

WESTSHORE LITTLE LEAGUE

LOCAL RULES – ADOPTED 11/2006

Rev.4/2021

1.0 PROGRAMS AND MANAGEMENT

1.02 Age Alignment

The League shall offer the following baseball programs to eligible children:

- a) Senior Division (for players league age* 13 through 16)
- b) Junior Division (for players league age* 12 through 14)
- c) 50-70 Division (for players league age* 11 through 13)
- d) Majors Division (for players league age* 9-12)
- e) AAA Ball (Minor Division) (for players league age* 8 through 11, who are not selected to the Major or 50-70 Division. Note: 12-yr olds may participate in AAA Ball upon approval of the parent and processing of appropriate waiver) f) AA Ball (Minor-machine pitch division) (for players league age* 7 through 11) Note: Players of league age 6 who have played A Ball previously are eligible to participate in AA Ball).
- g) A Ball (Tball) (for players league age* 4 through 6. Note: Players of league age 7 may be placed in T-Ball upon recommendation of the Player Agent and approval of the Board of Directors)

2.0 DRAFT RULES

- 2.01 Each 50-70 & Major Division team shall maintain a roster of 12 players. AAA and AA teams will have an even number of players, depending on the number of players registered, with a maximum of 15 players. The 50-70 & Major Division will draft in accordance with the provisions of “Plan A” of the Player Selection System as outlined in the Little League Operations Manual.
- 2.02 The teams in each of the A, AA, AAA, Divisions shall redraft each year. The draft shall be conducted by the Player Agent. Draft order shall be determined by lottery.
- 2.03 The managers in A and AA Ball shall meet with the Player Agent for that Division and assign players to each team with regard to board-approved parent preferences, requests for brother options, physical address, etc.

3.0 GAME SCHEDULING RULES

- 3.01 The President, Vice President, or Player Agent should call a game due to heavy rain. A manager may request a game rescheduled due to a group school-based function only (band concert, school field trip, vacation, etc). If granted, the requesting manager must notify the Umpire Coordinator and opposing team manager.
- 3.02 Make-up games shall be rescheduled by the President, Vice President, or Player Agent.
- 3.03 For games in the last two weeks of the season, the 50-70 Division shall be given priority in the makeup schedule. The League President and local board may modify the priority if required or requested.
- 3.04 No game shall be moved from a scheduled day or time without the consent of the President. All game schedule conflicts must be brought to the attention of the Board of Directors.

4.0 TOURNAMENT TEAM (ALL-STAR) SELECTION RULES

- 4.01 Tournament Committee: The Tournament Committee shall consist of the League President, player agents, and at least three (3) additional Board Members.

4.02 Selection of Players: The Managers, Coaches, and Players will vote for players in their prospective Divisions. The votes will be tallied and the players with the most votes will be selected to the tournament team with Board approval.

The manager will pick replacement players. All teams will place a roster of at least 12 players.

4.03 Practice: Any player who misses more than two (2) tournament team practices, except for a reason justified by the Tournament Committee, in a consecutive 14-day period, shall be subject to immediate removal from the tournament team.

4.04 Games: Any player who misses a tournament game, except for a Little League injury or reason justified by the Tournament Committee, shall be subject to immediate removal from the team.

5.0 UMPIRES

5.01 It shall be the objective to have two umpires for all games in the AAA Division and above. For 50-70 Division games, all umpires shall be at least 18 years of age, unless approved by the Umpire Coordinator. 5.02 In AA Ball, the Manager or Coach who is operating the pitching machine for his or her own batters shall be the umpire in chief. The umpire in chief will alternate with the opposing team's Manager or Coach every half-inning. A plate umpire may be used in AA Ball for the purpose of training, however, their calls will be limited to fair or foul balls.

6.0 MISCELLANEOUS RULES

6.01 Prior to all games, the home team must have the field preparation completed (grading, watering, lining, pitching machine, and any other duty necessary to start the game). Failure to complete this task under this ruling will result, on the first occurrence; the manager shall receive a written warning. On the second offense, a suspension from the next scheduled game. On the third offense, suspension for the remainder of the season.

6.02 On all fields, each team is responsible for cleaning its own dugout and bleacher area after each game.

6.03 For Junior League games played at area school fields, ejected persons must leave the school grounds. Junior League games played at Westside Park, the ejected person must leave Westside Park. 6.04 Home teams will provide the game balls.

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10.0 50-70 & Majors Division Local Rules

10.01 In the event of a tie, the game will continue until there is a winner or until the weather and daylight permit. If there is still no winner at that time, the game will continue at a rescheduled date from the point where it left off.

10.02 The 10 & 15 run rule as per 4.10(e) in the Little League rule book will be utilized in this division.

11.0 AAA Ball Local Rules

The goal of our AAA Ball Program is instructional. The following local rules are intended to help with the instructional nature of the division and encourage good sportsmanship and competition. It is the manager and coach's job to make fair play and sportsmanship more important than winning.

11.01 The 5-run per inning rule is in effect for AAA ball, except open inning (see 11.04).

11.02 The 10 and 15 run rule as per 4.10(e) in the Little League rule book is in effect.

11.03 Continuous batting order is in effect.

11.04 Games are limited to 1 hour and 45 minutes from the official start of the game. The 4th inning starts the Open inning and any inning after that will be open if time allows. No new inning can start after the time limit has been reached. The end time of one inning shall be considered the start time for the next inning (Note: if there is no game scheduled to be played immediately following the game in progress, the 1 hour and 45 minute time limit does not apply).

11.05 Umpire in chief may designate when the open inning will be based upon time constraints.

11.06 Win/Loss record will be kept in AAA Ball for the purpose of determining which team will represent the League in post-season tournament play if applicable.

12.0 AA Ball Local Rules

There is no winner or loser.

The goal of our AA Ball program is instructional. The following local rules are intended to help with the instructional nature of the division and encourage good sportsmanship. It is the manager and coach's job to make fair play and sportsmanship more important than winning.

12.01 AA Ball is not considered a competitive league. A team may have 10 defensive players. The extra player must play in the outfield.

12.02 The 5-run per inning rule is in effect the entire game. There are no open innings

12.03 Pitching machine will be utilized. The machine shall be set between 35 & 42 mph. A batter shall be allowed 5 pitched balls but only 3 swinging strikes. Players will not be called out on a fourth or fifth-pitch foul ball.

12.04 Runners may not advance to the next base (steal) unless the pitched ball has passed outside of the marked catcher's circle. Exception: there will be no "stealing" of home on a passed ball.

12.05 Runner's may advance one base, at the risk of being put out, one base on a passed ball or overthrow. If a second overthrow occurs on the same play, then the ball shall be ruled dead and no additional advancement of the runners is permitted.

12.05 A 10' diameter circle will be chalked out around the pitching machine. Play stops when the pitcher has

possession of the ball within 5 feet of the pitching machine circle.

- 12.06 In addition to the circle, 3' long chalk lines halfway between 1st and 2nd base; 2nd and 3rd base and 3rd and home plate shall also be placed. These lines are to be placed perpendicular to the baselines. If any runner(s) is more than halfway to the next base when the pitcher obtains possession of the ball as described in 12.05 above, the runner may, at the risk of being put out, advance to the next base. If the runner is not past the halfway line, they will be returned to the last base occupied at no risk of being put out.
- 12.07 In AA Ball, the Manager or Coach will be operating the pitching machine and they will feed the balls to his or her own batters. The person at the pitching machine will be the umpire in chief and will alternate with the opposing team at the half-inning. The League may provide a plate umpire for training purposes. The plate umpire will only rule on fair and foul balls. All safe and outcalls will be the responsibility of the Manager or Coach operating the pitching machine.
- 12.08 For right-handed batters, the pitcher (player) will be positioned to the 1st base side of the pitching rubber and in line with the pitcher's mound and first base. For left-handed batters, the player will be positioned on the third-base side of the pitching rubber and in line with the pitcher's mound and third base.
- 12.09 The continuous batting order is in effect.
- 12.10 Games are limited to 1 hour and 45 minutes from the official start time of the game. No new inning can start after the time limit has been reached. The end time of one inning shall be considered the start time for the next inning. (Note: if there is no game scheduled to be played immediately following the game in progress, the 1 hour and 45-minute time limit does not apply).
- 12.11 If a ball is hit and stops inside the pitching machine circle, or the ball contacts the pitching machine, it will be considered a no pitch/dead ball, and the batter will continue his/her at bat with a new pitch count.
- 12.12 One defensive Manager or Coach will be allowed on the grass outfield area for advice to the defensive team. If a ball accidentally touches a coach, the ball shall remain a live ball. If a coach intentionally touches a ball, the ball shall be declared dead and the runner shall be allowed to take the base they were attempting to reach plus one additional base.

13.0 A Ball Local Rules

There is no winner or loser.

- 13.01 No score or standings shall be kept in the A Ball Division
- 13.02 There are no umpires in the A Ball Division games.
- 13.03 Managers/Coaches are allowed in the field for instructional purposes.
- 13.04 A game is limited to three (3) innings and may be shortened due to weather or light conditions. Unless the game is stopped for sudden weather conditions, the visiting and home teams shall have an equal number of innings at bat.
- 13.05 The continuous batting order is in effect. Every offensive player on a team roster will bat, and the inning will end when the final batter has batted.
- 13.06 All players shall wear helmets while batting, running the bases, or coaching the bases. Catchers must wear a

protective helmet and stay behind a screen set-up a minimum of five (5) feet behind the plate until the ball has been batted.

- 13.07 All defensive players shall take the field each inning, but only six (6) players shall take positions in the infield (first base, second base, shortstop, third base, pitcher's position, and catcher). No player may play in the infield (including the pitchers and catchers position) for more than two consecutive innings without a chance for others to rotate into these positions. The pitcher must remain on or behind the rubber until the ball is hit. The other infielders (except catcher) must stay behind the 1st/2nd and 2nd/3rd baselines until the ball is hit.
- 13.08 A batter shall be allowed five (5) swings. If on the fifth swing, the ball is not hit, the batter shall be called out. If on the fifth swing the ball is fouled, the batter shall be entitled to another swing. If the batter hits the tee on the fifth strike, without striking the ball, the batter shall be called out.
- 13.09 In no case shall runners advance more than one (1) base as the result of a defensive play or overthrow.
- 13.10 Base runners must stay in contact with the base until the ball is hit. When the pitcher has possession of the ball on the pitching mound, any base runner not having attained at least one-half the distance to the next base must return to the previous base.
- 13.11 The home base will be cleared of all equipment (tee, bat, etc.) as soon as possible. The Manager/Coach assisting the batter shall be responsible for this.
- 13.12 No shorts are permitted for the players during practices or games.

AMENDMENTS

These Local Rules may be amended, repealed, or altered in whole or in part by a majority vote at any duly organized meeting of the Board of Directors. Draft of all proposed amendments shall be submitted to District Little League Baseball, Incorporated for approval. Little League Baseball does not limit participation in its activities on the basis of disability, race, color, creed, national origin, gender, sexual preference, or religious preference.