

Wallington League Baseball INC
DBA
WALLINGTON LITTLE LEAGUE
April 20, 2012

Local Rules

0. Definitions

- 0.01 "The League" refers to Wallington League Baseball DBA Wallington Little League.
- 0.02 "Leagues" refers to the charters of Wallington American Little League (230-05-13) as granted by Little League Baseball, Inc.
- 0.03 "Local Rule" refers to these rules.
- 0.04 "Playing Rule" refers to the Playing Rules of Little League Baseball, as published by Little League Baseball, Inc., in "Official Regulations and Playing Rules".
- 0.05 "Regulation" refers to the Regulations of Little League Baseball, as published by Little League Baseball, Inc., in "Official Regulations and Playing Rules".

1. Programs and Management

- 1.01 The League shall jointly operate the League, per annual approval from Little League headquarters.
- 1.02 The Leagues shall draw from a common pool, consisting of eligible children living within the Borough of Wallington, Bergen County, New Jersey, and those children who may be included under the provisions of Regulation II (d) and/or IV (h), per annual approval from Little League headquarters.
- 1.03 The League shall offer the following baseball programs to eligible children:
 - a. Major League, for players of League Age 9 through 12.
 - b. Minor League, for players of League Age 7 through 11, who are not selected to the Major League.
 - c. Tee Ball, for players of League Age 4, 5 & 6. NOTE: Players of League Age 7 and 8 may be placed in Tee Ball upon recommendation of the child's parent(s) and approval of the Board of Directors.
 - d. Softball, for players of League Age 9 through 12.
 - e. Minor League Softball, for players of League Age 7 through 11, who are not selected to the Softball Major League.
- 1.04 The League does not offer baseball programs for players younger than League Age 4 or older than League Age 12. League Age is the player's age, in full years on April 30 of the current

year. (A player whose 12th birthday is April 30 is considered League Age 12; a player whose 12th birthday is May 1 is considered league Age 11.)

- 1.05 Inter-league practice and official games are permitted, per annual approval from Little League headquarters.
- 1.06 All Board Members will be permitted to manage or coach.

2. Membership Rules

- 2.01 League membership is open to all interested parties. Coaching is not a requisite.
- 2.02 Prospective members must submit an application to the board of directors for review.
- 2.03 In order for a member to be eligible to vote at the annual September meeting, the member must have a child that was registered in the WLL Baseball Program from the prior year.
- 2.04 In order for a member to be eligible to manage, coach, or assist a team, a new member must attend a safety certification session (minimum 3 hours; no early departure permitted). The certification is effective for two (2) years. All Managers/Coaches are also required to attend a Coaches Clinic. All managers and coaches must be members in good standing, must be agreed upon and appointed by the League President.
- 2.05 All managers and coaches must be approved annually by the Board of Directors. League President has final say on appointments.
- 2.06 Managers, coaches, and members who do not participate in League functions, such as meetings, work parties, committees, fund raisers, or other such functions designated by the board of directors, shall be subject to a change in status by the board of directors.
- 2.07 Parents of Major League players who become managers or coaches (meeting all coaching requirements) after their children have been selected by a Major League team may not automatically claim their child, but may trade for them at the proper time (see Local Rule 3.08).

3. Draft Rules

- 3.01 Each Major League team shall maintain a minimum roster of 12 players. The draft shall be conducted using the Little League Draft Selection System, as modified by Local Rules 3.02 through 3.09. In case of the release of a player, selection of a replacement shall be governed by Local Rule 3.10.
- 3.02 The teams in each of the Leagues shall draft alternately, in reverse order of the previous season's regular-season standing within their respective Leagues.
- 3.03 The following procedures shall be used to determine draft order in cases where teams have identical records in the previous season.

a) Two Teams Tied

The managers of the tied teams shall participate in a coin toss. The winner of the toss shall have the option of selecting ahead of the other team in odd or even rounds of the draft. The other team will then draft ahead in the opposite rounds.

For instance: Teams A and B are tied and will draft 4th and 6th. Team A wins the toss and elects to draft ahead in odd rounds. Therefore, Team A drafts 4th in rounds 1, 3, 5, 7, while Team B drafts 6th; Team B drafts 4th in rounds 2,4,6,8, while Team A drafts 6th.

b) More than Two Teams Tied

The managers of the tied teams shall each cast one 6-sided die. Preference will be determined in high-to-low order. If ties remain, the managers tied will continue to roll the die until the ties are broken. The manager with highest preference will choose first from among the available slots in the first round and so forth in order of preference. In subsequent rounds, the teams shall rotate draft positions so that the team filling the second slot makes the first selection among the tied teams in the second round, etc.

For instance: Teams A, B, and C are tied and will draft 4th, 6th, and 8th. Team A has first preference and chooses earliest pick in the first round, followed by Teams B and C. The order is as follows:

Draft Round	4th pick	5th pick	8th pick
1, 4, 7	Team A	Team B	Team C
2, 5, 8	Team B	Team C	Team A
3, 6, 9	Team C	Team A	Team B

3.04 A team may exercise an option to select the manager's child prior to teams with earlier picks. In case of multiple options on the same child, the manager option has preference.

3.05 A team may exercise an option to select a coach's child prior to teams with earlier picks, provided:

- a. Coaches will be assigned to a Major League team after the draft of that coach's child, who is eligible to be drafted, is complete.

3.06 All options which may be exercised during the course of the draft must first be submitted in writing to the Player Agent prior to the draft. Any child covered by an option under Local Rules 3.04 or 3.05 may be selected as an optioned player only when the optioning manager states the intention to exercise that option prior to the start of a draft round. Options may only be exercised in the first three rounds of the draft. It is not mandatory that an option be the team's first pick(s) in that season's draft. A child for whom an option is declared prior to the draft, but not exercised prior to the start of a round is available to be selected by any team team in that round.

3.07 (a) Starting with the fourth round of the draft, no team may select a player of league age 9 unless a sibling option applies as defined in the Little League Draft Selection System.

(b) Starting with the fourth round of the draft, if a team has fewer than six (6) players of league age 12 on its roster at the time of its selection, that team must select a 12-year old unless all eligible 12-year-olds have been selected. **EXCEPTION:** If a team has at least four (4) players of league age 12 on its roster at the time of its selection, and the number of selections remaining in the fourth round by teams with fewer than six (6) players of league age 12 on their respective rosters exceeds the number of eligible undrafted 12-year-olds, the team may select any eligible player, subject to Local Rule 3.07 (a) above. If eligible undrafted 12-year-olds remain at the end of the fourth round, the rule shall be applied to later rounds as necessary.

NOTE: If, after the end of the third round, the number of eligible undrafted 12-year-olds exceeds the number of draft selections remaining by teams with fewer than six (6) 12-year-olds, the matter shall be referred to the board of directors. The intent of the rule is to ensure that all eligible 12-year-olds are selected to Major League teams.

- 3.08 Following the draft, managers may, if they desire, trade players for up to one (1) hour (commencing at the completion of the draft). All trades shall be made with the approval of the Player Agent(s) and the League President.
- 3.09 After the draft, eligible players not selected for Major League shall be evenly split and placed onto teams in the Minor League. A team from which a player is removed after the draft but before it has completed its 11th game must select a replacement player from among the eligible players in the Minor League as quickly as possible.

4. Scheduling Rules

- 4.01 Make-up games shall be re-scheduled on the first available OPEN DATE. The list of OPEN dates will be verified and approved by the board of directors prior to the season. If multiple OPEN slots exist prior to a scheduled game on a given day, they will be filled in reverse order (latest to earliest).
- 4.02 No game shall be moved from a scheduled day or time without the consent of the board of directors.
- 4.03 No team shall be required to play more than three (3) games in a calendar week (Sunday through Saturday) or to play game, on four (4) consecutive days, unless there is absolutely no other alternative.
- 4.04 Game and Practice Time
 - a. No game shall be scheduled to start prior to 1:00 p.m. on a Sunday.
 - b. No regular-season game shall be scheduled to start later than 7:00 p.m. on any night when school is scheduled to be in session the following day.
 - c. On a night when school is scheduled to be in session the following day, a regular-season game must be called if the field cannot be made ready for play by 7:30pm, due to weather or field conditions. On any other night, a game must be called if it cannot be started by 8:00 p.m. The Little League curfew (Regulation X) will be strictly enforced. No inning may begin after 10:00 p.m. (An inning has begun the moment the third out is made by the home team ending the previous inning.) Under no circumstances will an exception be made to the Little League curfew.

- d. No team shall hold practice at a time announced by the League as conflicting with a major function, including but not limited to the Opening Day parade and the annual fund-raising canvas.

- 4.05 In the event a team cannot field nine players to start any game, the game will be forfeited; however, appeal to the board of directors is permitted. If an appeal is upheld, the game will be rescheduled at the earliest possible date. If the same team cannot field nine players at the start of the rescheduled game, it will then be considered a forfeit.

NOTE 1: This forfeiture procedure will apply to each scheduled game on an individual basis.

NOTE 2: If possible, the date of the rescheduled game will be during a week where the team not causing the delay has only one scheduled game.

5. Ground Rules

- 5.01 Major and Minor League field:

- a. The dugouts are dead-ball areas. A ball that touches the roof of the dugout or enters a dugout is dead.
- b. A ball passing under a fence or gate, or becoming lodged in a fence is dead.
- c. A ball which goes through the fencing beyond 1st and 3rd base will be considered dead.
- d. A ball that is lodged in between the clubhouse and backstop will be considered a dead ball.

- 5.02 A fielder may stand in a live-ball area and lean into a dead-ball area to attempt to catch a fly ball. If, on the momentum of the catch, the fielder falls into a dead-ball area, the batter is out but each base runner is awarded one base (Playing Rule 7.04). If a fielder gains possession of a thrown or batted ball and then enters a dead-ball area but does not fall, the ball remains alive and in play (Playing Rule 5.10) A foul fly touched when the fielder has one or both feet completely within a dead-ball area is a foul ball.

6. Major League Rules

- 6.01 Each player must play a minimum of 2 defensive innings and shall bat a minimum of 1 time.
- 6.02 A 10-run mercy rule will be enforced after 4 innings. If the home team is trailing, they will ALWAYS have the opportunity to bat in the bottom half of the inning.
- 6.03 A regulation game shall be played for 6 innings unless extended because of a tie score. Tie games shall continue until (1) the visiting team has scored more total runs than the home team at the end of a completed inning, or (2) the home team scores the winning run in an uncompleted inning. Under no circumstances shall a new inning start after 10:00 pm, and the game shall be considered a regulation game if called due to curfew or weather after 4 innings have been completed.
- 6.04 All players are required to wear the league provided team uniform. Catchers must wear all league provided catching equipment, including face mask with a throat protector. Male catchers must also wear a hard cup type athletic supporter. This protective equipment is mandatory for all male players.

- 6.05 Home team is responsible for preparing the field for play before the game and will provide 2 game baseballs. This includes dragging and wetting the infield, installing bases, chalking the foul lines and batters box. The home team is also responsible for providing the official scorer. If the field has a snack bar, then both the Home and Away teams are also responsible for opening and staffing during their game time. The visiting team is responsible for prepping the field for the next game, including dragging, watering, or if the last game of the night (removing bases, drag field, watering, clean up around the bench and bleachers and emptying the trash cans).
- 6.06 If a team does not have enough players (9) to field a team, the game will be considered a forfeit for the purposes of the standings. An unofficial game will be played with an additional player(s) from the opposing team.
- 6.07 Only the umpire may call the game due to time limit, curfew, weather or darkness. Managers/Coaches can not render a decision on playing conditions. Discretion is left solely up to the umpire. Only exception and decision on playing conditions can be made by the President and Vice President.
- 6.08 Standings will be kept and will be posted on the Wallington Little League Website: <http://tshq.bluesombrero/wallingtonlittleleague>. Game scores, pitchers used, and innings pitched after each game must be e-mailed to wallingtonlittleleague1951@gmail.com.
- 6.09 A manager must notify the player agent if a player misses two consecutive scheduled games for purposes of determining whether replacement of that player is warranted. Permanent player replacement on a team's roster will be made due to player shortages for any reason (e.g. illness, injury, quitting, family related decisions, etc.). Player replacement procedures must be initiated by the manager and coordinated through the Players Agent of the team needing the replacement player. All replacement player movements are subject to the review and approval of the WLL Board.
- 6.10 If a team's catcher is on base with two out, the offensive team will substitute a "courtesy runner" in order to allow the catcher to don equipment and be ready to play the defensive position. It is encouraged that the player used as a "courtesy runner" be the player who made the last out in that inning.

7. Minor League Rules

- 7.01 Each team shall employ a "bat-around" batting order, consisting of the names of all members present. Nine (9) players shall take the field. Each player must play at least two (2) defensive innings over the first four (4) innings of the game. Free substitution of fielders is permitted. A player who has played infield position(s) other than catcher for two (2) consecutive innings must either play an outfield position or not take the field defensively in the next inning. A player not listed on the original batting order who arrives after the game starts is to be added at the bottom of the order.

- 7.02 A pitcher is limited to three (3) innings pitched in one game. Players of league age 7 and 8 may pitch from a mark in front of the 46-foot pitcher's rubber; 9- through 11 -year-olds must pitch from 46 feet.
- a. Pitching machine will be used for the first two weeks of the season.
 - b. Pitch count for the minor league will be enforced.
- 7.03 The Infield Fly rule is not used in the Minor League.
- 7.04 The advance of bases on anything other than a fair ball or a base on balls or hit batter forcing runners to advance is not permitted.
- 7.05 Bunting is permitted.
- 7.06 The rule regarding sliding (Playing Rule 7.08 (a) (3)) shall be enforced.
- 7.07 A team shall be limited to three passes (walks or hit batters) in an inning (regardless of the number of pitchers used in the inning). After the limit is reached, the pitcher will continue to pitch and the count will be kept as usual. However, upon ball four or a hit batter, the manager or a coach of the offensive team will enter and pitch to the batter. Any strikes recorded while the pitcher was pitching will remain on the count. There will be no called balls and strikes while the coach pitches. The batter will stay at the plate until the batter becomes a runner (by hitting a fair ball) or swings and misses at strike three. If the batter hits a fair ball, the game pitcher is responsible for fielding the position. If another batter follows in the inning, the game pitcher then pitches to that batter subject to this rule. If a batter becomes incapacitated after the three-pass limit is reached, the batter is removed without an out being charged, and the next player in the batting order shall bat and be pitched to by the game pitcher, with a new count. When a coach of the offensive team pitches, the defense shall station a player near the pitcher's mound to field batted balls as a pitcher would field the position. There shall be no called balls or strikes. No batter will be awarded first base on a base on balls or by being hit by a pitch.
- 7.08 A team will be limited to five runs in an inning. This limit will be removed during the last inning of a game. No inning may begin later than one hour thirty minutes (1:30) from the first pitch of the game.
- 7.09 A game shall consist of no more than six (6) innings, ending no later than one hour thirty minutes (1:30) after the scheduled starting time. Rained-out games shall be rescheduled as provided by the board of directors.
- 7.10 All players shall wear helmets with face guards while batting, running the bases, or coaching the bases.
- 7.11 Two (2) adult base coaches will be permitted in the Minor League games, provided at least one (1) coach remains on the bench.
- 7.12 Two Coaches of the defensive team are permitted to be in the field for instructional purposes during regular-season games, provided at least one (1) coach remains on the bench.

- 7.13 If a team's catcher is on base with two out, the offensive team will substitute a "courtesy runner" in order to allow the catcher to don equipment and be ready to play the defensive position. It is encouraged that the player used as a "courtesy runner" be the player who made the last out in that inning.
- 7.14 For purposes of the Minor League, no scores will be reported to the League, no standings will be maintained, and no playoffs will be conducted. This is strictly an Instructional League.

8. Tee Ball Rules

- 8.01 No score or standings shall be kept in the Tee Ball program.
- 8.02 Each team shall employ a "bat-around" batting order, consisting of the names of all members present. All players shall take the field, but only five players shall take positions in the infield (first base, second base, shortstop, third base, and the pitcher's position). No player may play in the infield (including the pitcher's position) for more than two consecutive innings. The position of catcher is not used in Tee Ball. A player not listed on the original batting order who arrives after the game starts is to be added at the bottom of the order.
NOTE: A player who has played two consecutive innings in the infield and refuses to assume an outfield position shall be removed from the game until the player agrees to assume an outfield position. If it becomes the removed player's turn to bat, the turn will be skipped.
- 8.03 Absolutely no pitching is allowed in Tee Ball. Each play will begin with the ball being placed on the batting tee at home plate.
- 8.04 A game is limited to four (4) innings or one (1) hour 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.
- 8.05 In no case, including the ball entering a dead-ball area, shall runners advance more than one (1) base as the result of a play.
- 8.06 All players shall wear helmets with face guards while batting, running the bases, or coaching the bases.
- 8.07 Two (2) adult base coaches will be permitted in Tee Ball games, provided at least one (1) coach remains on the bench.
- 8.08 The Tee Ball league is a strictly instructional league. Players on defense shall be instructed to make realistic baseball plays.

9. Post-Season Playoff Rules

- 9.01 In the Major League, the top four (4) teams will make the playoffs. 1st seed will play versus 4th seeded team and the 2nd seeded team will play versus the 3rd seeded team. 1st Round games will be single elimination and the Championship game will be the best of 3.

- 9.02 During playoffs, there will be no more than two (2) games scheduled to be played by a given team in any one calendar week. In case of inclement weather, playoff games will be played in the exact order listed on the schedule.
- 9.03 In any seeded playoff the team with the higher seed shall have the right to choose to be the home or visiting team. For any tie-breaking game, or for the town championship game at any level, a coin flip shall determine the home team.

10. Tournament Team Selection Rules

- 10.01 Selection of Managers. Regular season champion will have preference to choose managership of a tournament team (12-, 10-, or 8-year-olds) in order of previous season standing. Managers can choose one Coach from his own team, but, any other Coaches must be from one of the other team(s). A manager holding preference to choose managership of a tournament team shall designate such choice no later than two weeks prior to the date of tournament team selections specified in Local Rule 10.06. All tournament team managers must attend a meeting with the board of directors prior to tournament team selections.
- 10.02 Selection of Players to Evaluation Squad
- a. 11 and 12-Year-Old Tournament:
- The 11- and 12-year-old Managers will vote to decide the All Star make-up. Each voter shall select up to 14 players and is encouraged to select the maximum of 14. Prior to the release of the All Star roster, the board of directors may add one or more discretionary selections to this roster. The board of directors may not delete names from this roster.
- b. 9- and 10-Year-Old Tournament:
- The Manager will vote to decide the All Star make-up. Each voter shall select up to 14 players and is encouraged to select the maximum of 14. Prior to the release of the All Star roster, the board of directors may add one or more discretionary selections to this roster. The board of directors may not delete names from this roster.
- 10.03 Notification. All Star Squad players will be notified by their regular season team manager as to whether or not they were selected for the tournament team. The board of directors, upon certification of the final roster, but not before the regular season is completed, will advise the team managers of the results for the All Star Squad players on their respective teams. Upon receipt of this information, the regular season team managers must notify their players immediately (with no later than a 24-hour delay).
- 10.04 Practice. Any player who misses more than one (3) tournament team practices, except for regular season team practice or for reason justified by the board of directors, in a calendar week (Sunday through Saturday) shall be subject to immediate removal from the tournament team. NOTE: A tournament team shall not conduct more than five (5) practices in a calendar week (Sunday though Saturday).

- 10.05 Games. Any player who misses a game without a justified and acceptable excuse, except for a Little League injury or reason justified by the board of directors, shall be subject to immediate removal from the team.
- 10.06 Manager Responsibility for Adherence to Rules. A manager who violates the rules regarding conduct of tournament team practice and games (Local Rules 9.06 and 9.07) shall immediately be removed from the tournament team and will be disqualified from affiliation with a tournament team in the following season. A new manager will be appointed by the board of directors if the tournament team has not been eliminated from the current season's competition. The violating manager may also be subject to removal from that manager's regular-season team and/or removal as a Regular Member of the League, by action of the board of directors.

11. Miscellaneous Local Rules

- 11.01 Protest committees shall consist of the president, the player agent and at least one (1) member at large not affiliated with either team, or with the league of either team at the level at which the protest occurred. The protest must be reviewed and a decision made within one (1) week after the filing of the protest. Violation of any Regulation, Playing Rule, or Local Rule will not result in automatic forfeiture. All protests must be filed in accordance with Playing Rule 4.19 before any action will be taken. Notice of Playing Rule 4.19 (f), Note 2.

When a known violation of the rules is brought to a manager's attention during a game by the official scorer or a League official, and the manager refuses to correct it, the game will be halted at that point, and the manager will be under penalty of suspension, pending a hearing by the board of directors.

Even if it is held that the protested decision violated the rules, no replay of a game will be ordered unless, in the opinion of the protest committee, the violation adversely affected the protesting team's chances of winning the game.

- 11.02 No League member shall be reimbursed by the League for any service (including, but not limited to, umpiring, scoring, etc.)
- 11.03 All injuries must be reported immediately (within 24 hours) and an injury report filed with the league.
- 11.04 Selection of the 11 and 12- and 9 and 10-year-old Tournament teams will be made on the first Tuesday of June of each season, in accordance with Local Rule 9.03. The time of selections will be determined by the board of directors.
- 11.05 All games will be umpired by at least one umpire. There are no official umpires in Tee Ball and Minor League.
- 11.06 All Team uniforms (pants and belts) must be collected by the team's manager immediately following the team's last game. (Exception: Players will wear their team uniforms in town All-Star games.) Managers failing to do so will be subject to disciplinary action.

- 11.07 All players on a tournament team must get any awards (trophies, jackets, etc.) given to the rest of that team. If a player leaves a tournament team voluntarily, the board of directors will rule on whether that player may receive or forfeit any or all awards given to the rest of that team.
- 11.08 Prior to all games on the Major League field, one (1) member from each team should be at the field at least forty-five (45) minutes before the scheduled start of that game to prepare the field, i.e. lining, raking, and any other duty necessary to start game. If a practice precedes a game, members of the practicing team's coaching staff are to assist the game coaches with raking.
- 11.09 On all fields, each team is responsible for cleaning its own dugout and bleacher area after each game.
- 11.10 A copy of the original birth certificate must be provided at a player's initial registration. This will be retained by the League's player agent. Original birth certificate is required for tournament players.
- 11.11 If any manager feels that disciplinary action is necessary toward a team member, that manager may submit in writing to the board of directors the actions, events or conditions leading to the need for action. The manager and/or the player may be requested to appear before the board. The board will then take any appropriate action it feels necessary to correct the problem.
- 11.12 No tobacco or alcohol in any form, including smokeless tobacco, will be allowed on any field during any game or practice. Any person disregarding this rule will face disciplinary action. No smoking is permitted at any meeting in the clubhouse.
- 11.13 No League member may wear a garment at any League game or practice that advertises, depicts, or promotes a substance or act contradictory to the ideals of Little League Baseball, including but not limited to the use of tobacco or alcoholic beverages. Garments that contain indecent or offensive pictures or slogans are also prohibited. An offender must leave the field immediately.
- 11.14 The Local Rules may be changed only by membership vote at the Annual Meeting, with the following exceptions:
- a. Local Rules 6 and 7, Minor League and Tee Ball Rules, may be changed at any time by joint consent of the managers at the level in question and the board of directors.
 - b. Local Rule 9, Tournament Team Selection Rules, may be changed at any time only by the board of directors.
 - c. Any Local Rules that are in conflict with the Rules or Regulations of Little League Baseball, Inc., or any Local Rules involving safety of members and spectators, may be changed at any time by the board of directors.