

WINDSOR LITTLE LEAGUE

Bylaws/Local Rules/Ground Rules BASEBALL and SOFTBALL PROGRAMS

2021

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GENERAL INFORMATION

This document expires annually at the end of the calendar year and must be renewed annually. It includes the Windsor Little League Board of Directors' specific ground rules for the various divisions and procedures for selection of Tournament Teams (All Stars).

Because each local Little League Board of Directors has authority to change local procedures, this document requires only Board of Directors consent, without general membership approval. No part of this document can conflict with or supersede any Little League rule, regulation, or policy.

The by-laws, local rules or ground rules are to be distinguished from the Little League Constitution. The Constitution spells out the duties and responsibilities of the officers of the board, definition of membership, election procedures, meeting requirements such as quorum, etc.

The various items in this document contain information that is pertinent to the Managers, Coaches, Players, and Parents. It is the Manager's responsibility that his/her Players and Coaches are aware of them. The Vice President and the Directors of each Division will oversee their program.

1. SPORTSMANSHIP

- a. Players should be taught to maintain the will to win, however, they must be taught to accept losses graciously.
- b. It is the expectation that all Players and Coaches conduct themselves in a mature and respectful manner throughout the course of each game.
- c. Win or lose, the Manager, Coaches and Players will congratulate their opponents at home plate for a good effort following each game.
- d. The Manager, Coaches and Players shall make an extra effort to thank the umpires at the end of each game.

2. RULES OF PLAY

The Official Regulations and Playing Rules for Little League Baseball (A.K.A. Little League Rulebook), as established by Little League Inc. of Williamsport, PA, will be followed, except as modified in this document, or as prescribed by local league rules. (NOTE: The Little League Rulebook pertains to the Major League program unless specifically noting the Minor League program, etc.)

- a. W.L.L. exercises the option of not utilizing rule 4.10 (e) of the *201 Official Regulations and Playing Rules*, commonly known as the *Mercy Rule*. *The league reserves the right to review the election not to use rule 4.10(e) for the AAA level.*

3. REGISTRATION & RESIDENCY REQUIREMENTS

In order to be registered, Players must meet Residence Eligibility Requirements as set forth in the Little League Official Regulations and Playing Rules for Little League. (NOTE: The geographic boundaries of Windsor Little League are specifically described in the League Charter)

- a. No child will be allowed, under any condition, to participate within the league's program until a parent or legal guardian registers her. Approval of registration will be by the President and/or Registrar (or assigned delegate). Signature other than the above is not acceptable.
- b. Registration is considered closed upon the commencement of the draft at each Baseball Division. Late registrations may be accepted into the League and is dependent on available

space. Every effort will be made to accommodate all late Tee Ball registrations. (NOTE: a Late Registration Fee may be applicable.)

- c. Former Major League Players who register after the Major League draft has been completed will be assigned to a team by the Player Agent.

4. MANAGERS, COACHES & UMPIRES

All teams shall have assigned with the league one (1) manager and a minimum of two (2) coaches. In accordance with Little League rules each team must have an adult (a person of the age 18 years or older) managing the team. It is recommended that one of the coaches also be an adult (a person of the age 18 years or older) to be eligible to fill in as temporary manager for times when unexpected absences by the manager occur. If a person under the age of 18 years is to be listed as a coach, this person cannot assume the role of manager at any time. Each volunteer needs to be run through a background check, without question. If the check comes back with a past offence to a minor that person is not eligible to volunteer at any capacity. If the check comes back with an offence not related to a minor the board should vote (2/3) to approve this person.

Appointment of Managers: The Director of each division of play shall nominate Managers of regular season teams. The Director shall submit his or her Manager nominations to the Vice President who shall appoint them, at the final discretion of the President. All Managers must be Local League members in good standing. In order to receive or keep an appointment, every Manager must satisfy such requirements as may be established by the Board of Directors from time to time. All appointments shall expire at the end of the team's playing season, unless sooner terminated at the discretion of the President or the Vice President. Managers of teams shall be responsible for the selection and training of their teams and for the actions of the Playing Members and Coaches during all games.

If a manager or a coach is managing or coaching at the AAU level it is up to the Director of that Level, President and Vice President to determine if they are eligible to manage or coach in Windsor Little League and able to meet the expectations of the position.

No person shall manage more than one team within all levels of Windsor Little League Baseball or Softball, unless approved by the League Director, Vice President and President. A Manager may be a Coach on another team, but that team must be at a different league level. The President shall not allow this second coaching position to have a detrimental effect on either team, and shall notify the Board of Directors of concerns.

Appointment of Coaches: The Manager of the said team, subject to the approval of the Vice President shall nominate the Coaches of each regular season team. Coaches will be selected by Managers following completion of the Draft process for that League, thus avoiding the pre-selection of Players through selective coaching appointments. In order to receive or keep an appointment, every Coach must satisfy such requirements as may be established by the Board of Directors from time to time. All appointments shall expire at the end of the team's playing season, unless sooner terminated at the discretion of the President or the Vice President. Coaches shall assist their Managers in team training/practices, conduct and games.

Limitations on Managers and Coaches: While holding such office, the President shall neither manage nor coach a special, post season team, such as a tournament team or All-Star team (inter-league and intra-league).

However, the President may coach, but not manage, a regular season team.

Protests – Managers, Coaches & Umpires: Each Coach and Manager has a Moral Obligation to help prevent protests, and work together for the success of the League. It is the responsibility of all adults coaching during a game to eliminate a possible protest. Remember that the Umpires will make many honest judgment errors during the season. Managers and Coaches should accept them as honest judgment errors and will not intimidate the Umpire about them.

Appointment, Training and Scheduling of Umpires (Baseball): Little League rule: All games must be officiated by at least one adult (a person of the age 18 years or older). This adult may have a second umpire under the age of 18 years, but the adult will be considered the chief umpire regardless of knowledge or experience. The adult umpire need not be the plate umpire.

Players of league age 12 to 18 years are authorized to umpire games at least a level below their own playing level, but only as field umpires. High school players are eligible to umpire games, as either a field umpire or the umpire behind the plate. The game coordinator rule applies. See L.L. rule 9.03 (d).

Prior to the beginning of each regular season, the Director of each Division shall provide the President with a written list of those persons who are recommended by to serve as officials at league games and shall designate the level of play at which such persons are qualified to officiate. The President may, at his or her discretion, appoint any Umpire so recommended by the Division Directors and such appointment may be conditioned upon the person nominated satisfying such other and further requirements as the Board of Directors may determine, from time to time. Before and during the playing season, the Director of Umpire Training shall train, schedule, observe and evaluate all Umpires for their respective leagues.

The Director of Umpires, (or in their absence of such appointed person) the Division Directors, shall be responsible for the actions of all Umpires on the playing field. The appointment of any Umpire may be revoked at any time by the President or Vice President.

5. EVALUATIONS

- a. The Player Agent is primarily responsible for the overall management, confidentiality, and fairness of the Evaluations.
- b. Confidentiality - The Player Agent will maintain all documents pertaining to the scores of the Evaluations in strict confidence. Under no condition are Players (or parents) to be told any score results and whether or not they or other Players made the Majors, AAA, or AA.
- c. The Player Agent and the Vice President shall determine the persons that may participate in the Evaluation rating process.
- d. The Rating System for evaluations will be determined by the Player Agent. A Player will receive a rating for the following categories: Fielding, Throwing, Catching, and Hitting. Running skills may also be measured, but will not impact a players overall rating.
- e. Players league age 7 or younger will not participate in Evaluations. The A Division Director will assign league age 7 Players and Eligible Players whom are league age 6 (see Section 6.j.h) to A League teams. Players league age 7 may be assigned, by the AA Director, to a AA team if they show they have maturity and skills required for AA players. A level coaches from the previous season may be consulted. A league age 7 year old is to be considered to play in the AA Division (prior to initial team selection) only if they participate in evaluations per their coaches recommendation, and then permitted by the player agent.

- f. All Players league age 8 and 9 must be evaluated prior to the AAA and AA team selection. These candidates will play in AAA or AA if selected. Any player league age 8 or 9 who does not attend an Evaluation will be assigned to a team at the discretion of the Player Agent.
- g. All Player members, must be evaluated to be eligible for the Major League draft.
 - **Exception:** of acceptable written or confirmed verbal excuse to the Player Agent prior to the scheduled Evaluation dates
- h. Excused candidates cannot be drafted until they have been assigned an Evaluation rating by the Player Agent. The Player Agent coordinates the process of assigning an Evaluation rating for excused Players (Note: This Evaluation rating is based on the knowledge of the Team Managers/Coaches attending the draft).
- i. Evaluations will be held over a two-day period to enable maximum participation, all players per sections 6.f & 6.g must attend at least 1.
- j. Evaluations will not be held during Easter weekend.

6. DRAFTS

- a. Should the number of teams change from the prior year, the League will have a redraft of all teams.
- b. The Player Agent is responsible for the overall management and fairness of the draft. Under no condition may the Majors, AAA or AA drafts commence unless the Player Agent and Vice President (or an approved replacement) is in attendance to oversee the draft. Should the draft proceed without the Player Agent, the draft shall be deemed as invalid.
- c. The following people are allowed at the draft and will constitute the Draft Committee:
 - League President
 - Vice President
 - Player Agent
 - Director of Division
 - Managers in said division
- d. For Major League and AAA, the following draft order will be as follows:
 - Team #1 Selects
 - Team #2 Selects
 - Team #2 Selects
 - Team #1 Selects
 - Team #1 Selects
 - Team #2 Selects

For 3 or more teams each team will be redrafted in full via a snake draft format, see 6.h.
- e. Also, all players who played at the Majors level last season must be placed on a Majors team during this draft process.
- f. Special Consideration: League age 12 year olds are required play in the Major Leagues, unless:
 - The league receives the Parent's request/permission to have the candidate participate in the AAA program. Typically, this determination should be driven by safety issues and would require the approval of the Player Agent, Vice President, Director of Major League and the Director of Minor League.
 - It is a safety concern for the 12 year old to participate at the majors level (at which point the Player Agent will have a conversation with the parent to discuss proper placement and the followed by the parents consent).
- g. Sibling Rule: For the purposes of the draft, it will be assumed, unless otherwise requested by Parents/Guardians, that siblings playing at the same level will play on the same team. Parents/Guardians may request siblings to play on different teams within the same level. This request must be in writing to the Player Agent and/or Vice President and must be received no later than 48 hours prior the draft.

- h. In the case of 3 or more the draft order will be chosen out of numbers drawn from a hat. The snake order method will be used:
- Team #1 selects
 - Team #2 selects
 - Team #3 selects
 - Team #3 selects
 - Team #2 selects
 - Team #1 selects
- i. Draft Round Assignment: For the purpose of determining a fair and equitable draft round to an optioned sibling or son/daughter of a Manager. The following ranking system will be used for determining an appropriate round an optioned Player must be selected:
- | <u>Player Ranking</u> | <u>Selection Rnd.</u> |
|--|-----------------------|
| • Ranking placing the Player among the top 3 eligible Players= | 1 st round |
| • Ranking placing the Player among slots 4-6= | 2 nd round |
| • Ranking placing the Player among slots 7-9 = | 3 rd round |
| • Ranking placing the Player among slots 10-12 = | 4 th round |
| • Ranking placing the Player among slots 13-15 = | 5 th round |
- j. Each manager will have the option to trade up to 3 player(s) from their team for a player(s) from another team. This will allow a manager to address any deficits or special needs their team may have (e.g., adequate supporting coaching staff needs, perceived weakness at a skill needed for the team).
- k. Things to note:
- Major League: Every attempt will be made to hold the draft as soon as possible.
 - AAA: The AAA draft will follow the Major League draft; every attempt will be made to hold this draft the day after the Major League draft.
 - A Manager may choose to waive the option on a son or daughter.
 - Parents of Major League Players who become Managers or Coaches after their children have been selected to a Major team may not automatically claim their sons or daughters.
 - Notifications/Assignment: It is critically important that all players are notified of their assignment at essentially the same time. The Player Agent will advise the proper procedure for player notification. All Managers are expected to adhere to this rule. (Note: Any Manager that is found to be in violation of this rule is subject disciplinary action, up to and/or including removal as Manager.)
 - Prior Major League Players who have not completed a registration form by draft day will lose their rights to remain at the Major League level. Managers/Coaches should contact these Players prior to the draft to clarify the status. The Player Agent will be primarily responsible for resolving the situation prior to the draft. The Registrar should provide the Player Agent with all prior drafted players eligible Majors and AAA players not yet registered. Player Agent should check Major League rosters against registration, and contact anyone that was previously on a Major League team who has not yet registered to clarify status and inform family of the player's options should they not be registered by draft day.
 - "A" and "AA" League Players will be assigned by the "A" and "AA" Directors. Team balance, including balance of age groups, should be maintained.
 - Eligible Players The following outlines the eligible age groups at each baseball level:
 - Major Leagues 9,10, 11, 12
 - AAA 8, 9, 10, 11, 12

- AA 7**, 8, 9, 10, 11
- A 6***, 7, 8, 9
- Tee Ball 4*, 5, 6, 7

*4 year olds may be eligible for Tee Ball if the parent is present at all practices and games.

**7 year olds are eligible for AA to fill out rosters after the 8 year olds are exhausted and must be evaluated by AA Director.

7. ROSTERS

- a. See L.L. Rulebook
- b. The Player Agent, Vice President and Director of the applicable League shall maintain equal Rosters.
- c. The Player Agent and Directors have the discretion to have only ten Players drafted to each team. However, an eleventh and twelfth Player must be added to each team, prior to the start of the regular season (through late sign-ups and/or promotions), unless otherwise approved by the Vice President prior to the start of the season. In all cases, at the Major, and AAA level, the Directors will strive to have full rosters defined as 12 players per team.
- d. AAA Player Call-up to Majors: Call-up of AAA Players by Major League teams may be considered in order to maintain a full roster for the season. Major League managers will call up AAA players in accordance with Little League Rules, Section III – The Teams part (d). In conjunction with this rule the manager has five (5) days to make his selection. The Player Agent will consult with the AAA managers and obtain a list of players from those managers they feel are prepared to play in the Majors Division. The Majors manager in need of a player may use this list as a guide during the decision-making process. The Player Agent will contact the AAA managers of the player selected and will advise the player's parents of the players promotion to the Major League. The player need not accept the promotion. Call-ups during the final two weeks of the regular season are optional.
- e. AA Player Call-up to AAA: Call-up of AA Players by AAA teams may be considered in order to maintain a full roster for the season. AAA managers will call up AA players in accordance with Little League Rules, Section III – The Teams part (d). In conjunction with this rule the manager has five (5) days to make his selection. The Player Agent will consult with the AA managers and obtain a list of players from those managers they feel are prepared to play in the AAA Division. The AAA manager in need of a player may use this list as a guide during the decision-making process. The Player Agent will contact the AA managers of the player selected and will advise the player's parents of the players promotion to the AAA Division. The player need not accept the promotion. Call-ups during the final two weeks of the regular season are optional.
- f. If a team needs to fill a roster spot(s) to field a team for a game the Manager shall reach out to the Manager(s) of the other teams at the same level to see if there are any interested players. If there are no other teams or interested players at the same level than the Manager shall follow the procedures listed in parts d and e of this section for promoting a player from a lower level.
 - i. Any player that fills a roster spot under 6.f will be subject to the following playing rules:
 1. The temporary player shall not pitch.
 2. The temporary player shall bat in the last spot in the line-up.
 3. All permanent members of the team shall have priority playing in the field except that the temporary player shall play the minimum per applicable league rules.

- g. Being a Regular season, as well as an All-Star player or coach, is a privilege based on ability and character. You represent our league (and town) when you are selected to a special team. If you are not meeting the standards that Windsor Little League has set for players and coaches then the President, Vice President, or Division Director along with the Player Agent and a 2/3s vote by the Board of Directors may take disciplinary action against any participant in the league, including players, coaches, parents, umpires, league officials, and spectators, whose conduct is detrimental to the operation and purpose of the Windsor Little League. While this Code of Conduct enumerates certain conduct that would result in automatic disciplinary action, it is not exhaustive and other conduct not specifically identified in this Code could also result in disciplinary action. These decisions should be based on the conduct outlined in items 9 a or b.
- h. Injures: Players unavailable due to an injury must be cleared by a physician before being reinstated.

8. TEAM ASSIGNMENT (Late Players)

- a. Late sign-ups may be accepted into the League, on or after the draft, based solely on roster availability.
- b. Late sign-ups must submit to the Player Agent's tryout (if required) and will be assigned to a team by the Player Agent, after consultation with the applicable Division Director and as approved by the Vice President
- c. Former Major League Players who sign up after the drafts will be assigned to a team by the Player Agent, after consultation with the Vice President.
- d. Regardless of age, there is no guarantee of assignment to a Minor AAA, Major, Junior or Senior team

9. DISCIPLINE OF TEAM PERSONEL

- a. If a Manager, Coach or Player is removed from the game for disciplinary action by the Umpire, he/she must leave the field. The Manager or adult Coach must not sit on the bench or in the stands and may not be re-called. If a Player is removed from the game, the Team Manager is responsible for ensuring that the matter is handled appropriately. See L.L. Rule 9.05.
- b. Players may be benched for behavior unbecoming to the Windsor Little League program. The opposing Manager or Coach and Head Umpire shall be advised prior to the start of the game (or during the game, if applicable) of any action being taken and for what reason. The Player Agent must be made aware within 24 hours of the incident. Proposed reasons for this discipline are:
 - 1. Fighting
 - 2. Insubordination
 - 3. Cursing
 - 4. Stealing articles in the park
 - 5. Abuse/harassment towards Coaches/Umpire/fellow Players
 - 6. Improper dress
 - 7. Unsportsmanlike conduct
 - 8. Destruction of League Equipment

Parents of Players are held to a similar standard as the Managers, Coaches and Players and will be asked to leave the field if a Coach or Umpire deems their behavior as disrespectful or disruptive to any other attendees.

10. SCHEDULED GAMES/ PRACTICES

- a. The League will not schedule games or require practices on Memorial Day or Shad Derby Day (3rd Saturday of May)
- b. All teams should practice a minimum of one time per week during the regular season.
- c. Once the season's schedule is issued, no games may be rescheduled without the approval of the Scheduling Director.
- d. Games will be scheduled and played on Sundays, including Mother's Day and Father's Day. Managers will not reschedule or cancel these games.
- e. Managers, Coaches and Players are responsible for turning on/off lights and locking the Major League shed, Minor League shed, batting cage, Bradley shed and the bathrooms. NOTE: Be careful when turning off the lights so that you don't accidentally turn off the baseball field lights. Being a public park, Windsor Little League is responsible to secure/police up after all practices/games or other functions. Following the last game/practice of the day, the field should be policed and secured (to include turning off the lights and locking the sheds and bathrooms).

11. RAINOUTS/ POSTPONEMENTS

- a. On game day, prior to the first pitch being thrown, The Directors of Buildings and Grounds, with input from Managers of each team will evaluate and determine playing conditions of the field. In the event the Directors of Buildings and Grounds are unavailable, the League Director, in conjunction with the team Managers will determine playability. Once the first pitch is thrown, field conditions fall under the jurisdiction of the umpire
- b. It is strongly suggested that all rained-out or postponed games be played on the next open date on the schedule. An open date is not considered open if it forces one of the teams to play four games in a calendar week. During the last couple of weeks in the schedule, make-up games can be played at a Saturday practice. In general, Managers should ensure that these games are made-up within one week
- c. The first game canceled will have first priority and be played per "A".
- d. The scheduled home team Manager will notify the applicable Director with sufficient notice to allow the scheduling of an umpire to cover the rescheduled game.
- e. Every effort must be made by the Managers to reschedule and play all scheduled games during the regular season. Teams that fail to play a scheduled game shall be subject to receiving a forfeit, as determined by the Vice President.

12. LEAGUE EQUIPMENT/ UNIFORMS

- a. Care must be taken to prevent misuse of League equipment by Players.
- b. Any throwing of helmets or intentional flinging of bats, under any condition, will be cause for disciplinary action listed below.
 - First Offense = Warning.
 - Second Offense = One Game Suspension
 - Third Offense = Refer to 7g
- c. Upon the conclusion of each Player's last game of the season or playoffs, Managers are responsible for the collection of team uniforms and equipment that is league property. This includes "All-Star" uniforms. Managers are responsible for the coordination of the return of

- uniforms/equipment with the Equipment Manager or League Director (within two weeks of the last game).
- d. Current season uniforms will only be worn on the following occasions: Opening Day, participation in parades, Collection Day, scheduled games (not practice) or at other times that are approved by Windsor Little League
 - e. All equipment provided by the League are the sole property of Windsor Little League. Uniform t-shirts, socks, hats (other than All-Stars) shall be the property of the player.
 - f. It is highly encouraged protective cups are required for all levels of baseball (refer to Little League Handbook for properly equipped players)
 - g. Facemasks are required for Softball AAA and Majors, but also recommended for all other levels.
 - h. Keys to the sheds will be under the control of the appointed Board Member. The following volunteers will have access to keys:
 - Board members
 - Directors
 - Major league managers
 - AAA managers
 - AA managers
 - A managers

All volunteers are required to sign for their serialized key and return it at the end of regular season. Any manager of a tournament team will return their key at the end of the tournament.

13. SAFETY DURING GAME

- a. See Safety Code in Little League Rulebook and W.L.L Safety Manual.
- b. If the alarm indicating lighting sounds, or if lightning or thunder is observed by the umpire, all players shall wait in cars for a minimum of 20 minutes after the last lightning/thunder indication. The game will be ended/suspended if the wait time exceeds 45 minutes, or if the umpire calls the game at an earlier time.
- c. Food, gum or seeds are not allowed in the dugouts or on the field of play by players. There are no exceptions. This will be enforced by the Umpires and Managers.
- d. Jewelry may not be worn by any Player.
- e. For Baseball AA level players and above, a protective cup shall be worn by catchers and is recommended for all other players.

14. SCORE KEEPERS

- a. Major, AAA and AA teams must keep a scorebook during the game. The home team maintains the official scorebook in any case of discrepancy.
- b. Baseball Pitch Counts (None for Softball):
 - Both teams (Majors/AAA/AA) have the responsibility of maintaining pitch counts for their own pitcher and the opposing team's pitcher.
 - At the end of each half inning the pitch count of each team will be compared. Any discrepancies will be resolved with the Managers/Coaches of each team with the Home Team having the final say in resolving disputes.
 - Managers (Majors/AAA/AA) have the responsibility of recording pitchers and pitch counts at the end of each game in a Pitch Count Log. Each League Director has the responsibility of reviewing these procedures with the Managers/Coaches of their level/division. An appointed coach will e-mail the pitch counts of the game to all the other Managers within 24 hours.

15. GAME PREPERATIONS, GAME COMOPLETION, SECURING AND POLICING OF ALL FIELDS

- a. Home team responsibilities:
 - Confirm an Umpire is scheduled.
 - Make sure that the assigned parent is in concession stand. (Note: If this rule is not complied with, the game may not begin.)
 - Check that bases are properly installed (safety concern)
 - Make sure the bathrooms are unlocked prior to the games and then locked afterwards.
- b. Home and visiting team joint responsibilities: Excluding out of town teams
 - Check the entire field from a safety perspective
 - Rake dirt section of infield, if necessary.
 - Mark baselines; foul line in outfield, and batters' box.
 - Get two (2) batting helmets for each team. (Each field will have a location for storage of helmets).
 - Return of all helmets and umpire equipment to its proper place after the game.
 - Managers/Coaches are responsible for turning on/off lights and locking the bathrooms, Major League shed, Minor League shed, batting cage and Bradley shed.
 - W.L.L.'s facility is located in a public park; W.L.L. is responsible to secure/police-up after all practices/games or other functions. The facility should be policed-up/secured following the last game/practice of the day. This includes the total area internally and around the bleachers, bike racks, concession stand, dugouts, benches and both equipment sheds, bathrooms locked and lights turned out

16. GAME TIMES/ FINISH TIMES

- a. For consecutive games, the next game will start no later than Thirty (30) minutes after the previous game, unless that time is earlier than the next scheduled game time.
- b. On Sundays, there is a two-hour limit on games at field # 3, 4, & 5 (provided there is a subsequent game scheduled). This applies to the scheduled start of the game, not the actual start time.
- c. On School night games an inning will not start after 8:00. School nights are Sundays through Thursdays.

17. INNING START-UP

- a. Managers/Coaches and Umpires should have all Players hustle on and off the field to keep the game moving along. The umpire has the primary responsibility to keep games moving along.
- b. For regular season games, no inning shall start more than two (2) hours after the first pitch, except for the Majors.

18. GROUND RULES AND PRE-GAME DISCUSSION

- a. Prior to each game both Managers and the Umpires will meet at home plate to discuss ground rules.
- b. At the same time the Managers will discuss and agree to Pitcher eligibility for that game. Scorebooks should be kept up-to-date in case a question arises either during or after the game.
 - Player's shirt numbers must be noted in all score books for all games.

- c. It is the Managers responsibility to ensure that their team is properly equipped.

19. PITCHING

- a. Please see L.L. Rulebook
- b. Players refusing promotion to either the Majors or AAA level may not be allowed to pitch at the lower level, AAA or AA respectively, if doing so is deemed unsafe by the Player Agent and/or Safety Officer.
- c. Minor AA will utilize the following procedure for pitching:
 - After a player walks 2 batters a coach will come in to pitch to the next player.
 - The batter can strike out, but may not walk.
- d. “A” League will utilize “Minor League Coach Pitch” i.e., a Manager/Coach pitches to their own team.

20. INDIVIDUAL PLAYING TIME – W.L.L. RULE

- a. To ensure a reasonable amount of playing time for each Player, the following rules will be in effect:
 - Major League – L.L. Rulebook
 - All players will get at least the minimum playing time in the field as outlined in the L.L. rule book.
 - The batting order will be a continuous rotation that is made-up of every player on the team (that attends the game). If a player arrives late to the game they will be added to the end of the batting order.
 - Special pinch runners are allowed twice per game and it may be the same player who pinch runs twice. [The intent of this rule is to allow players, who might otherwise get less playing time, to enjoy more playing time.]

AAA, AA, & A –

It is the Manager’s responsibility to maintain equitable playing time for all players, weather permitting. As much as possible every player should play at least half of the game in the field. For a six-inning game this would mean each player plays at least three innings in the field.

- The batting order will be a continuous rotation that is made-up of every player on the team (that attends the game). If a player arrives late to the game they will be added to the end of the batting order.
- Special pinch runners are allowed twice per game and it may be the same player who pinch runs twice. [The intent of this rule is to allow players, who might otherwise get less playing time, to enjoy more playing time.]

AA and up – Rotation of defensive positions: All Players are to be afforded the opportunity to play in each infield and outfield position at least once during the year (Note: This excludes catching, pitching, and safety concerns). No more than nine defensive Players on the field at a time

21. PLAYOFF GAMES

- a. All playoff games, for either positioning or the championship, will be played at the end of the season after all the regular season games have been completed.
- b. The playoffs should be scheduled to commence on the Sunday immediately following the regular season. The regular season pitching rules shall apply.
- c. Playoff Format Majors and AAA - The Playoff format shall be determined prior to the start of the Official Season, with input and agreement from the Majors Director, the AAA Director and the NCCBL (North Central Connecticut Baseball League).
- d. Tie Breaker Rules – In the case of two teams having identical records the tie will be broken using the following:
 - the teams head-to-head record then, if needed,
 - A coin flip.

In the case of more than two teams having identical records the tie will be broken using the following:

- the overall best head-to-head record against other Windsor teams with the same record then, if needed.
- Matching the records against the team with the best won-lost record against the other Windsor Teams (Note: This approach will continue until only two teams are left with the same record, then the above tie breaker will be used.).

22. TOURNAMENT AND ALLSTAR TEAM SELECTION

Mission Statement: *It is WLL's intent to field the best possible Tournament Teams with the most skilled, eligible players. Eligibility is determined by completion of the Tournament Eligibility Form.*

Tournament teams permitted by the Board of Directors shall be selected using the authorized method below, as determined annually by the Vice President in consultation with the Directors of Major Leagues, AAA and AA. WLL intends to field the following Tournament Teams for the 2020 season.

- 12 Year Old Tournament Team (or 10/11/12)
- 11 Year Old Tournament Team (or 9/10/11)
- 10 Year Old Tournament Team (or 8/9/10)

Teams can be filled in with younger players only if there are no other eligible players in that age group.

There will only be a tournament team if there are enough players at the age level for the team.

The Player Agent (or designated representative) must be in attendance at all selection meetings and/or tryouts conducted.

- a. Method 1 - On or before the next to last week of the regular season (on a date established not less than seven (7) days in advance by the Vice President), the Vice President, the Player Agent, the Major League Director and the regular season Managers of each Major League team shall meet for the purpose of selecting the Williamsport Tournament team (also known as the 12 year old All-Star team). The Vice President, each Manager and the Director shall have one vote* in the selection of the Player Members for that team. Player Members shall be selected for the All Star

tournament team by majority vote**. In the event any Manager cannot attend said selection meeting, said Manager shall so notify the Vice President and shall designate in writing a Coach from his/her team to attend said meeting in his/her behalf. Any Coach so designated shall enjoy all of the rights and privileges of the team's Manager, as if said Manager was in attendance.

At the conclusion of the selection of the 12 year old Tournament team, the Vice President, the Majors Director, Minors Director, AAA Managers and Player Agent shall vote to populate the 11 year old and/or 10 year old tournament teams from among the remaining Player Members in the Major, and Minor divisions, employing the same procedure for voting as described above.

W.L.L. will post more specific information on the selection process which will be used each year. This process will be determined by the Vice President, League Director, Player Agent and League Managers, subject to the approval of the President. This information will be posted on the website (WindsorLL.com) no later than two weeks prior to the announcement of the 12, 11 and 10 year old tournament teams.

* If the Vice President and/or Director are/is also a Manager, then that individual shall have only one vote.

** The number of Players that can be voted on the team by a majority vote is no less than 11 and no more than 14 (with the 14th player being the official non-rostered reserve player). This number will be part of the selection process as outlined in the previous paragraph.

- b. Method 2 - The ballots are voted on by 3 groups: 1) the players in the Majors Division (1pt each), 2) the Managers of the Majors Division (3pt each), and the Player Agent, Vice President, and the Director of Majors (2pt each) given that they have attended a minimum of 3-4 games for each team in their division in which they will cast their vote.

Each voter will select 12 players on the ballot and the voting will occur at Welch Park. The ballots will be collected and counted by the Player Agent. Once the ballots are counted, the scores for each player are entered into a weighted formula giving the Managers' votes the most emphasis. The top 9 players will be placed onto the allstar team. The remaining players will be selected by the allstar manager, provided they fall within the top 16 in the voting. The manager will be privy to the ranking of the players for selection, although discretion is allowed to the manager. the intent of discretion will allow selection of a lower ranked player if that player fills a playing gap on the field that is not obtained with top 9 players (eg. catcher, pitcher, etc.). The goal of Windsor Little League is to assemble the most competitive All Star team while balancing an All Star opportunity for each age group.

23. ALLSTAR MANAGERS AND COACHES SELECTION

- a. Any regular season Manager or Coach at the Major League or Minor Division (AAA, AA Divisions) are eligible to Manage or Coach the 11 and 10 year old All Star Tournament Teams. Major League Managers and Coaches are the only eligible candidates to Manage or Coach the 12 and All Star Tournament Team. Any eligible Manager or Coach who desires to Manage/Coach the 12, 11 or 10 year old All Star Tournament team will self-nominate to the Vice President no later than the date set forth by the Vice President each year.
- b. The Vice President shall coordinate/facilitate a meeting between Major League Managers, Major League Director, AAA Director and AA Director to discuss the selection of the 12, 11 and 10 year

old All Star Managers and Coaches. Based on a discussion or a vote, the Vice President shall appoint the Managers of the 12, 11 and 10 year old All-Star teams, subject to the approval of the League President and pending the Method chosen for the player selection process. The Directors of Majors and AAA must notify all Managers and Coaches of the All-Start process, they (the Managers and Coaches) must self-notify the Vice President that they are eligible to be selected as an All-Start manager or Coach. For Method 1 (see 23a) The All-Star Managers and Coaches will be selected after the player selection process, for Method 2 (see 23b) the Allstar Manager will be selected after the first 9/10 athletes are selected (so that they may finish out the player selection process).

APPENDIX 1 – DIVISIONAL PLACEMENT**Divisional Placement Table**

<u>Division/ League Age</u>	<u>T-Ball</u>	<u>Single A (A)</u>	<u>Double A (AA)</u>	<u>Triple A (AAA)</u>	<u>Little League (Majors)</u>
5	A	-	-	-	-
6	A	A	-	-	-
7	-	A	A	-	-
8	-	A	A	B	-
9	-	-	A	A	B
10	-	-	-	A	A
11	-	-	-	A	A
12	-	-	-	B	A

Key

- (*): Tryouts are required to be eligible for these divisions.
 (-): Player Candidate cannot be placed in this division, no exceptions.
 (A): Player Candidate is eligible to play in one of these divisions.
 (B): See Tryouts and Drafts for exceptions.