



# Kent Little League Bylaws

## 2024 Kent Little League Bylaws Committee

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The committee met in November 2023 to review and revise the 2024 Bylaws. The Kent Little League Bylaws were approved by the Kent Little League Board of Directors on **January 17, 2024**.

### Bylaws, Local Rules & round Rules

Each local Little League Board of directors should adopt its own bylaws, local rules or ground rules (the terms are interchangeable.) This document or documents expire annually at the end of the fiscal year and must be renewed annually. They normally include the local board's procedures for selection of Tournament Teams (All Stars), specific ground rules for various divisions (such as whether or not the 10-run will be used), etc.

Because of the rule each local Little League board of directors should have authority to change these types of procedures, they require only board consent, without the general membership's approval. No part of the bylaws, local rules or ground rules can conflict with or supersede any Little League rule, regulation or policy.

The bylaws, local rules or ground rules are to be distinguished from the local Little League's 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 local Little League board of directors must make a copy of the bylaws, local rules or ground rules available to any member of the local Little League for review and inspection if requested.

The Bylaws of Kent Little League do not apply to inter-league play. For inter-league play, the Little League Baseball/Softball Official Regulations and Playing Rules shall apply.

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## 1. General Policy

It is the intent of Kent Little League (Kent LL) to accommodate any player who wants to play baseball or softball, lives within the Kent LL boundaries (established by Little League Inc.), and meets registration requirements established by Little League Inc. and Kent Little League. No player will be turned away except for severe disciplinary reasons or restrictions placed on Kent LL by organizations with which Kent LL is obliged to cooperate. The number of teams in each division is limited to the availability of fields. During registration and team formation, players may be placed on a waiting list until there is an opening on a roster or until enough players register to form another team.

Managers, coaches, players, parents, spectators, etc., shall not consume alcohol or tobacco products at any Kent LL function.

EXCEPTION: Alcohol or tobacco products may be consumed at Kent LL adult-only functions with the approval of the Kent LL Board of Directors.

Kent LL follows the rules as set forth in the Official Regulations and Playing Rules for the current year for each chartered division as well as the Little League Operating Manual for the current year. Kent LL has adopted supplemental rules (Bylaws) (contained herein) that augment the Official Regulations and Playing Rules. These Supplemental Rules are mandatory during regular season (Fall and Spring), but are not applicable during post-season tournament play. Managers and coaches (and players and parents) are responsible to know these Supplemental Rules as well as the Official Regulations and Playing Rules authorized and published by Little League Baseball, Inc.

If extenuating circumstances do not allow any of the processes in these Bylaws to be followed as written, said process(es) may be temporarily adjusted as required with the approval of the Kent LL President and the Kent LL Board of Directors. The temporary adjusted process(es) shall be posted at [www.KentLL.org](http://www.KentLL.org).

Kent LL shall enforce the following age and residence rules during registration in compliance with Little League, Inc.:

**Player Age:** A player's league age for the current season is his/her age as of the playing season. Age requirements are per Little League International specifications [for Baseball](#) and [Softball](#). See Little League Proof of Age Requirements document for details on acceptable proof of age documents that **must** be submitted at registration (<http://www.littleleague.org/learn/forms.htm>).

**Player Residence Location:** The player must live within the Kent LL boundary (see boundary map at [www.KentLL.org](http://www.KentLL.org)) at least 51 percent of the time and indicate residence location on boundary map during registration or have a completed and approved Regulation II(d) waiver on file. See Little League Residency and School Attendance Eligibility Requirements document for details on acceptable proof of residency documents that must be submitted at registration (<http://www.littleleague.org/learn/forms.htm>).

Players who move outside of Kent LL boundaries may continue to play for Kent LL provided a Regulation II (d) waiver has been submitted and approved by Little League, Inc. The proof of residency shall be kept with the waiver until the player no longer plays for Kent LL. Per Little League rules, if a

player playing under a Regulation II(d) waiver does not play the following year, that player is not eligible to play for Kent LL unless that player establishes residency again within the Kent LL boundaries.

Kent LL strives to provide the safest playing environment possible. (See Section 7.0 Safety) No player shall be subjected to abusive language, harassment, severe or injurious discipline, anger of the coaches or their teammates, etc.

## **1.1 Background Check**

Per Little League Inc. Regulation 1 (c), Kent LL is required to conduct an annual, nationwide background check on all volunteers and hired personnel. Each volunteer or hired personnel is required to complete and submit a "Little League Volunteer Application" and provide a copy of a valid government-issued photo identification to the president or board member(s) designated by the president ("designee(s)"). No one will be allowed to participate in any manner, whose background check reveals a conviction or guilty plea for any crime involving or against a minor. Kent LL may also prohibit any individual from participating as a volunteer if the individual is deemed unfit to work with minors.

Kent LL shall perform background checks as follows:

The president shall name one or more Kent LL Board of Directors to perform background checks under the direction of the president. The president shall review the results of any background check that returns information that warrants further investigation on individuals identified in Step 6 (Team Formation).

Each Kent LL Board of Directors member, manager, coach, adult and youth umpires, and all other adult volunteers or hired personnel shall complete and submit a "Little League Volunteer Application" for the current fiscal year and a copy of a valid, government-issued photo identification to when registering for participants using the online registration process.

The president or designee(s) shall conduct a background check on all managers using JDP

The president or designee(s) shall conduct a background check on all other volunteers and hired personnel using the United States Department of Justice National Sex Offender Public Registry at JDP. The president or designee(s) shall complete the "Little League Volunteer Application" as required by Little League.

If the background check returns information or Kent LL subsequently becomes aware of information, by any means whatsoever, that an individual, including, but not limited to, volunteers, players and hired workers, has been convicted of or pled guilty to any crime involving or against a minor, the president must contact the applicable government agency to confirm the accuracy of the information. The president or designee(s) shall also notify the individual of the action that is being taken so that the individual can offer any response or comment to the president and the Kent LL Board of Directors. Upon confirmation of a conviction for, or guilty plea to, a crime against or involving a minor, Kent LL shall not permit the individual to participate in any manner. That person shall be dismissed immediately.

If the background check reveals that the individual, including, but not limited to, volunteers, players and hired workers, has been convicted of or pled guilty to any other type of crime not involving nor

against a minor, the president must contact the applicable government agency to confirm the accuracy of the information. The president or designee(s) shall present the findings to the investigation committee. The individual shall have the opportunity to present his or her side of the case to the investigation committee. The investigation committee shall determine whether or not the individual will be able to continue participating in Kent LL. The following shall apply:

Any felony involving physical harm to an individual (for example, murder, kidnapping, spousal abuse) is reason for immediate dismissal.

Any felony not involving physical harm to an individual (for example, extortion, theft) shall be reviewed on a case-by-case basis. However, the individual cannot hold a board position, manage, or coach.

Misdemeanors (for example, a minor fist fight), traffic infractions (for example, a speeding ticket), and DUIs (driving under the influence) shall be reviewed on a case-by-case basis.

All decisions by the president, investigation committee, and Kent LL Board of Directors are final.

All forms submitted for and created as a result of the background check shall remain in the possession of the president or designee(s) until the end of the fiscal year. Except as required by law, no other person shall have access to or see the forms.

Immediately after the conclusion of the fiscal year, all forms shall be destroyed, except for those from volunteers or hired personnel who are participating in Fall Ball.

**2. Kent LL offers three seasons of baseball and softball:**

Spring Season	Open to all youth who properly register and meet age and residency requirements per Section 1.0.
Summer Season	Reserved for players selected from the Spring Season to play on All-star teams and represent Kent LL in district, state, region, and world series tournaments.
Fall Season	Open to all youth who properly register and meet age and residency requirements per Section 1.0 and is intended for skill development and improvement.

### 3. Divisions

Kent LL offers the following baseball and softball divisions. The number of teams in the chart below is subject to change due to field availability and number of registered players.

Division	Gender	Ages	Maximum Number of Teams	Maximum Number of Conferences	Age Comments
Tee Ball	Boys and Girls	4, 5, 6	8	1	
Baseball Minors A	Boys and Girls	6, 7, 8	8	1	At this level of play, we continue to focus on learning the basics while utilizing coach pitch or a pitching machine to the players using a soft safety ball. Players may petition to play up or down, depending on previous experience.
Baseball Minors AA	Boys and Girls	8, 9	12	2 (American, National)	At this level of play, player pitch is introduced. Additional skills such as stealing and sliding are introduced. Players may petition to play up or down, depending on previous experience.
Baseball Minors AAA	Boys and Girls	10, 11	16	2 (American, National)	At this level, we continue player pitch while increasing the pitching distance and basepaths. Skills continue to be developed in all areas with the addition of stealing home. This is an evaluation division intended to distribute players of all skill levels evenly across teams.  12 Years require special waivers to play in this division and cannot pitch in this division under any circumstance. (Younger players may petition to play up. introduction)
Baseball Majors	Boys and Girls	11, 12	10	1 (American, National)	The majors division is a competitive division where teams are formed by a draft. To play in this division you must attend an evaluation and be drafted to a team. If you are not drafted at this level after evaluation you will be placed on a team within the appropriate division. This division is the culmination of all the skills learned through the lower divisions. Teams will interlock with other little leagues in District 10.
Baseball 50/70	Boys and Girls	12,13		1	This is a transitional program to prepare for Jr's using a 50-foot pitching distance and 70-foot base paths.

Baseball Juniors	Boys and Girls	13, 14	4	2 (Kent, District)	Advanced, competitive play using a 60' 6" pitching distance and traditional 90' basepaths, players must be ready to add more skill and strategy to their game. Defensive awareness along with knowing where to make the play and how to run the bases becomes a more critical part of the game as lead offs are allowed starting at this level.
Baseball Seniors	Boys and Girls	14, 15, 16		2 (Kent, District)	Advanced, competitive play using a 60' 6" pitching distance and traditional 90' basepaths, players must be ready to add more skill and strategy to their game. Defensive awareness along with knowing where to make the play and how to run the bases becomes a more critical part of the game as lead offs are allowed starting at this level.
Softball Divisions					
<b>Division</b>	<b>Gender</b>	<b>Ages</b>	<b>Maximum Number of Teams</b>	<b>Maximum Number of Conferences</b>	<b>Age Comments</b>
Softball Coach Pitch Minors B	Girls	6,7,8	4	2 (Kent, District)	At this level of play, we continue to focus on learning the basics while utilizing coach pitch or a pitching machine to the players using a soft safety ball. Players 6 year-olds can play with one year of tee ball. Teams will interlock with other little leagues in District 10.
Softball Minors A	Girls	9, 10, 11,	3	2 (Kent, District)	At this level, we continue player pitch while increasing to 35 feet. Skills continue to be developed in all areas with the addition of stealing home. This is an evaluation division intended to distribute players of all skill levels evenly across teams.  12 Years require special waivers to play in this division and cannot pitch in this division under any circumstance. (Younger players may petition to play up. introduction) Teams will interlock with other little leagues in District 10.
Softball Majors	Girls	9, 10, 11, 12	3	2 (Kent, District)	At this level, we continue player pitch while increasing the pitching distance to 40 feet. Skills continue to be developed in all areas with the addition of stealing home. This is an evaluation division intended to distribute players of all skill levels evenly across teams.  The majors division is a competitive division where teams are formed by a draft. To play in this division you must attend an evaluation and be drafted to a team. If you are not drafted at this level after evaluation you will be placed on a team within the appropriate division. This division is the culmination of all the skills learned through the lower divisions. Teams will interlock with other little leagues in District 10.



Softball Juniors	Girls	12, 13, 14	2	2 (Kent, District)	<p>At this level, we continue player pitch while increasing the pitching distance to 43 feet. Skills continue to be developed in all areas with the addition of stealing home. This is an evaluation division intended to distribute players of all skill levels evenly across teams.</p> <p>The Juniors division is a competitive division where teams are formed by a draft. To play in this division you must attend an evaluation and be drafted to a team. If you are not drafted at this level after evaluation you will be placed on a team within the appropriate division. This division is the culmination of all the skills learned through the lower divisions. Teams will interlock with other little leagues in District 10.</p>
Softball Seniors	Girls	14, 15, 16	2	2 (Kent, District)	<p>Advanced, competitive play, players must be ready to add more skill and strategy to their game. Defensive awareness along with knowing where to make the play and how to run the bases becomes a more critical part of the game as lead offs are allowed starting at this level.</p>

## 4 Managers and Coaches

### 4.1 Manager Selection

Individuals interested in managing a Kent LL baseball/softball team must complete and submit the following to the appropriate Vice President of Baseball or Vice President of Softball :

1. Kent LL Manager Application.
2. Little League Volunteer Application Form. (Including a copy of a USA government issued photo ID – refer to Section 1).
3. Each manager candidate shall be interviewed by the manager selection committee, time permitting.
4. Upon completion of the interviews, the manager selection committee shall submit their recommendations to the Kent LL Board of Directors for approval.
5. Manager positions are for one-year only. Having previously been a manager in Kent LL is not a guarantee of a managing position in any subsequent season.
6. All candidates for Baseball Majors teams manager must meet the following minimum qualifications:
  - One year as a Kent LL Baseball Minors manager, or Two consecutive years as a Kent LL Baseball Minors coach, or
  - One year as a Kent LL Baseball Majors manager or coach, or

Equivalent experience as a baseball manager or coach (must provide proof).

All candidates for Softball Majors manager must meet the following minimum qualifications:

- One year as a Kent LL Softball Minors manager, or Two consecutive years as a Kent LL Softball Minors coach, or

- One year as a Kent LL Softball Majors manager or coach, or Equivalent experience as a Softball manager or coach (must provide proof).

## 4.2 Coach Selection

- Each manager shall select up to two coaches.
  - Coaches for a drafted team may not be chosen prior to draft according to the current Little League Operating Manual. While it is desired that the coaches be fathers/mothers of a player on the team, the manager may ask another individual (who does not have a son/daughter playing in Kent LL) to be a coach.
  - All Managers must declare their coaches in writing to the registrar, their division vice president, baseball director and the Player Agent prior to their first regular season game.
  - Kent LL Board may override and remove selected coaches.
- Coach Selection for non-drafted Teams:  
Minor league managers may pick one coach prior to team formation and a second after team formation.
- Coach selection for Drafted Teams:  
Coaches for a drafted team may not be chosen prior to the draft except in accordance with the current Little League Operating Manual and Little League Official Regulations & Playing Rules.

Each coach shall complete and submit the following:

1. Kent LL Manager Application.
2. Little League Volunteer Application Form.

## 4.3 Manager Training

Every manager shall attend the classroom and field training classes given under the direction of the Kent LL Coach Coordinator. Failure to attend these classes may result in dismissal of that manager from Kent LL at the discretion of the Kent LL Board of Directors.

Any potential manager shall attend the First-Aid Training for Coaches given under the direction of the Kent LL Safety Director. (Coaches are encouraged to attend)

## 4.4 Manager/Coach Responsibilities

Managers are responsible for the following:

- Strive to ensure the physical and emotional safety of all players on their team.
- Strive to ensure the proper moral and ethical conduct of players, coaches, players' parents, and himself/herself.
- Know, teach, and follow all rules and regulations as set forth by Little League, Inc., and Kent LL.
- Strive to ensure that volunteers are obtained from among the team's parents to run concessions as assigned, distribute and collect uniforms, field maintenance, safety, and other responsibilities as determined by the Kent LL Board of Directors.

- Umpire behind the plate or on the bases at least one game outside of their division if required.
- Attend all required manager meetings (Kent LL and District10) and training classes.
- Accept all decisions of Kent LL Board of Directors and/or President as final.
- Look for ways to improve Kent LL and convey them to the Kent LL Board of Directors.

#### **4.5 Manager/Coach Discipline**

Failure to follow Little League rules and/or Kent LL Bylaws and/or failure to manage/coach in the spirit of Little League may result in a reprimand, suspension or dismissal by the Kent LL Board of Directors following a thorough investigation into alleged infractions and/or failings.

Investigations will be conducted by a disciplinary committee (the President shall break any tie votes). Decisions of this committee are final.

Infractions include, but are not limited to:

- Foul language, as determined by the investigative committee.
- Yelling at or intimidating a player or umpire.
- Following the umpire off the field.
- Inappropriate behavior.
- Use of tobacco products at a practice and/or game.
- Drinking alcohol at or before a practice and/or a game - includes having the odor of alcohol on the person or breath.
- Failure to follow Kent LL Bylaws.

Managers serve at the pleasure of the KLL Board of Directors, under supervision of the Coaching Coordinator and may be removed at any time pending a vote of the KLL Board of Directors.

#### **4.6 Manager Requirements to Manage**

Managers shall not be allowed to manage any regular season games for their team until the following requirements have been met:

- A completed manager application form is on file with the VP of Baseball or Softball.
- A completed volunteer application form is completed for the current year and is on file with the president or their designee.
- A completed volunteer application form for all coaches for the current year is on file with the president or their designee.
- A completed team responsibility sign-up sheet is on file with the Volunteer Coordinator. A completed volunteer application form for each parent listed on the parent volunteer sign-up sheet is on file with the president or their designee or have completed the required information and background check via the Kent Little League website.
- Ensures a completed medical release form for each player is on file with the manager and on file with the safety director.
- Attended the manager training classes conducted by the coach coordinator or designee,
- Attended the Kent LL directed safety class
- Complete the Abuse awareness training and provide the certificate

- Complete the Little League Diamond Training online course and provide the certificate. Make sure that a signed parent behavior form (signed by parents/guardians) is on file with the division player agent.

Any manager who has not met ALL of the above requirements shall not be allowed to manage their team until they have met those requirements or obtained a waiver from Kent LL. Conditions for receiving a waiver are:

- The manager was selected after the class(es) was held.
- Job requirements prevented attendance at required class(es).
- Illness prevented attendance at required class(es).

## 5. Parents

### 5.1 Parent Involvement

Kent Little League is a volunteer organization. It cannot be effective if only the board of directors and a few other parents do all the work. It is critical that each parent, who waived the non-volunteer fee, be involved with the everyday operation of Kent Little League. Parent involvement helps all of the kids playing in Kent Little League. Therefore, all parents shall be accountable for one of the areas of responsibility on their child's team. Each parent shall have something to do that will foster team spirit and take burdens off the managers' shoulders. Areas where team parents should help include, **but are not limited to**, the following:

- Coach
- Fundraiser support
- Concessions
- Team Safety Officer (should be Manager)
- Pre-game field preparation and post-game field repair.
- Field Maintenance and clean up days
- Score keeper (Game changer preferred)
- Team Parent

The parents are required to select an area to volunteer for prior to the beginning of the season via registration. The team manager will be provided with the team parent volunteers listing the areas of interest.

### 5.2 Parent Conduct

Parents must exhibit good sportsmanship at all times, especially from the stands. Coaching from the stands is not allowed, but encouraging players is. Negative comments **will not** be tolerated.

## 6. Team Formation

### 6.1 Baseball Tee Ball, Minors, Softball Minors

The most important consideration in assigning players to teams is the assignment of players to the level of play they are best suited for and to distribute the available player talent so that all teams, in all divisions of Kent LL are competitive.

*NOTE: Managers do NOT have input as to who is on their team.*

*NOTE: To help ensure fairness to all teams and players, requests shall not be accepted from managers, coaches, parents, and players.*

### **6.1.1 Baseball Tee Ball, Minors A/AA, Softball Minors B**

Baseball Tee Ball, Minors A/AA and Softball Minors division teams are formed by the Kent LL Registrar, appropriate Division Director(s), and Division Player Agent on the basis of:

- Equal distribution of age.
- Neighborhood school residence.
- Geographic location.
- Time permitting, a brief evaluation for AA Players will be held

This means that each team will have a similar number of aged players and most players will live close to their nearest neighborhood school.

*NOTE: Registration numbers and age distribution may require that players living in the same neighborhood play on different teams.*

There are no evaluations, tryouts, or drafts for these divisions (A and AA) unless time permits, and it is determined necessary by the Division Director and the Player Agent to ensure a learning and competitive environment.

Players who try out for a Softball Majors team, and are not drafted, will be placed on an appropriate Softball Minors team.

### **6.1.2 Baseball Minors AAA and Softball Minors A**

To help ensure parity (similar age and skills distribution) among all teams, Baseball Minors AAA division and Softball Minors A teams are formed by the Kent LL Vice President of Baseball and Softball, Baseball Director, and Player Agent based on:

1. Equal distribution of age based on random disbursement. Evaluation of player baseball skills per age group.

All players ages 9, 10 and 11 who desire to play Baseball Minors AAA/Softball Minors A will be required to attend an evaluation. The purpose of the evaluation is to equally distribute the skill sets possessed by all players to ensure an even distribution of all talent.

Note: All 10 and 11 year old players who try out for a Baseball/Softball Majors team and are not drafted will be placed on a Baseball Minors AAA/Softball Minors A team based on their evaluation.

Note: All 9-year-old players who try out for a Baseball Minors AAA team and are not placed on a team Baseball Minors AAA will be placed on a Baseball Minors AA team.

Note: All 8-year-old players who try out for a Minor A Softball team and are not placed on a Minor A Softball team will be placed on Minor B.

## **6.2 Baseball/Softball Majors, Juniors, Seniors**

### **6.2.1 Manager Assignment to Teams**

If selected, returning managers shall be assigned to the team they managed the prior year. If a new manager has a child already on a team, or was a manager on the team within the previous two years, that manager candidate shall be assigned to that team. All other manager assignments to teams shall be done randomly by drawing names out of a hat.

### **6.2.2 Draft**

The Baseball/Softball Majors, Juniors, and Seniors divisions shall hold tryouts each year. Tryouts are conducted under the direction of either the VP of Softball and the VP of Baseball and the Baseball Director and/or Player Agent. The President or Vice President, and the Secretary or Registrar should be at the draft to assist the VP of Softball, Baseball Director, VP of Softball and Player Agent and to record and verify the final results.

It is the responsibility of the individual team managers to:

Have adequate knowledge of the players attending tryouts and who are eligible to be drafted. OR

Obtain assistance from another individual and/or Player Agent/appropriate Director.

Each manager may have two individuals assist him/her during the tryout sessions, provided that the Player Agent/Baseball Director appropriate VP are notified. Each manager may have one individual assist him/her during the draft. However, that assistant shall not sit in the "draft room."

Each Manager shall have 3 minutes to make his/her selection. If after 3 minutes have passed and no selection is made, the manager may be required to forfeit their selection for that round and the next manager's selection clock starts.

Baseball Majors only:

All 12 year olds must be drafted. The number of 12 year olds on each team must be as equal as possible under the supervision of the softball or Baseball VP, Baseball Director and Player Agent. No manager shall draft more than four 10 year-olds.

All non-titled 12 year-old boys and any girls who desire to play in Baseball Majors must try-out for Baseball Majors. This includes returning (non-titled) 12 year-old boys and girls and newly registered 12 year-old boys and girls. During the draft, managers may select from any of the players that participated in at least 50% of the tryout sessions. If a 12 year-old boy does not want to play BB Majors, a waiver must be completed and submitted to District 10 Administrator for approval to not play in BB Majors.

The Kent LL Board of Directors, through the Player Agent, reserves the right to continue any player who has a residence change (e.g., moved outside of the Kent LL boundaries) after becoming a member of Kent LL as provided in the official rules (following proper completion and submission of appropriate Little League waiver forms). However, the Kent LL Board of Directors shall take into account the interests of the player in exercising this right.

A player drafted by a Baseball/Softball Majors, Juniors or Seniors team shall not be a titled member of that team the following year; however, they remain titled to the division in which they are eligible to play.

All players must try out each year. Previously titled players shall be drafted first, and then non-titled players who attended at least one(1) required tryout shall be drafted until the teams are full.

The Kent LL Player Agent/Baseball Director or VP of Softball in accordance with the current edition of the Little League Operating Manual, shall administer the draft process, player options, and the bonus round.

If a manager candidate for a drafted team is approved, and has a son/daughter on a team other than the team to which the manager is assigned, the manager's son/daughter shall resign from their titled position on their current Kent LL team according to the process defined in the Little League Operating Manual. After review and approval by the Kent LL Board of Directors, that player shall be eligible for the draft.

If one or more teams have fewer returning players than the other teams, they shall be permitted one supplemental draft pick in the fourth round per the operations manual. In addition, they shall continue to have one supplemental draft pick in subsequent rounds until the team/s have the same number of players at the end of the round. The round is considered complete after the supplemental draft picks have been made.

### **6.2.3 Draft Methods**

The current year Operating Manual, Player Selection Systems section, Methods for Existing Leagues sub-section, Plan A shall be followed.

### **6.2.4 Player Draft Re-entry**

The spirit of the player draft re-entry is to protect the relationship between the player, parent, and manager/coach. When a problem exists between a player and manager/coach, or parent and manager/coach, the following steps must be taken:

A player or parent that has a problem with a manager/coach must take the following actions, in the order listed:

Discuss the situation with the player's team coaching staff.

If no resolution is reached, the manager and parent(s) shall notify the division Player Agent.

If the Player Agent is unable to resolve the situation, the Player Agent shall notify the Kent LL Board of Directors.

The Kent LL Board of Directors shall address the situation and attempt to solve the problem fairly for all.

If the player or parent still has a complaint with the manager or coach, the player or parent may petition the Kent LL Board of Directors in writing, no later than ten days prior to first tryout, for permission to reenter the next season's draft.

The Kent LL Board of Directors shall grant or deny requests for re-entry into a draft based on how well the previous conditions were met. All considerations for the best interest of the player will be given.

Any 11 year old player re-entering the draft incurs the risk of not being drafted.

### **6.2.5 Refund Policy**

1. Refund requests made before any costs being incurred by Kent little League shall be accepted, but may be subject to an administrative fee of \$25.00
2. Refund requests made after player specific expenses incurred by Kent Little League shall be accepted, minus costs incurred and may be subject to additional administrative fees (such as uniforms, hats, etc.)
3. Refund requests after player has attended an event such as evaluations, tryouts, practice or a game may not be honored, but can be considered on a case-by-case basis less costs incurred and may be subject to additional administrative fees

The Registrar shall process the refund based on costs incurred and timing of request.

### **6.2.6 Player Vacancy**

See section 6.2.2 of this document for the procedure of how a manager's child shall re-enter the draft should the manager be assigned a team different from his/her child.

If a vacancy occurs on a team with titled (drafted) players, the Replacement procedure shall be as follows (see the Little League Operating Manual, Local League Maintenance of Rosters chapter, Replacements section):

The manager of the team losing a player shall promptly advise the division Player Agent when a player is lost to a team during the playing season for any of the following reasons:

He/she moves to another city or state too distant to commute for practice and play;

He/she is injured (does not matter how, where, or when the injury occurred) and it is a season-ending injury (based on a doctor's opinion);

He/she has, for personal reasons, decided to terminate his/her association with the team; Any other justifiable reason reviewed and approved by the Board of Directors.

The manager of the team losing a player shall promptly advise the division Player Agent. The Player Agent shall advise the President and the Kent LL Board of Directors. If the loss of the player is approved, the President will send a letter of release to the player and the parents stating that the player is released from the team (except for injury) and the league for a justifiable reason. This action creates a legal opening for a replacement on the team roster. If the vacancy occurs before May 1st, the manager shall review the available player list (players on a Minors team who attended tryouts) with the Player Agent and shall select a replacement. The Player Agent and Baseball Director will discuss with the parents of the selected player, the possibility of their child moving into the Majors Division. If the parents and player agree, the replacement player becomes a titled member of the team.

If a titled player is injured prior to the first regularly scheduled game, the manager must notify the Player Agent. The parents or legal guardians of the player must give the Player Agent a note containing the physician's opinion of how long the player should not play. If the player is unable to play as of April 1, the manager must select a replacement player from the draft unless the President, Baseball Director, and Player Agent agree to an extension (e.g., the player can return a few days after the April 1 deadline).



*NOTE 1: If the Baseball/Softball Majors player is not released, the Baseball/Softball Majors manager must select an 11 year old; otherwise the Baseball/Softball Majors manager may select any player from the list of players that attended tryouts. If the Baseball/Softball Majors replacement player would cause the number of players of that age on the team to exceed eight, then another aged player must be selected.*

*NOTE 2: If the player is 10 or 11 years old and is out for the season because of a season-ending injury, he/she remains titled to that team for the following year (but can no longer play in the regular season or on a tournament team for the current year).*

## **6.2.7 Expansion and Contraction Draft Methods**

The current year Operating Manual shall be followed in regards to options on players and the bonus round. Expansion drafts and contraction drafts are explained below.

### Expansion Method

If the league needs to expand the number of teams at the Majors Division level, Kent LL will follow Expansion Option Three.

### Reduction Method

If the number of teams is to be reduced at the Major League level, the Board of Directors decides which team is to be eliminated from the division. They will take into consideration the number of returning players per team and teams without a returning manager as well as any other league formation considerations.

Option B: All current Majors Division players affected must be reassigned to a Majors Division team through a regular draft wherein, if a number of returning Majors Division players has not been drafted by the time that same number of draft picks remain, those returning players must be the only players eligible from that point forward in the draft.

## **7. Safety**

Kent LL will provide the safest playing environment possible. We will train our managers, coaches, and volunteers to be able to manage most accidental injuries. Our facilities are periodically surveyed and always maintained to the highest standards to prevent injuries and mishaps.

### **Official Regulations and Playing Rules:**

- ALL male players MUST wear an athletic supporter with a cup to prevent injury that could occur from a hit or thrown ball at all games and practices. It is recommended that female catchers also wear pelvic protection. See the Little League Safety Code for more information.
- It is recommended that all softball infielders wear a protective infielders face mask.
- The player catching balls for a coach/manager hitting infield practice or fly balls MUST wear a catcher's helmet during games and practices.
- Plate umpires MUST wear the same protective equipment as required for catchers, including a helmet for all umpires under age 18. No exceptions are allowed.
- Head first slides are not allowed except when returning to a base. Penalty - the player is automatically out. \*Reference Official Regulations and Playing Rules: JUNIORS / SENIORS / BIGS DIVISIONS EXCEPTION: Head first slides are allowed, but not encouraged.
- Managers shall check the playing facilities for safety prior to starting practices. Umpires and managers shall check the playing facilities for safety prior to starting games. All problems must be reported to the Fields Director.

- Each incident or accident must be documented and reported to the Safety Director within 24 hours of its occurrence.
- Each manager must ensure that he/she has a signed Medical Release Form for each player on the roster prior to the first practice and carry them with them at all practices and games.
- Managers and coaches will attend Coach's training prior to the season. The training session will include basic safety principles and first aid.
- Each manager MUST have a Kent LL supplied first aid kit at all practices and games. Managers MUST check supply levels prior to practices and games and replenish as required.
- When there is lightning and/or thunder, all practices and games must stop immediately and everyone must go to a safe location. (See Appendix A – Lightning Safety Guidelines in the Official Regulations and Playing Rules)
- Managers and parents will utilize safety and security policies as they pertain to dropping-off and picking up of players at all practice and game fields.
- Equipment shall be stored in an orderly manner in the dugouts to prevent hazards. Guests are NOT allowed in the dugout area or on the field during games.
- Each manager must inspect equipment for wear and tear before each practice or game and repair or replace Kent LL defective equipment. Ensure that all player-supplied equipment meets Little League regulations and requirements.
- Volunteers performing duties within the concession stands will be briefed on the regulations and operating guidelines employed within the stand.
- All batters, base runners, and youth base coaches shall wear a batting helmet.
- Arrangements shall be made to ensure a mobile phone is available at each practice and game for emergencies.
- During games, managers will ensure that players not currently participating in the game remain in the dugout.
- On-deck batters are not allowed in the Baseball/Softball Minor and Major divisions. However, the first batter of each half inning may take practice swings in foul territory.
- Breakaway bases or throw-down bases must be used on all fields for all divisions for practices and games. One adult must be present in the dugout at all times when players are in the dugout.

## 8. Fields

Field addresses and field rules shall be distributed with game schedules. Players, coaches, managers, and spectators are required to follow all field rules. Practices and games must only be held at Kent LL approved fields for insurance reasons.

No pets are allowed on any fields used by Kent LL, unless otherwise posted.

At Ryan Brunner 1, 2, & 3, Covington Real Life Church 1 & 2, and Kent Rotary Field, the following pregame preparation and post-game repair activities must be done:

The home team shall take the lead role for each game preparation. The home team will coordinate with each of the team's field prep volunteers for field preparation.

Each team shall provide two volunteers to prepare the field 60 minutes prior to the start of each game. Field preparation includes removing debris and obstacles from the field, dragging the infield, raking around the bases, home plate, and pitcher's mound, tamping home plate and pitcher's mound, installing bases, and

chalking the foul lines and batter boxes. Field prep must be completed 30 minutes prior to the game start time so that the teams can do pre-game warm-ups.

EXCEPTION: Abbreviated field prep will be done between back-to-back games.

NOTE: More than 60 minutes may be required for field preparation if it has been raining.

Each team shall provide two volunteers to repair the infield and outfield immediately after the last game of the day. Bases must be returned to the equipment container following the last game of the day. Field repair includes removing debris and obstacles from the field, filling holes, tamping around bases, home plate, pitcher's mound, and outfield with dirt from the "Field Repair Dirt Pile". A wheelbarrow, shovel, and tamper are available in the equipment container. Pick up all trash from dugouts, and spectator areas and empty all trash cans.

On inclement weather Saturday's, a minimum of one representative from each team must show up 1 hour prior to the day's first game to help prepare the field for the day's games.

Prior to the start of a scheduled game, each team may take a 12-minute infield practice. The visiting team shall take the field first, 30 minutes prior to scheduled game start time until 18 minutes prior to scheduled game start time; the home team shall take the field next, 17 minutes prior to the scheduled game start time until 5 minutes prior to the scheduled game start time. If field preparation shortens available infield practice time, each team will divide equally the remaining time for their infield practice. All infield practice will stop 5 minutes prior to scheduled game start time by order of the umpire.

Note: Absolutely no field work (raking, dragging, etc.) is allowed on any field rented from King County Parks and Kent Parks.

Kent LL teams are prohibited from using, for practice or games, any Kent School District field, King County Parks field, and Kent Parks field unless it has been scheduled for their use through the Kent LL Scheduler. Violation of this rule may result in manager suspension.

## 9. Equipment

Kent LL issued equipment (catchers gear, batting helmets, first aid kit, etc.) are the property of Kent LL and must be returned at the conclusion of the season.

Team uniforms (provided by Kent LL) are the property of Kent LL and must be returned at the conclusion of the season unless specified otherwise by the Equipment Manager or Designee. In all cases, the Uniform Director has final determination on disposition of Uniforms pending BOD approval.

Managers must take all reasonable actions to retrieve uniforms after the completion of the season. Managers not returning uniforms as directed by the Uniform Director may be subject to disciplinary action as determined by the BOD.

- In some cases, KLL may choose to provide T-shirt style jerseys that may be kept by the players at the end of the season

The assignment of jerseys for baseball will follow a major league baseball format and the pattern outlined in the table below. This will allow for ease of assignment, identification of division, and assure a proper rotation for replacement.\*

<b>Baseball</b>				
<b>Sr's / JR's</b>	<b>Majors</b>	<b>AAA</b>	<b>AA</b>	<b>A</b>
Custom each year	<b>National League West</b>	<b>American League West</b>	<b>American League East</b>	<b>American League Central</b>
	Los Angeles Dodgers	Houston Astros	Tampa Bay Rays	Detroit Tigers
	Arizona Diamondbacks	Texas Rangers	Toronto Blue Jays	Kansas City Royals
	San Diego Padres	Los Angeles Angels	New York Yankees	Minnesota Twins
	San Francisco Giants	Oakland Athletics	Baltimore Orioles	Chicago White Sox
	Colorado Rockies	Seattle Mariners	Boston Red Sox	Cleveland Guardians
<b>Softball</b>				
<b>Sr's / JR's</b>	<b>Majors</b>	<b>Minors A</b>	<b>Minors B</b>	
Custom each year	University of Washington (Big10) Jersey Color: Purple Font Color: Gold Mascot: Huskies	Clemson University (ACC) Jersey Color: Orange Font Color: Purple Mascot: Tigers	Oregon University (Pac12) Jersey Color: Green Font Color: Yellow Mascot: Ducks	
	Washington State University (Pac12) Jersey Color: Crimson (Dard Red) Font Color: Gray Mascot: Cougars	University of California Los Angeles UCLA (Pac12) Jersey Color: Light Blue Font: Yellow with white outline Mascot: Bruins	University of Georgia (SEC) Jersey Color: Red Font Color: White with black outline Mascot: Bulldogs	
<i>other options</i>	<i>Iowa State (Big12)</i> <i>Jersey Color:</i> <i>Font Color:</i> <i>Mascot: Cardinal (Cyclone)</i>			

\*The number fourteen (14) has been retired and will not be used on any jersey in Kent Little League. Any existing jersey with the number 14 currently in use will have that jersey retired and removed from use.

## 10. Supplemental Playing Rules

The following supplemental playing rules are intended to supplement and/or emphasize the Little League Baseball/ Softball Official Regulations and Playing Rules. These supplemental rules are mandatory during the regular season – tournament exceptions are noted. Conflicts with these supplemental rules must be brought to the Kent LL Board of Directors in writing for resolution.

### 10.1 General Rules

This section is applicable to all Kent LL divisions except as noted.

The home team shall occupy the third base dugout unless otherwise labeled on the dugouts at the field.

Either the manager or a coach will be physically in the dugout during the game or whenever there are players in the dugout.

The home team shall provide two new baseballs/softballs and one “like-new” ball to the umpire prior to the start of each game. Additional game balls must be on hand should they be required.

**Scorekeeping:**

managers must ensure there is a designated scorekeeper for all baseball divisions AA and up, and softball Minors A and up Scorekeeper responsibilities include:

Keep accurate hardcopy records of games, including pitch count (in applicable divisions) of each pitcher appearing in the game. (Game changer is an acceptable alternative to paper book

Reconcile runs and pitch count each half inning with the opposing team’s scorekeeper.

The home team scorekeeper is the official scorekeeper and is responsible for ensuring that the scorebooks (home and visiting teams) are reconciled between innings.

The home scorekeeper shall record the game start time as stated by the plate umpire in the home scorebook.

Home team manager shall record the game results on the Kent LL website on the same day as the game.

Each team manager shall sign the game report for validity verification.

*NOTE: If a game is declared an official tie, the tie shall be calculated as half a win for both teams.*

Games:

**Definitions**

Scheduled game: A game as it appears on the game schedule.

Regulation game: See Official Regulations and Playing Rules.

Called game: A game that did not start at its scheduled time.

Suspended game: A game that started but did not become a regulation game.

Makeup game: A called or suspended game that has been rescheduled.

All games shall be played on Kent LL scheduled fields.

*EXCEPTION: Teams playing away games against District 10 teams shall play on fields provided by the home team.*

Games shall be scheduled Monday through Saturday during the Spring and Fall seasons. (Exceptions may be made by the Kent LL Board of Directors).

Games shall not be scheduled during Spring Break (Monday through Friday), but makeup games may be scheduled during this time if both teams have enough players. (Exception: District 10 Interlock games will be subject to the District 10 calendar and games may be played during these break periods).

Games shall not be scheduled during Memorial Day Weekend (Friday through Monday), but makeup games may be scheduled during this time (except Sunday) if both teams have enough players.

Games per week are counted Monday through Saturday and include scheduled games and makeup called games, but not makeup of suspended games.

BB Minors divisions shall be scheduled to play one or two games per week. Teams in these divisions are permitted to play more than three games in a week, but are not required to do so.

BB Majors/Juniors/Seniors divisions shall be scheduled to play one to three games per week. Teams in these divisions are permitted to play more than four games in a week, but are not required to do so.

**Calling and suspending games:**

Only the managers of the two teams scheduled to play make the decision to start or call a game. The umpire-in-chief (plate umpire) makes the decision to suspend a game after the game has begun, reference Official Regulations and Playing Rules. Managers and coaches shall NOT influence the Umpire-in-Chief's (plate umpire's) decision. Reasons for called and suspended games include, but not limited to:

- When a field is too wet to play safely
- When there is insufficient light to safely play
- Player shortage (not applicable to T-Ball and Baseball Minors A): If a team has at least nine players and one manager or coach, the game must be started (unless it is called for a legitimate reason) at the scheduled time. When a team cannot field nine players (due to school events, etc.), the game shall be rescheduled.

*NOTE: The parents of players unable to be at a game because of a school or other event shall notify their team manager via email no less than 72 hours before the scheduled game start time. If the Player*

*Manager receives enough notifications that would ensure a team will not have enough players, the Manager shall call the game.*

Calling games due to weather or field condition:

The managers shall not call games sooner than 1 hour prior to the scheduled game time. Managers can call the game only after they meet at the field and agree that it is not playable.

In severe weather situations, opposing managers AND any one of the following can call a game no sooner than 3 hours prior to game time: the Kent LL Baseball Director, the Kent LL Player Agent, the Kent LL President, VP of Baseball, VP of Softball, or the Kent LL Fields Director. It is at the option of the aforementioned board members, whether or not they need to be at the field to call the game.

Every reasonable effort must be made to make fields playable when they are scheduled. Rescheduled games put a burden on Kent LL, teams, umpires, and managers. If this process is not followed, one or both teams shall forfeit.

Making up games (not applicable to Baseball Tee Ball or Minors A):

The Kent LL Game Scheduler shall publish a list of dates/fields that can be used for makeup games. In addition, any game-suitable field used for a practice can be bumped for a makeup game.

The managers of any game that is called/suspended shall have 48 hours to choose a primary and secondary date/field for their makeup game.

The date chosen should be within 4 to 14 calendar days of the called/suspended game or as soon as possible thereafter.

If the managers cannot agree on a make-up date within the 48-hour period, the Kent LL Game Scheduler shall assign the makeup game at the earliest available slot, based on team availability regardless of number of games scheduled for each team in that week.

Exception for BB Majors only: based on umpire availability, games may be scheduled sooner than 4 days if coordinated with Kent LL Umpire Scheduler.

Any game not played shall be counted as a loss for both teams unless there are no open dates/fields available.

*Exception: Any manager that can show by email trail that he/she made a concerted effort to reschedule a game (minimum of 3 attempts), but the other manager refused, that manager shall be awarded a win by forfeit.*

The home team is responsible to email the two makeup game choices to the Kent LL Game Scheduler. Forfeits: Forfeits are allowed for refusing to play. Reference Official Regulations and Playing Rules.

Ten run rule (Not applicable to T-Ball and Baseball Minors A/AA: A manager whose team is ten runs or more behind at the end of the 5th inning is required to concede the game at this point. The minimum player playing time rule is not enforced when a game is conceded,

**Pitching regulations (not applicable to Baseball A Minors or Tee Ball):**

Pitching regulations are clearly defined within Official Regulations and Playing Rules. Managers must ensure they keep track of and can make available all pitching records to Umpires, Opposing Manager and League Officials, if requested. Kent LL officials reserve the right to audit pitching records and take appropriate action to ensure regulations are being followed. The disciplinary action for the manager for not following the pitch count rules (including days of rest) are as follows:

1st offense: 1 game suspension.

2nd offense: may result in a suspension for the rest of the season.

*NOTE 1: Pitch count violations are grounds for protest.*

*NOTE 2: If a game is suspended before the completion of the first inning, the partial inning is negated and the game is restarted when it is rescheduled. The inning in this instance does not count toward the pitching limitations.*

Protests:

Protests shall be made in accordance with Official Regulations and Playing Rules.

Protests against violations or interpretations of the playing rules or the use of an ineligible player are to be submitted to the President within 24 hours.

No protests shall be considered involving an umpire's judgment.

Pitch count violations are grounds for protest (not applicable to Baseball A Minors).

Pitchers and catchers:

Catchers should wear full catcher's gear. Reference Official Regulations and Playing Rules. Players warming up pitchers must wear, at a minimum:

A catcher's mask with a throat protector.

AND

A catcher's helmet (not a skull cap).

If a catcher is not ready at the beginning of a half-inning, the manager must designate a player to warm up the pitcher to speed up game play. This player shall wear protective gear as described in section 14.b.1 and 14.b.2.

Infield and fly ball practice:

The player catching balls for a coach/manager hitting infield practice or fly balls MUST wear a catcher's helmet during games and practices.

Final standings and tournament seeding and tie-breakers for tournament seeding shall be determined by the following:

COMPLETE SEASON: When a season ends with all games having been played by contending teams, the champion shall be determined based upon the overall win-loss record. In cases with teams having identical Kent LL division overall win-loss records, the champion shall be determined by the following order of precedence:

1. Best record of head to head competition.
2. Least number of runs allowed between the tied teams.
3. Most runs scored between the tied teams.
4. A coin flip will determine the champion

INCOMPLETE SEASON: When a season ends with some games not being played by any contending team, the following order of precedence shall determine the champion:

1. Division best won-loss record against identical competition.
2. Best record of head to head competition.
3. Least number of runs allowed between the tied teams.
4. Most runs scored between the tied teams.
5. A coin flip will determine the champion.

Multiple games in a day:



When another game is scheduled to follow a game (usually only on Saturdays), and the game currently being played is running late, the team members and spectators (includes manager, coaches, players, parents, and other spectators) of the teams scheduled to play in the following game will not make comments to the umpire or other participants of the game currently being played to end the game. If that is done, the manager will receive a warning. If it happens again, the manager of that team may be suspended for one game.

Managers of teams playing a game following a game should begin warming up their players so that they will be ready to play if the previous game runs late. It may be that there is only time to do an abbreviated infield practice before the next game begins.

All games should start at the scheduled start time.

## **10.2 Baseball Minors Tee Ball**

The Baseball Minor Tee Ball division shall use the current edition of the Little League Baseball Official Regulations and Playing Rules and the Kent LL Bylaws. The Baseball Minor Tee Ball division shall also abide by the Kent LL Baseball Minors A supplemental rules (Unless otherwise noted in section 10.2).

The Baseball Minor Tee Ball division shall also abide by the following supplemental rules: Defense:

A defensive player making a play to any base ahead of the runner suspends play. (Overthrows: the runner does not advance. Encourage the throw, provided it is in a timely manner.) Example: runners on second and third, the hitter hits the ball to the pitcher. The pitcher overthrows first base. If the runners were running before the first base person missed the ball they may advance one base.

End of an Inning:

The half-inning is complete after the last batter in the lineup bats.

When the last batter comes to the plate, the offensive manager shall inform the defensive team "last batter".

Batting:

The batting order will be the entire team roster. Changing the batting order from game to game is required to vary the base running experience.

A hit ball is a "fair" ball that moves six feet from the batters tee. There shall be a chalked mark on the field in an arc, which is six feet from home plate for determining if a ball is a hit ball and in play.

Other special rules:

Bases shall be 50' apart.

The manager/coach of the offensive team shall be responsible for positioning the catcher. Keep the catcher at least 6' feet from the tee to avoid being hit by the bat.

The manager/coach of the offensive team is the only person to place the ball on the tee.

The KLL Baseball Director, VP of Baseball, VP of Softball, or KLL Coaching Coordinator has the authority to modify rules during the season as needed to increase the safety of the players and coaches, or enhance the players experience. All changes require the approval of the President and/or Player Agent.

### **10.3 Baseball Minors A**

The Baseball Minor A division shall use the current edition of the Little League Baseball Official Regulations and Playing Rules and the Kent LL Bylaws. The Baseball Minor A division shall also abide by the following additional supplemental rules:

Game duration:

Games shall consist of five innings.

Each half inning shall end when three outs have been made or five runs have been scored (all runs score until ball is dead), whichever comes first. However, if a batted ball results in scoring more than five runs at the completion of continuous game action. If, after five runs have been scored in a half inning and the play is still in continuous action, the defensive team must either get the third out (if there are two outs) OR bring the ball to home plate to prevent more runs from scoring.

EXAMPLE: In a half inning, if the offensive team has scored three runs, has the bases loaded, no outs, and the batter hits the ball, all runs scored by the time the third out is made or the player in possession of the ball steps on home plate. In this case, if the batter scores, he has driven in four runs, therefore seven runs scored that half inning.

The five-run rule does apply in the last inning.

Time limits on games shall only be imposed if there is another game scheduled *after* the subject game.

No new inning shall begin 1 hour 25 minutes after scheduled start time. (For clarification, an inning starts immediately after the last out of the previous inning.

No games shall be rescheduled. Games shall be played with whoever shows up – combine players with other teams necessary to allow the game to be played.

Extra innings shall not be played.

No team records or standings shall be kept. However, scores during a game may be posted on the field scoreboard.

Stealing bases is not permitted.

The manager shall place ten players (if available) in the field. With ten players, four players shall occupy the outfield. Players shall be rotated such that all players experience an infield position for at least one inning per game. All players shall play defensively for a minimum of three innings per game.

The batting order shall consist of the entire player roster. Players, who become injured and cannot bat, shall be skipped in the order without penalty. It is required that the batting order stay the same throughout the season. The on deck batter of the previous game becomes the leadoff batter for the next game.

A safety baseball shall be used in lieu of a hardball, at practices and in games.

Two adult base coaches are required..

There is no ten-run rule. Official Regulations and Playing Rules.

The manager and coaches may be on the field to instruct the players. Reference Official Regulations and Playing Rules.

The manager or coach (or an approved volunteer) shall operate a pitching machine. In the event that a pitching machine is not available or inoperable, each team's manager/coach shall manually pitch to their players.

The pitching machine shall be positioned 36 feet in front of the home plate. When a manager or coach manually pitches, they shall be positioned 36 feet in front of the home plate.

Managers shall umpire their own team. Balls and strikes shall NOT be called.

There shall be no walks. Each batter shall stay at bat until:

A pitched ball is batted fair.

The batter is awarded first base due to being hit by a pitched ball or any other type of award rule (e.g., interference).

If the batter has had five pitches and has not hit a fair ball, he/she shall use a tee to hit the ball. NOTE: The at-bat cannot end on a foul ball.

The player in the pitcher's position shall stand to the side of the pitching machine and shall have at least one foot within the twelve-foot pitcher's circle. The pitcher may leave this position when the pitched ball reaches the batter.

If a batted ball (line drive or bounding ball) hits the pitching machine, the ball is dead and the batter shall be awarded first base. All runners forced to advance due to the batter now at 1st base shall advance one base without liability of being put out.

If a pop fly lands inside the twelve-foot pitching circle or if a ground ball settles inside the twelve-foot pitching circle, it shall be ruled a dead ball and the batter is out and runners shall not advance. If such a pop fly lands on the circular line and bounces away or over the pitching machine, it is a fair ball and in play.

If a thrown ball hits the pitching machine, the ball is dead. Runners shall advance one base beyond the last base legally occupied at the time of the throw. If such a dead ball is the first play following a batted

ball, the batter shall be awarded first base. Runners forced to advance, shall advance one base without liability of being put out. Players who intentionally throw the ball at the pitching machine will be put on the bench for the remainder of the game.

## 10.4 Baseball Minors AA

Baseball Minor AA division shall use the current edition of the Little League Baseball Official Regulations and Playing Rules and the Kent LL Bylaws. The Baseball Minor AA division shall also abide by the following additional supplemental rules:

### Player participation minimums:

- Bat the roster.
- All players MUST play at least nine defensive outs in each game.
- All players MUST play at least three defensive outs of each game in the outfield.
- All players MUST also play at least three defensive outs of each game in the infield.
  - Pitchers are considered infielders.
  - Pitchers are excluded from outfield playing requirements if they are a starting pitcher, and do not exceed pitch count limit.
  - If the pitch count limit is met, the pitcher must be assigned to an outfield position or taken out of the game.

### Game duration:

- Games shall consist of five innings.
- Each half inning shall end when three outs have been made or five runs have been scored, whichever comes first.
- An inning that begins more than 1 hour and 55 minutes after the scheduled game start time will be declared the last inning. The five run rule is lifted for this inning.
- No new inning shall begin 2 hours after scheduled start time. (For clarification, an inning starts immediately after the last out of the previous inning.)
- Games shall be limited to two extra innings. The “five run half inning” rule does not apply to extra innings.
- A game may end in a tie.
- Three innings (two and one-half innings if the home team is ahead) constitutes a complete game if the game is called because of rain, darkness, etc.

### Time Management:

- Teams have 2 minutes between half innings to have their players on the field and ready to start the next half inning. This includes the team at bat. The 2-minute time limit shall begin immediately after the final out of the previous half inning is made. Failure to comply results in:
  - Defense not ready: Umpire begins to call balls on the batter at 10-second intervals.
- Batter not ready: Umpire begins to call strikes on the batter at 10 second intervals.

### **Courtesy runner:**

- A courtesy runner shall be the player that made the last (most recent) out in the offensive line up.
- If a catcher for the next half inning is on base, they can be substituted for a courtesy runner (not mandatory) so the catcher will be ready immediately when the next half inning begins.
- The catcher can be replaced by the courtesy runner in any out situation and at any time while the catcher is running the bases when time is requested by a manager and granted by the umpire for this purpose.
  - If the catcher is substituted for, that catcher must catch at least one batter the following half-inning.
- Managers are encouraged to have a player ready to act as catcher for a pitcher warming up in the next half inning if the game catcher is not ready to assume his position or if the courtesy runner is not used.

### **General Management:**

- The manager shall place ten players (if available) in the field. With ten players, four players shall occupy the outfield. If a team only has nine players, then they shall be stationed anywhere on the field as the Official Rules allow.
- Two adult base coaches are required.
- (1) adult must be in the dugout at all times
- Teams shall bat through the entire roster. It is recommended that the player batting order be changed from game to game.

### **Game Rules:**

- Five balls are required for a walk.
- Stealing home on a passed ball or overthrows to pitcher is not allowed.
- Other base runners can advance at their own risk.

### **Division Championship:**

- The division champion shall be determined by a single-elimination tournament. Final regular season conference standings shall determine the tournament seed for each team.
  - In case of a tie, the over-all record shall determine seeding. The criteria listed in the General Section, item 10.1.16 shall be used to determine additional tiebreakers.
- The single-elimination tournament shall follow all regular season rules.
- If tied, tournament games shall be limited to two extra innings. The "five run half inning" rule does not apply to extra innings.

## **10.5 Baseball Minors AAA**

The Baseball Minor AAA division shall use the current edition of the Little League Baseball Official Regulations and Playing Rules and the Kent LL Bylaws. The Baseball Minor AAA division shall also abide by the following additional supplemental rules:

- Player participation minimums:
  - All players must play a minimum of three (3) consecutive defensive outs twice during the game. Teams shall bat the entire roster. Game duration: Games shall consist of six innings. Each half inning shall end when three outs have been made or five runs have

been scored, whichever comes first. Exception: The five-run rule does not apply in the declared last inning or the sixth inning. Time limits on games shall only be imposed if there is another game scheduled 3 hours after the subject game scheduled start time.

- A game may end in a tie
- Inning Management:
  - An inning that begins more than 2 hours and 10 minutes after the scheduled game start time will be declared the last inning. The five run rule is lifted for this inning. No new inning shall begin more than 2 hours 15 minutes after scheduled start time. (For clarification, an inning starts immediately after the last out of the previous inning.) Teams have 2 minutes between half innings to have their players on the field and ready to start the next half inning. This includes the team at bat. The 2-minute time limit shall begin immediately after the final out of the previous half inning is made. Failure to comply results in: Defense not ready: Umpire begins to call balls on the batter at 10-second intervals.
- Batter not ready: Umpire begins to call Strikes on the batter at 10 second intervals.
- Courtesy runner:
  - If a catcher for the next half inning is on base, they can be substituted for a courtesy runner (not mandatory) so the catcher will be ready immediately when the next half inning begins.
  - The courtesy runner shall be the player that made the last (most recent) out in the offensive line up and can replace the catcher in any 2 out situation when time is requested by a manager and granted by the umpire for this purpose.
  - Managers are encouraged to have a player ready to act as catcher for a pitcher warming up in the next half inning if the game catcher is not ready to assume his position or if the courtesy runner is not used. If the catcher is substituted for, that replacement catcher must catch at least one batter the following half-inning.

Games shall be limited to two extra innings. The “five run half inning” rule does not apply to extra innings. A game may end in a tie.

Teams shall bat through the entire roster.

The division champion shall be determined by a single-elimination tournament. Final regular season conference standings shall determine the tournament seed for each team. In case of a tie, the over-all record shall determine seeding. The criteria listed in the General Section, item 17 shall be used to determine additional tiebreakers.

The single-elimination tournament shall follow all regular season rules.

If tied, tournament games shall be limited to two extra innings. The “five run half inning” rule does not apply to extra innings.

## **10.6 Baseball Majors**

The Baseball Majors division shall use the current edition of the Little League Baseball Official

Regulations and Playing Rules and the Kent LL Bylaws. The Baseball Majors division shall also abide by the following additional supplemental rules:

## Player participation in Major baseball

All players must play a minimum of six (6) consecutive defensive outs and at least one (1) at bat during the (6) consecutive outs.

Substitutes must complete the above before being removed from the game.

Any player who has been removed for a substitute may re-enter the game once the minimum playing is reached by both players (per the rules described in the LL Official Regulations and Playing Rules.)

Defensive substitutions must be made while the team is on defense. Offensive substitutions must be made at the time the offensive player has his\her turn at bat or is on base.

A starter and his\her substitute must not be in the lineup at the same time, except if illness, injury or ejection of a player prevents a team from fielding nine (9) players, a player previously used in the lineup and is not currently in the game may be inserted, but only if no other eligible substitutes are available. The opposing team manager shall select the player to re-enter the lineup.

If in the event a game is suspended, the substitution and batting order shall remain the same. If the batting order cannot remain the same due to a player's absence, then the opposing manager shall pick the substitute player from the players who were not in the lineup at the time of the suspended game.

If a player is present at the conclusion of the suspended game and they were not present or available at the original game he\she may play in the game. If he\she plays then he\she must meet the player participation rule of six (6) consecutive defensive outs and one (1) at bat during the (6) consecutive outs.

More than two (2) players may occupy the same spot in the batting order as long as they have all met their mandatory playing time. (Per the Official Regulations and Playing Rules.)

Grounds for protest are if a player does not meet the mandatory playing time and the game has not been shortened for any reason. Protest must be made per the Official Regulations and Playing Rules.

There shall be no time limit on games.

Teams have 2 minutes between half innings to have their players on the field and ready to start the next half inning. This includes the team at bat. The two-minute time limit shall begin immediately after the final out of the previous half inning is made. Failure to comply results in:

Defense not ready: Umpire begins to call balls on the batter at ten-second intervals.

Batter not ready: Umpire begins to call strikes on the batter at ten-second intervals.

Games shall be limited to two extra innings. A game may end in a tie.

The division champion shall be determined by a single-elimination tournament. Final regular season conference standings shall determine the tournament seed for each team. In case of a tie, the over-all record shall determine seeding. The criteria listed in the General Section, item 10.1.16 shall be used to determine additional tiebreakers. If the tournament must be shortened (e.g. due to weather), the number of teams in the tournament may be reduced (e.g. top four) in order to complete the tournament per schedule.

The single-elimination tournament shall follow all regular season rules.

The Kent LL President and the Kent LL Board of Directors shall review potential All Star Manager candidates and address potential issues.

Upon approval of the All Star Manager committee and final approval by the Kent LL President, All Star team managers shall be as follows:

#### Manager Selection

Regular season managers and coaches from any division may apply to coach an All-Star team. All regular season coaches in good standing will be considered and voted on by the Board to become All-Star managers. The decision of the Board is final and cannot be appealed. Managers shall choose their own coaches from any eligible Board approved manager or coach from the league.

Should one or more of the above managers decline to manage an All Star team, the Kent LL President will appoint a manager.

### **10.7 Baseball (50/70)/Juniors/Seniors**

The Baseball (50/70)/Juniors/Seniors divisions shall use the current edition of the Little League Baseball

Official Regulations and Playing Rules, the Kent LL Bylaws, and the District 10 supplemental rules. The Baseball (50/70)/Juniors/Seniors divisions shall also abide by the following additional supplemental rules:

Player participation minimums: Participation requirements clearly defined within Official Regulations and Playing Rules state that all players must play a minimum of six (6) consecutive defensive outs and at least one (1) at bat during the six (6) consecutive outs. In the event a player becomes ill or injured during a game and is unable to fulfill the participation rule, both managers must confer and agree to waive the participation rule for that player during that game only (the participation penalty that would be exercised at the beginning of the subsequent game is nullified).

Metal cleats are allowed. Official Regulations and Playing Rules.

Skullcaps are not allowed. Reference Official Regulations and Playing Rules.

The ten-run rule will be enforced. Reference Official Regulations and Playing Rules.

A 2 hour 15 minute time limit shall be placed on all district games. No inning may begin after 2 hour 15 minutes from scheduled game start time. However, Kent LL intra-division games shall be played to completion with no time limit, unless there is another game scheduled after the subject – in such cases the game shall end no later than 3 hours after the scheduled game start time.

The overall win/loss record within Kent LL shall determine the Baseball (50/70)/Juniors/Seniors division champions. If two or more teams have identical records, head to head then the overall win/loss record (including District 10 games) shall be used to break ties. If two or more teams are still tied, rule 10.1.16 shall



be used. Any end of season Kent LL tournament shall not be used to determine overall standings unless such tournament games are used as tiebreakers per rule 10.1.16.

The single-elimination tournament shall follow all regular season rules.

The managers of the Baseball (50/70)/Juniors/Seniors 1st place teams shall be the All Star managers for their respective divisions. Should a manager decline, the 2nd place team (and so on) shall be the manager of the All Star team. If all managers decline, the Kent LL Board of Directors shall appoint a manager.

Because these divisions do not have titled players, the draft order for the following season shall be random.

### **10.8 Softball Machine/Coach Pitch (Minors B)**

The Softball Machine Coach/Pitch division shall use the current edition of the Little League Softball Official Regulations and Playing Rules, the Kent LL Bylaws, and the District 10 supplemental rules. The Softball Machine Pitch division shall also abide by the following additional supplemental rules:

Player participation minimums: All players must play a minimum of three (3) consecutive defensive outs twice during the game and bat at least one (1) time during game.

Use a mechanical arm pitching machine or coach pitch.

Use an 11–inch soft impression softball.

Maximum runs/inning and swings/batter as agreed to at District 10 Coaches meeting. Team scores shall not be kept.

Stealing bases is not permitted in leagues.

### **10.9 Softball Minors (Minors A)**

The Softball Minors division shall use the current edition of the Little League Softball Official Regulations and Playing Rules, the Kent LL Bylaws, and the District 10 supplemental rules. The Softball Minors division shall also abide by the following additional supplemental rules:

Player participation minimums: Participation requirements clearly defined within Official Regulations and Playing Rules state that all players must play a minimum of six (6) consecutive defensive outs and at least one (1) at bat during the six (6) consecutive outs. In the event a player becomes ill or injured during a game and is unable to fulfill the participation rule, both managers must confer and agree to waive the participation rule for that player during that game only (the participation penalty that would be exercised at the beginning of the subsequent game is nullified).

A player may pitch a maximum of twelve (12) innings in a day. If a player pitches in seven (7) or more innings in a day, one calendar day of rest is mandatory. Delivery of a single pitch constitutes having pitched in an inning.

Games shall consist of six innings. Each half inning shall end when three outs have been made or 5 runs have crossed the plate, whichever comes first. If the 5<sup>th</sup> run crosses the plate once the batter puts the ball in play, the inning shall immediately end, with no further advance by any runner. The umpire shall rule the play over immediately to avoid any runners colliding with fielders. The 5 run rule shall apply for all innings, except for the last inning, and all runs scored before the ball is brought to home plate count. In this case, if the batter scores, he has driven in four runs, therefore seven runs scored that half inning. The 5 run rule does not apply in the last inning.

Time limits on games shall only be imposed if there is another game scheduled after the subject game. In such situations, no new inning shall begin 1 hour 45 minutes after actual start time (and games must start within 15 minutes of scheduled start time). (For clarification, an inning starts immediately after the last out of the previous inning.) If a new inning starts with five (5) minutes or less left before the 1 hour, 45 minute time limit, that inning, if it is not the sixth inning, may be declared the last inning (if the game is an official game). The 10th batter rule is lifted for this inning.

Games shall be limited to two extra innings. The 5 run rule does not apply to extra innings. A game may end in a tie.

Teams shall bat through the entire roster.

The overall won/loss record within Kent LL shall determine the Softball Minors division champion. If two or more teams have identical records, the overall win/loss record (including District 10 games) shall be used to break ties. If two or more teams are still tied, rule 10.1.16 shall be used. Any end of season Kent LL tournament shall not be used to determine overall standings unless such tournament games are used as tiebreakers per rule 10.1.16.

The manager of the Softball Minors 1st place teams shall be the 9/10 All Star manager. Should this manager decline, the 2nd place team (and so on) shall be the manager of the All Star team. If all managers decline, the Kent LL Board of Directors shall appoint a manager.

## **10.10 Softball Majors/Juniors/Seniors**

The Softball Majors/Juniors/Seniors divisions shall use the current edition of the Little League Softball Official Regulations and Playing Rules, the Kent LL Bylaws, and the District 10 supplemental rules. The Softball Majors/Juniors division shall also abide by the following additional supplemental rules:

Player participation minimums: Participation requirements clearly defined within Official Regulations and Playing Rules state that all players must play a minimum of six (6) consecutive defensive outs and at least one (1) at bat during the six (6) consecutive outs. In the event a player becomes ill or injured during a game and is unable to fulfill the participation rule, both managers must confer and agree to waive the participation rule for that player during that game only (the participation penalty that would be exercised at the beginning of the subsequent game is nullified).

Note: A Majors player may pitch a maximum of twelve (12) innings in a day. If a player pitches in seven (7) or more innings in a day, one calendar day of rest is mandatory. Delivery of a single pitch constitutes having pitched in an inning.

Time limits on games shall only be imposed if there is another game scheduled after the subject game. In such situations, for Softball Majors: no new inning shall begin 1 hour 45 minutes after the actual start time (and games must start within 15 minutes of scheduled start time). For Softball Juniors: no new inning shall begin 2 hours 15 minutes after the actual start time (and games must start within 15 minutes of scheduled start time). (For clarification, an inning starts immediately after the last out of the previous inning.)

The overall won/loss record within Kent LL shall determine the Softball Majors/Juniors/Seniors division champions. If two or more teams have identical records, the overall win/loss record (including District 10 games) shall be used to break ties. If two or more teams are still tied, rule 10.1.16 shall be used. Any end of season Kent LL tournament shall not be used to determine overall standings unless such tournament games are used as tiebreakers per rule 10.1.16.

The Softball Majors Division tournament team managers shall be as follows:

#### Manager Selection

Regular season managers and coaches from any division may apply to coach an All-Star team. All regular season coaches in good standing will be considered and voted on by the Board to become All-Star managers. The decision of the Board is final and cannot be appealed. Managers shall choose their own coaches from any eligible Board approved manager or coach from the league.

If all managers decline, the Kent LL President shall appoint a manager.

For Softball Majors, the regular season standings (overall record) shall determine the draft order for the following season. The draft order will be in the reverse order of finish with the last place team drafting first. In the event of a tie, see the tiebreaker rule 101.16 under the General section to determine order of finish.

Because Softball Juniors/Seniors does not have titled players, the draft order for the following season shall be random.

### 10.11 Fall Ball

Fall Ball is for instruction and training in the fundamentals of baseball and softball to improve players' skills and to prepare them for the next season. The Fall Ball divisions shall use the current edition of the Little League Baseball/Softball Official Regulations and Playing Rules, the Kent By-Laws, and the District 10 Supplemental rules. The Fall Ball divisions shall also abide by the following additional supplemental rules. When rules in the Bylaws conflict with these Fall Ball Supplemental Rules, the Supplemental Rules shall take precedence.

Fall Ball divisions shall be formed based on the age distribution of registrations received. Players who played in BB Majors the prior Spring season shall be divided as equally as possible amongst all teams. **Player's age is determined by what his/her playing age will be for the following season.** The following divisions shall be formed (as registrations allow):

Division	Age (next year's league age)
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<b>Baseball</b>	
Baseball 9U (9 and under)	7, 8
Baseball 10U (10 and under)	9,10
Baseball 12U (12 and under)	11,12
Baseball 50/70	13
Baseball Juniors	13, 14
Baseball Seniors	15, 16
Softball 12U (12 and under)	8, 9, 10, 11, 12

Teams shall be formed based on age and neighborhood school. The registrar shall attempt to find a competitive balance in the division.

Fall Ball season begins in early September and ends around late October. Games shall be on Saturdays with additional weekday games in early September while daylight permits.

Home team for the first game of the day drags and lines the field; the Home team for subsequent games rakes around bases, fills holes, etc. and re-lines the field as necessary.

Game length and time limits shall follow spring season rules for each age appropriate division.

No new inning after 2 hours. Clear off the field after 2 hours 15 minutes from scheduled start time. If a player is batting, they may finish their at bat.

Last game of the day, or if no game follows, there is no time limit.

Home team manager shall record and email the Kent LL Umpire Scheduler (umpirescheduler@KentLL.org) the name of the plate Umpire immediately after each game.

Called/suspended games will not be rescheduled.

Trading Games is NOT allowed.

Teams shall bat through the entire roster.

Any player may pitch a maximum of two (three for Juniors and Seniors) consecutive innings.

Teams have 2 minutes between half innings to have their players on the field and ready to start the next half inning. This includes the team at bat. The 2-minute time limit shall begin immediately after the final out of the previous half inning is made. Failure to comply results in:

Defense not ready: Umpire begins to call balls on the batter at 10-second intervals. Batter not ready: Umpire begins to call Strikes on the batter at 10-second intervals. Maximum of 5 runs scored per half inning, including last inning.

Home and Visitor teams from the last game of the day, shall repair the field, stow all equipment, lock all containers, pick up litter around the entire facility and empty garbage cans into the dumpster.

Kent LL provides a Home Plate Umpire.

Each team provides one base umpire, if one is not provided by Kent Little League.

Official Regulations and Playing Rules for each fall ball team and league shall be based on the youngest player playing on that team or in that league.

If a Plate Umpire fails to show, a Parent shall call the plate from behind the pitcher unless they have the proper umpiring equipment to be at the plate.

Coaches are permitted to be on the field during play to instruct their players.

Game scores are not reported and there are no Standings (Win-Loss Record).

During league play, District 10 rules and regulations supersede.

## 11 Tournament Teams

As a chartered organization of Little League, Inc., Kent LL is entitled to form teams to participate in Little League sanctioned tournaments. Kent LL endeavors to fairly put together the best team possible to win their respective tournaments. Players will be selected based only on their playing ability, availability, and eligibility.

The following tournament teams will represent Kent LL in the postseason (below):

<b>Teams</b>	<b>Tournaments</b>
Baseball 8/9/10 Year-Old	District, State
Baseball 9/10/11 Year-Old	District, State
Baseball Majors (10/11/12 years old)	District, State, Region, World Series
Baseball Juniors (13/14 years old)	District, State, Region, World Series
Baseball Seniors (15/16 years old)	District, State, Region, World Series
Softball 8/9/10 Year-Old	District, State
Softball 9/10/11 Year-Old	District, State

Softball Majors (10/11/12 years old) Softball Juniors (13/14 years old)	District, State, Region, World Series  Series District, State, Region,  World Series
Softball Seniors (15/16 years old)	District, State, Region, World Series

All trophies won by Kent LL tournament teams at District 10 sponsored tournaments shall be returned to District 10 prior to next year's tournament season.

All trophies won by Kent LL tournament teams at official Little League tournaments beyond district play are property of Kent LL and shall be given to Kent LL within one (1) year of the championship game.

### 11.1 Manager Selection

Tournament team managers are assigned per rules 10.6, and 10.10 of the Kent LL

Bylaws. Tournament team managers serve upon approval of the Kent LL President

Tournament team managers without tournament managing/coaching experience are advised to choose at least one coach with tournament experience.

Tournament coaches are selected by the All Star Selection committee from eligible coaches and must be approved by the Kent LL President.

*NOTE: It is strongly encouraged that a AAA Division manager be considered as coach of the 8/9/10-Year-Old tournament team.*

Only coaches who have been approved by the board of directors and coached more than 50 percent of the season games are eligible to be coaches on a tournament team.

### 11.2 Eligible Players

The following players are eligible as tournament team candidates:

Tournament Team	Eligible Players
Baseball 8/9/10 Year-Old	All eight, nine and ten-year-old Baseball Minors AAA players, and nine and ten-year-old Baseball Majors players.
Baseball 9/10/11 Year-Old	All nine, ten and eleven-year-old Baseball Minors/Majors players.
Baseball Majors	All ten, eleven and twelve-year-old Baseball Majors players.
Baseball Juniors	All thirteen and fourteen year old Baseball Juniors players.
Baseball Seniors	All fifteen and sixteen year old Baseball Seniors players.

Softball 8/9/10 Year-Old	All eight, nine and ten-year-old Softball Majors/Minors players.
Softball 9/10/11 Year-Old	All nine, ten and eleven-year-old Softball Majors/Minors players.
Softball Majors	All ten, eleven and twelve-year-old Softball Majors players.
Softball Juniors	All twelve, thirteen, and fourteen year old Softball Juniors players.
Softball Seniors	All fourteen, fifteen, and sixteen year old Softball Seniors players.

The roster size of all tournament teams shall be determined by the Little League Baseball/Softball Official Regulations and Playing Rules.

**11.3 Baseball/Softball Tournament Team Selection Process, except Baseball 8/9/10 Year-Old Tournament Team**

Managers shall meet with the Kent LL Player Agent, Division Director, and President to select players for their respective division’s tournament team no sooner than the evening of the date stated by Little League that each respective tournament team can be announced.

All players are automatically in the tournament player pool for their age group unless their parent(s) notify the player agent that their son/daughter does not wish to participate.

The voting shall be conducted in rounds as follows:

In the first round, the managers shall vote for 11 players. Those players receiving unanimous votes shall be placed on the roster.

If necessary, additional voting rounds will be conducted until the tournament team has been selected unanimously. In each round the managers shall vote for the number of remaining players needed to complete the tournament team roster of 11 players.

Ties shall be broken by continued discussion and new votes.

If the tournament team roster cannot be completed by unanimous vote, the tournament team roster will be completed by consensus (51 percent or more; if there are only two managers in the division, the Kent LL Player Agent or Division Director will participate in the voting process).

The tournament team manager shall elect one additional player on the tournament team roster. The tournament team manager may select up to two more additional, eligible players.

Should proceedings or discussions during the selection process become too long or unruly, the Player Agent, Division Director, or President may suspend the selection process until a further date.

If a player selected to a tournament team must withdraw for any reason, the tournament team manager may select a replacement player from the pool of remaining players available who received votes during the tournament team selection process (Section 11.3, a.-e.).

#### **11.4 Baseball/Softball 8/9/10 Year-Old Tournament Team Selection Process**

8/9/10 year old players in Baseball/Softball Majors/Minors AAA, tryouts must be held to select the tournament teams.

All 8, 9 and 10-year-old Baseball/Softball Majors/Minors AAA players are invited to participate in the 8/9/10-Year-Old Tournament Team tryouts.

Two weeks before the end of the Baseball/Softball Majors/Minors AAA regular season, the Kent LL Baseball/Softball Majors/Minors AAA Division Director shall notify all the potential 1st and 2nd place managers of each Baseball/Softball Majors/Minors AAA conference of their responsibilities during the tryouts.

Two weeks before the end of the Baseball/Softball Majors/Minors AAA regular season, the Kent LL Baseball/Softball Majors/Minors AAA Directors shall deliver to all Baseball/Softball Majors/Minors AAA managers' copies of the "Tournament Team Candidate Evaluation Form.

All Baseball/Softball Majors/Minors AAA managers shall complete a Tournament Team Candidate Evaluation Form commenting on the playing ability of each 8/9/10 year old player on their team. This form shall be returned to the Kent LL Player Agent one week before the end of the Baseball/Softball Majors/Minors AAA regular season.

The Kent LL Player Agent shall compile the "Tournament Team Candidate Evaluation Form" and give the results to the Baseball/Softball Majors/Minors AAA Director before the Baseball/Softball Majors/Minors AAA championship game.

The Kent LL Player Agent and Baseball/Softball Majors/Minors AAA Division Director shall conduct the tryouts following the Baseball/Softball Majors/Minors AAA championship game. The evaluators for the 8/9/10 year old tournament team shall be one of the Baseball/Softball Majors/Minors AAA 1st place managers (determined by the Baseball/Softball Majors/Minors AAA Division Director), one of the Baseball/Softball Majors/Minors AAA 2nd place managers (determined by the Baseball/Softball Majors/Minors AAA Division Director), and two Baseball Majors managers selected by the Majors Division

Player Agent, the Player Agent and Minors Division Director

Following the tryout and using the Tournament Team Tryout Evaluation Form input from the evaluators, the 8/9/10 Year Old Tournament Team Selection Committees shall cut the tournament team player candidate roster to between 20 and 26 players for each tournament team. Those players who make the cut will be notified by telephone as soon as possible. The number and initials of each player making the first cut shall also be posted at [www.KentLL.org](http://www.KentLL.org).

A minimum of one and no more than two evaluation games will be played by the remaining candidates.



(If the number of players is not sufficient to field two teams, the evaluation game may be waived.) The selection committee shall rank all players and form two teams of similar ability for their tournament team. Players shall be given the opportunity to play their primary position during the evaluation games.

The tournament team players shall be selected per section 11.3.3 of this document.

Should proceedings or discussions during the selection process become too long or unruly, the Player Agent, Division Director, or President may suspend the selection process until a further date.

Players selected for the tournament team shall be notified no later than the day following the last tryout game. The number of each player making each 8/9/10 Year Old Tournament Team shall be posted at [www.Kent LL.org](http://www.Kent LL.org).

If extenuating circumstances don't allow this process to be followed as written, this process may be adjusted as required with the approval of the Kent LL President, Baseball Majors Director, Baseball/Softball Majors/Minors AAA Division Director, and Player Agent(s). The revised process shall be posted [www.Kent LL.org](http://www.Kent LL.org).

If a player selected to a tournament team must withdraw for any reason, the tournament team manager may select a replacement player from the pool of players that made the first cut.

## **11.5 Conduct During Tournaments**

Tournament team managers and coaches are responsible for learning all tournament rules and for teaching their players and their player's parents these special rules. The Player Agent and Division Director shall meet with Manager, Coaches, Parents and Players at a special meeting to review expectations of conduct while representing Kent Little League. Managers are responsible for their teams conduct and actions.

Kent Little League expects all managers, coaches, players, parents, and fans to exhibit excellent sportsmanship at all times. This includes cheering both teams regardless of outcome.

Tournament teams may not play in any non-Little League practices, games, or tournaments without the express approval of the Kent LL President.

## **11.6 Tournament Team Financing**

A tournament team may choose to use a set of regular season uniforms or they may choose to purchase their own uniforms (at their expense, **with Board approval**). If Kent LL uniforms (shirts, ~~pants, belts~~) are used, they must be returned immediately following the conclusion of the team's tournament play. If uniforms are purchased by the tournament team, the colors shall be red, white, and navy blue. Hats will be provided by Kent LL to tournament team players and coaches.

Kent LL will allow tournament teams to use Kent LL fields and equipment (catcher's gear, batting helmets, first-aid kit).

While participating on a tournament team is a very rewarding experience for players, managers/coaches, and parents, it is also very time consuming and expensive for managers/coaches and for parents of players. Unfortunately, Little League, Inc. and Kent LL offer little in financial reimbursement to those involved in tournaments, therefore, each tournament team should appoint a fundraising volunteer to lead any fundraising efforts required by the team to travel to tournaments out of state.

There shall be no financial assistance from Kent LL for participation in the District 10 tournament.

There shall be no financial assistance from Kent LL for participation in the Washington State tournament. Any mileage reimbursement for travel to/from the tournament received by Kent LL from Little League, Inc. shall be divided evenly and forwarded to each family on the tournament the team.

Kent LL shall provide up to \$2,000 per tournament team that advances to the Northwest Regional tournament. If more than three Kent LL tournament teams advance to the Northwest Regional tournament, Kent LL shall provide a total of \$6,000 split evenly between all Kent LL tournament teams participating in Northwest Regional tournaments. All funds provided by Kent LL to tournament teams to participate in the Northwest Regional tournament must be used for player and team expenses only and must be approved by the Kent LL Board of Directors. All other expenses shall be paid by the players' families. Funds provided by Kent LL to tournament teams are contingent upon availability of funds in the Kent LL budget. Any mileage reimbursement for travel to/from the tournament received by Kent LL from Little League, Inc. shall be divided evenly and forwarded to each family on the tournament team.

Kent LL shall provide the same amount of funding with the same conditions specified above for teams advancing to the World Series.

## **12. Awards**

Each player shall receive a current year Kent LL pin. All pins shall be presented to players by their manager by the conclusion of the final Kent LL tournament game of the season.

Each player on the 1st and 2nd place team in the regular season (division and conference) shall receive an award. Awards shall be presented to players immediately before the division tournament championship game.

Each player in the championship game of their end of the season tournament shall receive a medal. Medals shall be presented to players immediately after the tournament championship game.

Players selected to tournament teams shall receive a hat or visor. Hats or visors shall be presented to players prior to their first District tournament game.

Each player on a tournament team shall receive a plaque if the team wins the District 10 Tournament. Plaques shall be presented to players at the Annual Membership meeting in September.

A banner placed at the appropriate field will recognize any All Star Team that wins the District 10 Tournament.

## **13. Umpires (Not Applicable: T-Ball Baseball, Minors A)**

Kent Little League shall provide a Home Plate Umpire and a Base Umpire. If Both Umpires are minors, then the home team shall provide an Umpire Parent. The visiting team shall provide an alternate Umpire Parent. Reference the Official Regulations and Playing Rules for additional details regarding Umpire Parent requirements and responsibilities.

Umpires will not start the game until an Umpire Parent is identified (unless there is an umpire 18 years or older on the game crew).

Umpires will stop the game until coaching staff adhere to rules regarding maximum number of coaches per team and staying in the dugout when the game is underway. Exceptions to this rule include base coaches, requests for time outs and mound visits, and injury support.

## **14. Revisions**

February 2014

December 2015

December 2018

November 2021

November 2023