekeeper for each team. Each team's completed form is to be signed legibly by the Plate Umpire. The pitching records of both teams are to be jointly inspected by team managers and Plate Umpire prior to the start of a game to identify players ineligible to pitch in the ensuing game. [Note: A missing or incomplete pitching record mandates a protested game and requires the Plate Umpire to advise the appropriate ADA for further investigation.

(o) Protests

A protest involving two teams from the same League shall be handled in accordance with Playing Rule 4.19. When a protest involves teams from two Leagues, the ADA of the appropriate division of play shall be notified in addition to the President of the protesting League. The ADA is responsible for ensuring that the protest is ruled upon in a timely manner.

(p) Altercations

Any player, manager, or coach initiating or engaging in a verbal or physical altercation before, during, or after a game is automatically suspended for the team's next game. The perpetrator is required to appear before the Dimond West Board of Directors to discuss the

event prior to participation in another game. The team manager must accompany a player to this hearing to determine if additional penalty should be imposed. [**Exception:** Any person demonstrating sole intent to restore peace or defend himself or herself from the perpetrator shall not be penalized.]

(q) Rule Books and Interleague Rules

Team managers and umpires will have (a) the Official Regulations and Playing Rules book for the respective division of play and (b) a copy of the District 1 Interleague Rules.

(r) Special Rules

Individual League special rules are not to be imposed in Interleague play. This includes, but is not limited to, a rule such as a 9:00pm curfew on school days. [**Exception:** A curfew stipulated by Parks and Recreation on the use of a particular field or field complex.]

(s) Stealing Home

In Minor Softball there will be no stealing home until June 1st. This means a base runner on third base cannot advance home on a passed ball, wild pitch, or catcher-pitcher exchange before June 1st. However, if a play is made on the base runner occupying third base or any other base runner, the base runner on third base may advance home at his/her own peril.

Section 3.02 Baseball

(a) All Baseball Divisions

- (i) **Sliding** - Any runner is out who does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag, this includes home plate (rule 7.08). In Majors and below, a runner may not slide head-first into any base while advancing, but may slide head-first back to any base when retreating.
- (ii) **Pitcher's warm-up** - Between innings, pitchers have a maximum of 8 pitches or 1 minute, whichever comes first, to warm up.
- (iii) **Safety** - A player performing the duties of a catcher during warm-up activity involving a pitched and/or batted ball must wear a catcher's helmet with mask and "dangling" throat guard. It is highly desirable and recommended that a catcher also wear a chest protector and leg guards. Managers, coaches, or other adults will not be allowed as warm-up personnel (Regulation XIV (f), Rule 3.09).

(b) Batter in the Batter's Box

Batters will now have to keep one foot in the batter's box at all times. After an umpire's warning, the next stroll will cost the batter a strike.

(c) Intentional Walk

An intentional walk will no longer require a pitcher to throw four pitches; a team will merely indicate it wishes to walk a batter.

(d) Designated Runner

A player not in the lineup may pinch run for a player twice in a game, without the slower player being required to leave the game.

(e) Junior Baseball

- (i) **On Deck batters** - On deck batters are permitted in the on deck area.
- (ii) **Dropped 3rd Strike** - A batter becomes a runner when the 3rd strike is not caught, providing (1) first base is unoccupied or (2) first base is occupied with two out.

(f) Major Baseball

- (i) **On Deck batters** - On deck batters must remain in the dugout.
- (ii) **Dropped 3rd Strike** - A batter becomes a runner when the 3rd strike is not caught, providing (1) first base is unoccupied or (2) first base is occupied with two out.
- (iii) **Stealing bases** - Any runner can advance until the time when the pitcher is on the rubber (as opposed to the dirt mound) and the catcher is in position to receive the ball.
- (iv) **5-Run Rule** - There is no 5-run rule in Majors baseball.

(g) Minor Baseball

- (i) **Pitchers** - Little League pitching rules apply. Pitchers must be in contact with the rubber while in their starting position.
- (ii) **In Minors no 12-year-old may pitch.**
- (iii) **Stealing bases** - Once the pitcher has the ball and is standing on the pitching rubber, the runners cannot leave their base until the ball reaches the batter. Stealing home is allowed after 2 weeks into regular season or June 1.
- (iv) **5-Run Rule** - After 5 runs have scored, the half inning is complete even if fewer than 3 outs have been recorded. If three outs are recorded before 5 runs are scored, then the inning is over. On a play that the 5th run of the inning is scored the play is not over until the ball is dead, **however only 5 runs will count**. The 5-run rule is in effect for all innings except the 4th and any extra inning.
- (v) **10-Run Rule** - If after 4 innings (3 1/2 innings if the home team is ahead), one team has a lead of 10 runs or more; the manager of the losing team shall concede the game.
- (vi) **Continuous Batting** - Continuous batting is required in Minors (each player on each team shall bat in order, regardless of whether or not they are currently playing in the field).
- (vii) **No dropped 3rd strike rule applies.**

(h) Coach-Pitch

- (i) **6-Pitch Maximum** - Batters will get a maximum of 6 hittable pitches. If after 6 pitches the batter has not put the ball into play, a tee will be utilized to allow the batter to place the ball in play.
- (ii) **Underhand Pitching** - Only girls will be allowed to receive underhand pitching. Boys must receive overhand pitching only (pitching from a standing or kneeling position is acceptable).
- (iii) **No Base Stealing** - There will be no base stealing in Coach Pitch. Once the pitcher has the ball within an 8-foot radius from the pitching rubber (usually the dirt area), the runners cannot leave their base until the ball reaches the batter.
- (iv) **5-Run rule** - After 5 runs are scored, the teams switch positions even if fewer than 3 outs have been recorded. If three outs are recorded before 5 runs are scored, then the inning is over when the 3rd out is made. This 5-run rule is in effect for all innings.
- (v) **3 Outs** - Each half inning is complete when three outs are recorded or all batters have batted in that inning.
- (vi) **Continuous Batting** - Continuous batting is required in coach-pitch. Each player on the team shall bat in order.
- (vii) **Player rotation** - Coaches should rotate players such that each player has an opportunity to try each position during the season.
- (viii) **Defense** - All players shall play defensively in the field each inning. The 6 infield positions shall be occupied, with the remainder of the players distributed evenly in the outfield.
- (ix) **Overthrows** - Coach-pitch will limit runners to a maximum of one extra base on an overthrown ball. Over aggressive base running is discouraged in coach-pitch.
- (x) **Coaches in the field** - The defensive team may have managers/coaches standing in the field in addition to the pitcher. There must be at least one adult in the dugout at all times.

(i) Tee Ball

- (i) **Practice** - Coaches should try to practice either before their game or at another designated time during the week.
- (ii) **Pitching** - Tee Ball batters must hit off a tee, Tee Ball coaches are not permitted to pitch to hitters.
- (iii) **Strike Outs** - There are not strike outs in Tee Ball.
- (iv) **Last Batter** - The last batter of each inning and all runners on base at the time will continue running upon the ball being placed in play until the bases are clear.
- (v) **Outs** - Runners are to be called out or safe to help teach them basic baseball rules.
- (vi) **Continuous Batting** - Continuous batting through the order is required. Each player on the team shall bat in order. When all batters in the line-up have batted in a half inning, then the half inning shall be declared complete.
- (vii) **Player Rotation** - Coaches should rotate players such that each player has an opportunity to try each position during the season.

- (viii) **Defense** - All players shall play defensively in the field each inning. The 6 infield positions shall be occupied with the remainder of the players distributed evenly in the outfield.
- (ix) **Overthrows** - Tee Ball shall limit runners to a maximum of one base on an overthrown ball.
- (x) **Coaches in the field** - The defensive team may have managers/coaches standing in the field. There must be at least one adult in the dugout at all times.

Article IV. Challenger Division

Dimond West currently does not have a Challenger Division but if one is adopted it will be conducted in accordance with Little League policy and rules.

Article V. All Star Teams

The goals of the Dimond West Little League All Star programs vary with level. The goals of the Junior Division (13/14) and Major Division (10/11/12) teams are to develop players with the intent of winning their tournaments. The goals of then 8/9/10 and 9/10/11 teams are to develop players, provide a familiarity among the younger players with the All Star tournament format and promote cohesive teams in later years.

Dimond West All Star Manager and Team Selection Process

In this section, the reasons for DWLL's process choices are highlighted in *italics*.

Section 5.01 Selection of the DWLL All Star Managers

(a) Applications/Eligibility

Any interested manager or coach currently active in DWLL may apply to manage a DWLL All Star Team using the DWLL All Star Manager Application Form. Applications are to be received by the committee no later than the last day of May in any year.

The requirements of a Manager are:

- They are a current coach or manager in the DWLL system in the Division they wish to manage (except for the 9/10/11 and 8/9/10 teams, which may be managed by Majors or Minors coaches - see page T4 2018 LL Rulebook).
- They commit to manage the team for the duration of the tournaments involved whether or not their child is selected to be part of the team.
- They agree to choose the team that, in their opinion, is most likely to achieve success.

(b) Board Vote

A quorum of the Board of Directors (at least 1/3 of the Board) votes to approve or disapprove of the manager recommendation as soon as possible. A majority of the quorum is required to approve. This vote can be conducted electronically only if absolutely necessary. *The idea is to move as quickly as possible & follow the rules but not burden the system by requiring the entire board (some of whom may be uninterested) to vote or to require a unanimous decision.*

The Board President has the authority to overrule the Board approved manager and appoint a manager of his or her choice for the All Star teams.

(c) Notification

If the Board approves the recommendation, then the applicants are notified of their status in as timely a manner as possible. If a majority of the Board disapproves of the recommendation, then another candidate is recommended by the committee, and so on.

Section 5.02 Selection of the DWLL All Star Team

(a) Player Eligibility

Any DWLL player of appropriate age who has played in 60% of regular season DWLL games is eligible for All Stars (Little League rule). Note, these must be regulation games, as per Rule 4.10.

(b) Tryouts

The selected All Star Manager for each division conducts All Star tryouts according to his/her desired method and evaluates the players. The manager may use criteria additional to a player's performance at tryouts to evaluate players. The Board of Directors typically decides upon the tryout date before the season starts. Any eligible player is welcome to tryout and any spectators are welcome to attend. If a player fails to report to tryouts AND does not inform the Player Agent in advance about the absence, then the player is ineligible to participate in All Stars (i.e. players may miss tryouts if they inform the Player Agent beforehand). It is highly encouraged that each player attends tryouts.

(c) Managers' Meeting

After the All Star manager evaluates the players and before a list is passed to the Player Agent, the manager shall assemble no more than 1 coach or manager from as many regular season divisional teams as possible in order to get input from them. The All Star manager does not need to reveal his/her list but may choose to. There is no voting, the All Star Manager retains final authority, but holding this session is required. *The All Star manager almost always seeks input from other managers. The disagreements are almost always about the threshold players. These are also the most difficult picks for the All Star manager and where other managers' input can be very valuable. This session provides an official forum to advocate for lesser-known players and it serves to protect the All Star manager and DWLL from discontent since the process is shared.*

(d) Player Agent Notification

Each Divisional All Star manager proposes a list of those whom he/she deems qualified for the team to the Player Agent immediately following the managers' meeting.

(e) Coaching Staff Selection

The manager selects his/her coaching staff *after* tryouts, which must be composed of current DWLL coaches or managers in the appropriate divisions. The proposed coaching staff is forwarded to the Board of Directors for approval.

Footnotes to Article III

(a) - CONFLICT OF INTEREST. If any member of the All Star Committee or Board of Directors is deemed by the Board of Directors to have a conflict of interest (e.g. member is a candidate for manager, is the relative of a candidate, etc.), then the individual with the conflict shall not vote on these issues as a Board Member or a member of the All Star Committee. The President will appoint a replacement in the case of the All Star Committee. *This bit is the result of a conversation with District Staff.*

(b) - GOALS. The goals of the various All Star teams are not all the same. The goals of the Seniors, Juniors and 11/12 majors teams are to develop players with the intent of winning their tournaments, whereas the goals of 9/10 and 10/11 divisions are to develop players. One goal of the 9/10 teams is to establish a familiarity among the younger players so they may develop in later years as cohesive teams. In support of this, we do not seek to evenly divide the talent between the two 9/10s, but rather have an A Team and a B Team.

(c) - TIMING. If the All Star Committee determines that timing is not achievable due to a lack of applicants or other reason, the committee can decide to amend the dates as necessary.