



**Kirkland National Little League
2019 Local Rules and Regulations**

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Little League International empowers each local league (herein Kirkland National Little League or KNLL) to establish its own Local Rules to govern the operation of the league and establish alternate game play rules for Minor League Divisions or Divisions that Interlock with other local leagues. These Local Rules address the operation of KNLL and the Appendices provide alternate game play rules for each Division supported by KNLL. In the case a local rule is found in conflict with the Kirkland National Little League Constitution or the Little League Official Regulations, Playing Rules and Policies (LLOR), the Kirkland National Little League Constitution or LLOR shall hold.

1. Divisions by Program

The KNLL Baseball and Softball Programs support multiple Divisions, with different age groups and rules for each. Determine the player’s official league age using the Official Little League Age Calculator: [Little League Age Calculator](#). Then review this section to determine the appropriate Program and Division for the player.

1. Baseball Program

T-Ball Division

4-, 5-, and 6-year-old players. T-Ball Division operates under the Little League T-Ball Division Rules and Regulations except as noted in Appendix A – Baseball T-Ball Division Rules.

“A” Division

5- and 6-year-old players who have participated in at least one (1) year of T-ball; and 7- and 8-year-old players. “A” Division operates under the Little League Minor League Division Baseball Rules and Regulations except as noted in Appendix B – Baseball “A” Division Rules.

“AA” Division

7-, 8-, and 9-year-old players. “AA” Division operates under Little League Minor League Division Baseball Rules and Regulations except as noted in Appendix C – Baseball “AA” Division Rules.

“AAA” Division

9-, 10-, and 11-year-old players. “AAA” Division operates under the Little League Minor League Division Baseball Rules and Regulations except as noted in Appendix D – Baseball “AAA” Division Rules.

Major Division

10-, 11-, and 12-year-old players. Major Division operates under the Little League Major League Division Baseball Rules and Regulations, except as noted in Appendix E – Baseball Major Division Rules.

Intermediate (50/70) Division

11-, 12-, and 13-year-old players. Intermediate Division operates under the Little League Intermediate League Division Baseball Rules and Regulations, except as noted in Appendix F – Baseball Intermediate Division Rules.

Junior (60/90) Division

12-, 13- and 14-year-old players. Junior Division operates under the Little League Junior League Division Baseball Rules and Regulations, except as noted in Appendix G – Baseball Junior Division Rules.

KNLL does not support any other Baseball Divisions.

Under advisement of the Player Agent, appropriate Division Director, and VP of Baseball, the President may approve a player petitioning to play at a Division higher or lower than standard for that player's age.

2. Softball Program

The KNLL Softball Program is for girls only.

T-Ball Division

4-, 5-, and 6-year-old players. T-Ball operates under the Little League T-Ball Division Rules and Regulations except as noted in Appendix H – Softball T-Ball Division Rules.

“A” Division

5- and 6-year-old players who have participated in one year of T-ball; and 7-year-old players. “A” Division operates under the Little League Minor League Division Softball Rules and Regulations except as noted in Appendix I – Softball “A” Division Rules.

“AAA” Division

8-, and 9-year-old players. “AAA” Division operates under Little League Minor League Division Softball Rules and Regulations except as noted in Appendix J – Softball “AAA” Division Rules.

Coast Division

10-, and 11-year-old players. Coast Division operates under the Little League Minor League Division Softball Rules and Regulations except as noted in Appendix K – Softball Coast Division Rules.

Major Division

11-, and 12-year-old players. Major Division operates under the Little League Major League Division Softball Rules and Regulations, except as noted in Appendix L – Softball Major Division Rules.

Junior Division

13-, and 14-year-old players. Junior Division operates under the Little League Junior Division Softball Rules and Regulations, except as noted in Appendix M – Softball Junior Division Rules.

KNLL does not support any other Softball Divisions.

Under advisement of the Player Agent, appropriate Division Director, and VP of Softball, the President may approve a player petitioning to play at a Division higher or lower than standard for that player's age.

2. Evaluations

Every season KNLL Baseball and KNLL Softball each hold comprehensive skills evaluation sessions.

The following players **MUST** attend at least one (1) of these scheduled evaluations:

- All Baseball players registering for “AAA”, Major, Intermediate, or Junior Divisions
- All Softball players league age 9 or older

Players having played for Baseball “AAA”, Major, Intermediate or Junior Divisions or Softball Coast, Major or Junior Division the previous season must attend the evaluations for the current season.

Players attending multiple evaluations will have their evaluation assessments averaged together.

If a player is unable to attend at least one (1) of the scheduled evaluations, KNLL may accommodate one (1) of the following alternatives:

- Assemble the appropriate Player Agent, Division Director and VP to review previous evaluation assessments and feedback from past managers to determine a fair evaluation estimate
- Schedule a special evaluation session that the player must attend

If neither of the alternatives is feasible, KNLL will cancel the player’s registration and refund the player’s registration fee.

3. Team Formation

All players will be assigned or drafted to new teams each year. KNLL does not guarantee that a player will have the same manager, coaches, or teammates from one year to the next.

A player shall register for the Division standard for the player’s age and experience as defined in Section 1 Divisions by Program. A player wishing to play at a Division higher or lower than that standard must submit an “Exception Request Form” to the appropriate Player Agent prior to evaluations or team formation, whichever comes first. The “Exception Request Form” is available on the KNLL website and from the Player Agent. The appropriate Player Agent, Division Director, and VP will review the request and advise the President who will approve or reject the request. If the request is rejected, the Player Agent will assign the player to the Division standard for that player’s age.

A player, having played in a certain Division the previous season, shall not be assigned to a lower Division for the current season. **Exception:** A player may be assigned to a lower Division if:

- there exists a compelling safety interest, particularly if there was a safety incident the previous season
- so requested by a player or the parent(s) or guardian(s) of the player

A request may be made that siblings, who are eligible for the same Division, be assigned to the same team.

After evaluations are complete, the Player Agent will assemble a list of all eligible players for each Division. This is the official list used for team formation.

1. Baseball Program

T-Ball, “A” and “AA” Divisions

The Division Director shall assign each player to a team with an emphasis on forming teams of players attending the same school or living in the same neighborhood. Such groups may be split to optimize team sizes or parity.

Division Directors may allow a request that friends, who are eligible for the same Division, be assigned to the same team. Each player may make one (1) such request. The request must be reciprocal and made at the time of registration. KNLL will try to honor, but cannot guarantee, such requests. If the player registration, and therefore the friend request, is made after team formation, KNLL cannot honor the request.

The VP of Baseball shall review and approve all teams.

“AAA” and Major Divisions

The Player Agent shall schedule and conduct a draft that includes the President, VP of Baseball, appropriate Division Directors, and the appropriate approved managers. The Player Agent shall provide the list of all eligible players and their evaluation assessments.

KNLL believes parity is a compelling interest when forming teams. As such, every year KNLL uses **LLOR Plan B – Team Draft Plan** under **Methods for Local Leagues in the First Year of Operation**.

“Another way of balancing the teams in the first year is to use a plan developed with success in some communities. Under this plan, the manager and coaches of all the teams select the best players during the tryouts for the regular league. Normally, they select at least 60 players (four-team league) in the age pattern desired (Example: 32 twelve-year-olds, 20 eleven-year olds and eight nine or ten-year-olds.)

Managers and coaches should attempt to divide the players into four teams of equal strength, with the Player Agent coordinating the activity. When they play several practice games to double-check their judgment, and make any switches of players between teams which seem desirable, the teams are numbered and the managers draw the numbers out of a hat to determine which team each will manage the next season. In this plan, an equitable understanding must be established to permit a manager to acquire a son or daughter for that manager's team by a player trade if this seems desirable.”

Instead of “several practice games” KNLL conducts comprehensive skills evaluation sessions and assessments from managers and coaches to form balanced teams.

After the draft, the Player Agent shall reclaim all copies of the player list, evaluation ratings and notes, assessments, etc.

Intermediate and Junior Divisions

Based on the number of eligible players, one of the following scenarios shall be followed:

- If there are insufficient players to form one (1) KNLL team, KNLL will unite with another District 9 league to form the team(s) from the eligible players in both leagues.

- If there are sufficient players to form one (1) KNLL team, no draft is required as all eligible players will be assigned to the team. If it is determined that the team lacks parity with other teams in District 9, KNLL may unite with another District 9 league to form the teams(s) from the eligible players in both leagues.
- If there are sufficient players to form two (2) or more teams, the Player Agent will schedule and conduct a draft in accordance with the rules specified under Baseball “AAA” and Major Divisions, above.

2. Softball Program

T-Ball, “A” and “AAA” Divisions

The Division Director shall assign each player to a team with an emphasis on forming teams of players attending the same school or living in the same neighborhood. Such groups may be split to optimize team sizes or parity.

Division Directors may allow a request that friends, who are eligible for the same Division, be assigned to the same team. Each player may make one (1) such request. The request must be reciprocal and made at the time of registration. KNLL will try to honor, but cannot guarantee, such requests. If the player registration, and therefore the friend request, is made after team formation, KNLL cannot honor the request.

The VP of Softball shall review and approve all teams.

Coast, Major and Junior Divisions

The VP of Softball and appropriate Division Directors shall determine the number of Coast, Major and Junior Division teams.

The VP of Softball and appropriate Division Directors will select each evaluated player to the appropriate Division for that player, based on that player’s evaluation relative to all evaluations.

Based on the number of players selected for each Division, one of the following scenarios shall be followed:

- If there are insufficient players to form one (1) KNLL team, KNLL will unite with another District 9 league to form the team(s) from the eligible players in both leagues.
- If there are sufficient players to form one (1) KNLL team, no draft is required as all eligible players will be assigned to the team. If it is determined that the team lacks parity with other teams in District 9, KNLL may unite with another District 9 league to form the teams(s) from the eligible players in both leagues.
- If there are sufficient players to form two (2) or more teams, the Player Agent will schedule and conduct a draft in accordance with the rules specified under Baseball “AAA” and Major Divisions, above, with the following exceptions:
 1. A blind serpentine draft order will be posted.
 2. Pitchers will be drafted first in forward order of that blind serpentine draft starting with the first position in the draft order.
 3. Catchers will be drafted second in reverse order of that blind serpentine draft starting with the last position in the draft order.

4. A new blind serpentine draft order will be created such that the team with the lowest average player rating will draft first, the team with the second lowest average player rating will draft second, etc.
5. The remaining players will be drafted in forward order of the new blind serpentine draft starting with the first position in the draft order.

4. Replacement Players

KNLL does not allow Major Division teams to draw replacements from its Minor League Divisions during the final two weeks of the regular season schedule or any time during the postseason. Otherwise, KNLL follows LLOR **Regulation III - The Teams**:

“(d) If a team loses any player(s) on the roster during the current season through illness, injury, change of address, or other justifiable reasons (subject to Board approval), another player shall be obtained through the player agent, to replace the one lost. The playing ability of the participant shall not be considered a justifiable reason for replacement. Such replacement must be of such league age as to comply with Regulation III(c), and must be eligible under all sections of Regulation IV. The local league (or district, if the Senior/Big League is administered as a district operation) should specify in its local rules the number of days allowed for a manager to comply with selection of a replacement. When changes are desired, the following procedures must be followed:

1. Manager shall acquaint the Board of Directors of the local league (or district, if the Senior/Big League is administered as a district operation) with the conditions which necessitate the request for a replacement.

2. If the majority of the Board of Directors (or district, if the Senior/Big League is administered as a district operation) agrees that the reasons are justifiable, the manager may call up a replacement who is eligible under Regulation III(c) and all sections of Regulation IV.

[...]

Minor League and Tee Ball: If a team manager loses any players on the roster during the current season through illness, injury, change of address, or other justifiable reasons (subject to Board approval), another player could be transferred within that Division, through the player agent, to replace the one lost, or a player may be obtained, through the player agent, from a list of participants who registered after the teams were formed.

NOTE 1: *Minor League and Tee Ball players may be reassigned at the discretion of the local league Board of Directors and player agent in order to provide a balanced training program.”*

5. Player Pool

A Division Director and appropriate Player Agent may create a pool of players to substitute for temporary absences during the regular season. Such player pools are intended for Divisions where minimum play is required for postseason eligibility. A player pool is managed under LLOR **Regulation V – Selection of Players**:

“A pool of players from existing regular season teams can be created with players that are willing to participate in extra games during the regular season when teams face a shortage of rostered players for a regular season game within their respective division.

NOTE: Players may not be "borrowed" from an opponent. They must be assigned by the Player Agent.

Guidelines:

- 1. The league's Player Agent will create and run the pool. The league's Player Agent will use the pool to assign players within their respective division to teams that are short of players on a rotating basis.*
- 2. Managers and/or coaches will not have the right to randomly pick and choose players from the pool within their respective division.*
- 3. Under this option, when a player participates in a game on a team other than his/her own team, such player will not be permitted to pitch in that game.*
- 4. Pool players that are called and show up at the game site must play at least nine consecutive defensive outs and bat once."*

6. Manager and Coach Selection

From LLOR Regulation I – The League:

*“The president, with approval of the Board of Directors, shall appoint managers, coaches, and umpires annually. Manager/coach representation on the Board shall not exceed a minority. **NOTE:** All members of the local league Board of Directors, as well as managers and coaches, whose activities in another youth baseball/softball program are deemed detrimental to the operation of the local league, can be removed by a majority vote of the Board of Directors.*

Additionally, the local league's Board of Directors has the right to NOT approve that individual as tournament team manager/coach.”

The Division Director will select a manager, for each team, from the approved pool of managers and coaches. The manager will select two (2) coaches from the approved pool of managers and coaches. The manager may instead propose a coach from outside this pool. Such a coach must be an approved volunteer and submitted to the Division Director for approval by the President and Board of Directors. The Division Director will submit the manager and coaches for each team to the President and Board of Directors for approval.

Each team shall have three (3) members of their coaching staff, known as “coaches of record”. These members shall be manager, 2nd coach and 3rd coach. Other approved volunteers may assist with practices but may not enter the dugout or field of play during games, per LLOR.

All managers and coaches shall:

- Submit a volunteer application and pass a background check.
- At least one (1) manager or coach per team shall attend Safety and First Aid Training sponsored by KNLL or District 9. Such individual(s) shall attend all team practices and games. Therefore, all managers and coaches are encouraged to attend this training. Managers and coaches must sign-in with the League Official at this training. Any manager or coach who fails to sign-in will not receive credit for the training.

- Attend a Fundamental Coaching Skills Training sponsored by KNLL or District 9. Managers and coaches must sign-in with the League Official at this training. Any manager or coach who fails to sign-in will not receive credit for the training.
- Register with the KNLL league management system as a manager or coach.

The Division Directors shall ensure all managers and coaches in their Division have fulfilled these requirements. Any manager or coach who fails to complete these requirements will not be allowed to attend practices or enter the dugout during a game.

When a manager or coach fulfills the above requirements, the Division Director will assign the manager, 2nd coach and 3rd coach to their team within the KNLL league management system.

7. Manager and Coach Responsibilities

Managers and coaches are important volunteer positions. Players and their families trust managers and coaches to develop the players in a positive and productive environment. The following is a list of responsibilities each manager and coach shall follow to achieve these values of Little League International and KNLL.

1. Attend any and all managers and coaches meetings scheduled by KNLL and District 9.
2. Learn, teach, and follow all LLOR, KNLL Local Rules and, if applicable, Interlock Rules from District 9.
3. Learn, teach, and follow the KNLL Safety Plan (ASAP).
4. Communicate all practice and game times, schedule changes, rainouts, and any other relevant information to all team players and their families.
5. Ensure all parent(s) or guardian(s) of players sign the Medical Release and Code of Conduct forms and save these in the team binder. Carry the binder to every game and practice.
6. Ensure their equipment bag contains one (1) First Aid kit and at least two (2) ice packs for every game and practice. If additional supplies are needed, contact the Equipment Manager.
7. Report all injuries to the Safety Officer. For more information, see Section 13 First Aid.
8. Follow the rules for mandatory play as prescribed by LLOR and KNLL Local Rules.
9. Ensure all players are legal and properly equipped.
10. Ensure all equipment is legal.
11. Notify the Player Agent if a player misses two (2) consecutive games within 24 hours of the second game.
12. Ensure all volunteers have submitted the Volunteer Application and been approved by KNLL. This includes umpires, scorekeepers, field maintenance, etc.
13. For Baseball "AA" Division and above and Softball "AAA" Division and above, identify and submit at least two (2) umpires to the umpire pool. Provide at least one (1) umpire for every game.
14. For Baseball "AA" Division and higher and Softball "AAA" Division and higher, provide at least one (1) scorekeeper for every game.
15. Ensure only coaches of record are in the dugout or on the field as base coach during a game. If a manager or coach of record is absent from or voluntarily leaves a game, a substitute will be allowed provided the substitute is an approved volunteer. If during a game, inform the game umpire-in-chief of the substitute.
16. Ensure all spectators remain at least ten (10) feet from the dugout, per LLOR.
17. Sign for equipment bags, treat these as their own, and return these in clean and orderly condition. If, during the season, any equipment fails, immediately contact the Equipment Manager for

review and replacement. KNLL reserves the right to bill a manager for missing or damaged equipment or any equipment not returned on time.

18. Enforce the rules of Section 10 Code of Conduct.

Failure to fulfill these responsibilities may result in removal as manager or coach or affect eligibility for manager or coach in future seasons.

8. Batting Helmets, Catcher's Helmets and Uniforms

1. Batting Helmets and Catcher's Helmets

LLOR 1.16 and 1.17 state that “helmets may not be re-painted and may not contain tape or re-applied decals or stickers unless approved in writing by the helmet manufacturer or authorized dealer.” Such written approval may not be recorded by KNLL, D9, Western Region, or Little League International. Therefore, the burden falls to the parent or guardian to obtain such written approval and the manager to ensure the alterations are in compliance with that approval.

Helmet attachments are products that are sold separately from the helmet that the consumer is responsible for attaching to the helmet. These include c-flaps and similar face guards. Such attachments generally require altering the helmet by drilling holes and removing padding. These alterations void the NOCSAE certification of the helmet, making it illegal to use in Little League play. Little League International provides a clearinghouse of approved attachments here: <https://www.littleleague.org/playing-rules/modifying-helmets-with-additional-attachments/>

During pregame inspection of the equipment by the umpires, written approval shall be presented for any alterations to helmets. Umpires are empowered to adjudge if those alterations are in compliance with LLOR and the written approval. Any altered helmets without written approval shall be removed from play.

LLOR 1.16 and 1.17 advise that “altering helmets in any way can be dangerous.” Therefore, KNLL strongly discourages any alterations to helmets

2. Regular Season and League and City Championships

All players on a team shall wear uniquely numbered uniforms identical in color, trim and style. KNLL shall provide the numbered shirts or jerseys; matching hats for baseball; an article of sports apparel such as visors, hair bows, socks, or other for softball.. Families shall provide matching pants, belt, socks, and undershirt.

Players shall wear rubber-sole athletic shoes, such as sneakers or tennis shoes, or molded cleats. Shoes with metal spikes or cleats are not permitted. Intermediate and Junior Division players may wear shoes with metal spikes. **NOTE:** Fields may not permit metal spikes.

All male players must wear athletic supporters and metal, fibre, or plastic type cup.

Pool Players are not required to wear a uniform identical to the team with whom they are substituting, but they shall wear a uniform otherwise consistent with the rules. **NOTE:** When in a District 9 Interleague game, an opposing manager may protest a Pool Player not in an identical uniform under LLOR 1.11 (a) 1. Therefore, in advance of the game, a manager should contact the opposing manager to resolve any concerns on this matter.

KNLL may provide the manager and two (2) coaches of each team with a matching hat and shirt consistent with LLOR 1.11 (i).

No team shall use any offensive logo or name, including, but not limited to, the Cleveland Indians “Chief Wahoo” and the Atlanta Braves “Screaming Indian.”

3. All-Star Tournaments

All players on a team shall wear uniquely numbered uniforms identical in color, trim and style. The uniform shall clearly denote the team is from Kirkland National Little League. If the team is united with another District 9 league, the denotement may instead use KNLL, Kirkland or similar verbiage to convey association with Kirkland National Little League. KNLL shall provide the numbered shirts or jerseys; matching hats for baseball; an article of sports apparel such as visors, hair bows, socks, or other for softball. Families shall provide matching pants, belt, socks, and undershirt. For a Division when there is only one (1) regular season team and the regular season uniform is consistent with this rule, the team may receive, in lieu of a new uniform, an article of clothing recognizing their All-Star selection.

KNLL shall provide the manager and two (2) coaches of each team with a matching hat and shirt, if different from the regular season, consistent with LLOR 1.11 (i).

KNLL shall provide all players, manager and two (2) coaches of each team a commemorative T-shirt.

9. Umpires

Little League International exclusively uses volunteer umpires for all games, including the World Series. Each local league is expected to develop a pool of volunteer umpires.

The Umpire Committee is responsible for developing the pool of volunteer umpires, including recruiting, developing training programs, and providing umpire equipment. As mentioned in Section 7 Manager and Coach Responsibilities, managers will assist in recruiting umpire volunteers. The league Umpire-in-Chief(s) are then responsible for managing the pool of volunteer umpires, including administering the training programs and scheduling volunteer umpires as required for league play.

In Baseball “AA” Division and above and Softball “AAA” Division and above, managers and coaches of record MAY serve as an umpire within the Division in which they serve as manager or coach of record if they are approved by the appropriate league Umpire-in-Chief.

All volunteer Umpires must:

1. Attend the District 9 Umpire Training or the KNLL Umpire Training or otherwise satisfy the league Umpire-in-Chief(s) of readiness to officiate
2. Know the Little League Official Regulations and Playing Rules, the KNLL Local Rules, any Interlock rules, understand how these rule sets conform and differ, and apply and explain these rules
3. Arrive early to meet with other umpires to review rules and mechanics
4. Inspect bats, helmets, and catcher’s masks
5. Meet with both managers before the first pitch to review topics related to the game, including
 - a. Exchange of lineup cards
 - b. Ensuring all players are legal and properly equipped
 - c. Confirmation of official scorer
 - d. Confirmation of starting pitchers and catchers
 - e. Confirmation of ineligible pitchers
 - f. Special field considerations such as dead-ball areas
 - g. Time limits (if any) for the game

- h. Protocol for how managers should request time
- i. Protocol for how managers should request review of umpire calls
- 6. Manage the flow of the game, including
 - a. Enforcing time limit for pitcher warm-ups to 8 pitches or 1 minute, whichever comes first
 - b. Prompt batters into the box
 - c. Ask managers to send a warm-up catcher between innings if the regular catcher is delayed
 - d. Promptly returning dead balls to the pitcher
- 7. Maintain safety and appropriate conduct on the field and in the stands
- 8. Review and sign the score sheet after the game
- 9. Inform the league Umpire-in-Chief and President of any disciplinary actions, protests or forfeits from the game
- 10. Provide sufficient notice when unable to officiate a scheduled game

In order to maintain conduct on the field and in the stands, an umpire has the authority to issue appropriate disciplinary actions. An umpire shall make a reasonable effort to correct the situation with a warning to the offending person. If the offending person is a player or coach, the umpire will warn the manager as well.

If the conduct continues, the umpire shall take further action. If the offending person is a spectator, per LLOR 9.01 (f),

“umpires may order both teams into their dugouts and suspend play until such time as league officials deal with unruly spectators. Failure of league officials to adequately handle an unruly spectator can result in the game remaining suspended until a later date.”

League Officials are any member of the Board of Directors. If the offending person is a player, manager or coach, the umpire may eject the offending person. A manager or coach ejected from the game will leave the area completely and immediately. A player ejected from the game but unable to leave the area completely and immediately may be left at the end of the dugout or bench but may take no further part in the game.

If the conduct persists and is described by the Little League forfeit rules, the game umpire-in-chief may forfeit the game to the opposing team.

If an umpire ejects a player, manager or coach, or the game umpire-in-chief forfeits a game, the umpire(s) shall provide a written report of the incident to the league Umpire-in-Chief and to the President within 24 hours of the incident. All reported incidents will be reviewed by the Conduct Review Committee as prescribed in Section 11 Disciplinary Action Policy and Procedure.

10. Code of Conduct

KNLL strives to provide a welcoming and nurturing environment in accordance with the values of Little League International and its Baseball and Softball Programs. As such, KNLL does not tolerate any conduct contrary to these goals.

Any person violating this Code of Conduct will be asked to leave the event and will be suspended for the next physically played game. Depending on the seriousness or frequency, the Board of Directors may assess additional disciplinary action up to and including expulsion from the league.

All participants in KNLL shall:

- ALWAYS remember that children participate to have fun and that the game is for their benefit
- ALWAYS be a positive role model
- ALWAYS treat all participants with respect regardless of race, creed, color, national origin, religion, sex, sexual orientation, gender identity or expression, or ability
- ALWAYS show respect, courtesy, and positive support for all players, coaches, officials, umpires and spectators
- ALWAYS promote the emotional and physical well-being of the participants
- ALWAYS emphasize effort, skill development and practice over winning
- ALWAYS teach all participants to play by the rules
- ALWAYS teach all participants to resolve conflicts without hostility or violence
- ALWAYS respect the officials and umpires and their authority during games
- ALWAYS demand an environment that is free from tobacco, alcohol, and drugs
- ALWAYS praise all participants for their adherence to the above principles

All participants in KNLL shall:

- NEVER force any child to participate in KNLL
- NEVER encourage any behaviors or practices that would endanger the health and well-being of any participant
- NEVER engage in any unsportsmanlike conduct against any player, coach, official, umpire or spectator
- NEVER demonstrate disapproval of an official's or umpire's decision by forceful action such as throwing bats, balls, gloves, hats, or helmets
- NEVER use profane, obscene or vulgar language or gestures at any time
- NEVER ridicule or yell at any participant for making a mistake or losing a game
- NEVER discuss in a derogatory or abusive manner any play, decision or participant
- NEVER challenge the authority of any official or umpire
- NEVER use any of the following at any KNLL event where players or minors are present, including, but not limited to, games, practices, scrimmages, and FanFest
 - tobacco products including cigarettes, cigars, pipe tobacco, snuff, and chewing tobacco
 - e-cigarettes, vaporizers and similar
 - alcohol
 - drugs whether legal or illegal
- NEVER be under the influence of alcohol or drugs at any KNLL event where players or minors are present, including, but not limited to, games, practices, scrimmages, and FanFest
- NEVER gamble upon any play or game with anyone at any time

11. Disciplinary Action Policy and Procedure

Any person involved in KNLL, including, but not limited to, board members, officials, managers, coaches, players, umpires, family members, and spectators, are expected to follow the rules, regulations, and policies set forth by Little League International, KNLL Constitution, and KNLL Local Rules.

A. Game Violations

From when the umpire(s) enter the playing field before the game until when the umpire(s) leave the playing field after the game, the umpire(s) has the authority to issue appropriate disciplinary action concerning any person involved in the game as prescribed in Section 12 Umpires.

If an umpire ejects a player, manager or coach, or the game umpire-in-chief forfeits a game, the umpire(s) shall provide a written report of the incident to the league Umpire-in-Chief and President within 24 hours of the incident.

If an umpire suspends play so that the actions of a spectator are addressed and corrected by a League Official(s), the umpire(s) and League Official(s) shall provide a written report of the incident to the league Umpire-in-Chief and President within 24 hours of the incident.

B. Other Violations

When a suspected violation is observed, it shall be reported to the President, Secretary, or any other board member within a reasonable time following the alleged violation. The complaint shall set forth a brief statement of the alleged violation, the alleged violator's name, and the date, time, and location of the alleged violation. The complaint should include the complainant's name, address, phone number, and email address and be signed by the complainant.

C. Disciplinary Procedure

The disciplinary process will be administered by the Code of Conduct Committee pursuant to its published KNLL Code of Conduct Committee Regulations, Rules and Policies.

The Committee will review the complaint.

If the Committee finds insufficient evidence or determines no regulation, rule or policy was violated the Committee will detail its findings and submit a report to the President. The President will then communicate the findings to the complainant.

If the Committee determines there is reasonable evidence of a criminal violation, then the matter shall be immediately referred to the local police department. The alleged violator will be suspended pending that investigation. The Committee will resume its review after the local police department has completed its investigation.

If the complaint reports an ejection and mandatory one (1) game suspension, the Committee shall determine if further action is required. The Committee may not make the penalty less than the mandatory one (1) game suspension.

If the Committee determines there is reasonable evidence to support the complaint, the alleged violator shall be notified of any Committee hearing, informed of the nature of the charges and given an opportunity to appear at the hearing to answer such charges.

The notice shall state that failure of the alleged violator to appear before the Committee shall constitute default and an admission of the alleged conduct alleged. Such default shall allow the Committee to summarily impose disciplinary within its power and recommend further disciplinary action by the Board of Directors.

The Committee shall appoint a presiding officer who shall regulate the hearing. The presiding officer shall have the discretion to record the hearing by voice and/or video. The alleged violator shall have the right to be assisted in the presentation of their case. If the alleged violator is a minor, they shall appear with a parent or guardian. If the alleged violator is a Player Member they shall appear with their team manager. The presiding officer shall afford all parties the opportunity to make opening statements, present evidence and argument, and conduct cross examination. The presiding officer shall have the discretion to admit any relevant evidence. The presiding officer shall have the discretion to allow all or part of the

hearing to be conducted by phone, video conference, or other means. Each party to the hearing shall be given an opportunity to participate in the hearing and to witness its proceedings.

The Committee shall adjourn for deliberation. If the Committee finds the preponderance of the evidence supports a violation, the Committee shall issue a decision stating the violation and the disciplinary action. The disciplinary action shall NOT be less than that prescribed by Little League rules, if specified. If the disciplinary action exceeds the limits of the Committee as empowered by the Constitution, then the disciplinary action shall be put to the Board of Directors for a vote. The Board of Directors may approve or amend and approve the disciplinary action as prescribed by the Constitution.

Any decision may contain conditions for continued involvement in KNLL.

Any decision shall be final and not be subject to appeal.

12. Protests

Protests are described under LLOR 4.19. Herewith are important rules and notes restated for emphasis:

“[a] Protest shall be considered only when based on the violation or interpretation of a playing rule, use of an ineligible pitcher or the use of an ineligible player. No protest shall be considered on a decision involving an umpire's judgment.”

“NOTE 2: All Little League personnel are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offenders should be notified immediately. Example: Should a manager, official scorer, league official, or umpire discover that a pitcher is ineligible at the beginning of the game, or will become ineligible during the game or at the start of the next inning of play, the fact should be brought to the attention of the manager of the team involved. Such action should not be delayed until the infraction has occurred. However, failure of personnel to notify the manager of the infraction does not affect the validity of the protest.”

“(e) Any protest for any reason whatsoever must be submitted by the manager first to the umpire on the field of play and then in writing to the local league president within 24 hours. The [game] Umpire-in-Chief shall also submit a report immediately.

For Baseball Intermediate Division and above, the manager shall also submit their protest to the District 9 ADA Baseball.

For Softball Coast Division and above, the manager shall also submit their protest to the District 9 ADA Softball.

The necessary protest forms are published by the Protest Committee and available on the KNLL website.

The Protest Committee will adjudicate the protest pursuant to its published KNLL Protest Committee Regulations, Rules and Policies.

NOTE: There are no protests in T-Ball, Baseball “A” and “AA” Divisions, and Softball “A” and “AAA” Divisions.

13. First Aid

Questions about KNLL's Safety Plan (ASAP) or these rules may be directed to the Safety Officer.

A. Training

Every team shall have at least one (1) individual who has attended the Safety and First Aid Training sponsored by KNLL or District 9. Such individual(s) shall attend all team practices and games. It is recommended that such individual(s) be a manager or a coach of record.

B. Reporting Injuries

The manager shall report all injuries to the Safety Officer. Any injury that requires medical attention, such as from an emergency room, urgent care, a physician, etc., shall be described in writing to the Safety Officer within 24 hours. The report shall include the time, place and circumstances of the injury. All other injuries may be reported by phone or email.

Any player missing two (2) consecutive games must be reported to the Player Agent within 24 hours of the second game.

A player, having missed two (2) or more consecutive games from illness or injury requires a physician signed letter approving resumed participation in Little League activities.

For more information, refer to the KNLL Safety Plan (ASAP).

C. Concussion Protocol

A youth athlete who is suspected of sustaining a concussion or head injury in a practice or game shall be removed from play at that time, per Washington State [RCW 28A.600.190](#) (Zackery Lystedt law). A youth athlete who has been removed from play may not return to play until the athlete is evaluated by a licensed health care provider trained in the evaluation and management of concussion and receives written clearance to return to play from that health care provider. The health care provider may be a volunteer. A volunteer who authorizes a youth athlete to return to play is not liable for civil damages resulting from any act or omission in the rendering of such care, other than acts or omissions constituting gross negligence or willful or wanton misconduct.

14. Game Schedules

Little League International requires all teams in Minor League Division and above to play a minimum of twelve (12) regular season games and recommends teams play at least two (2) games per week. KNLL schedules more than twelve (12) regular season games to ensure the minimum game requirement is satisfied, even if some cancelled or suspended games are unable to be rescheduled. Families should expect their player will have at least three (3) KNLL events each week, including practices and games, during the regular season.

For T-Ball, KNLL schedules two (2) events per week, including practices and games, and eight (8) to twelve (12) games.

15. Cancelling and Rescheduling Games

A. Weather

Before the start of the game, the King County Parks Department or City of Kirkland Parks Department may announce the field has been rained out. The managers of both teams shall check with the appropriate rainout line for such an announcement. If the field has been rained out by the county or the city, the field shall be closed to all play and the game shall be cancelled. The home team manager shall notify the visiting team manager and each manager shall notify their team.

If the rainout line has not been updated two (2) hours before the scheduled start time of the game, the teams shall prepare to play. The county or city may still announce the field has been rained out during this time.

From LLOR 3.10 (a):

“The managers of both teams shall agree to the fitness of the playing field before the game starts. [If both managers agree to unsuitable weather conditions or the unfit condition of the playing field, the game shall be cancelled.] If the two managers cannot agree, the President or a duly delegated representative shall make the determination.”

The duly delegated representative of the President may be the Vice President, Safety Officer, Division Director, league Umpire-in-Chief, or game umpire-in-chief.

From LLOR .3.10 (b):

The [game] umpire-in-chief shall be the sole judge as to whether and when play shall be suspended during a game because of unsuitable weather conditions or the unfit condition of the playing field; as to whether and when play shall be resumed after such suspension; and as to whether and when a game shall be terminated after such suspension. Said umpire shall not call the game until at least thirty (30) minutes after play has been suspended. The umpire may continue suspension as long as there is any chance to resume play.”

The thirty (30) minute wait is not necessary if, in the umpire’s judgment, there is no chance to resume play.

If there is any risk of lightning, evidenced by thunder, weather warning, or similar, the game umpire-in-chief shall immediately suspend the game. Everyone shall immediately evacuate to a safe area. The game shall not resume until thirty (30) minutes after the last thunder was heard or weather warning has expired.

B. Insufficient Personnel

If a game cannot be played because of the inability of either team to:

- place nine (9) players on the field before the game begins, defined as fifteen (15) minutes after the scheduled start time
- place nine (9) players on the field during the game
- place at least one (1) adult in the dugout as manager or acting manager

the game shall be suspended and referred to the Board of Directors for a decision.

EXCEPTION: For Minor League Divisions and below, KNLL may specify a different minimum number of players. For more information, refer to the Appendices.

The two teams may elect to use the remaining field time for a scrimmage. Players may be loaned from one team to the other for this scrimmage. Only players from the two teams may play the scrimmage. The scrimmage is not considered a regular season game, but a player must observe the rest requirements for any pitches and innings pitched during the scrimmage.

The absence of the manager or a coach of record is not cause to reschedule the game, provided the team can place at least one (1) approved volunteer adult in the dugout as manager or acting manager.

C. Rescheduling

For Divisions that require cancelled games be rescheduled, the game shall be rescheduled for the next available date, which may include Sunday.

Within 48 hours of the cancellation, the Scheduler shall notify the teams and the Umpire-in-Chief of the rescheduled date and field. Within 24 hours of this notification, a manager shall notify the Division Director if their team cannot field nine (9) players for the rescheduled game.

16. Scorekeeping

A. Official Scorer

For Baseball “AA” Division and above and Softball “AAA” Division and above, the home team is responsible for providing the official scorer. The official scorer is an official representative of KNLL and is entitled to the respect and dignity of the office.

The official scorer shall record the game in the official scorebook. The official scorebook is provided by the home team. This must be a physical written book. **During All-Star tournaments, physical written books are required for both Baseball and Softball.**

The visiting team may record the game in an unofficial scorebook. However, the visiting team scorebook will not be consulted by any umpire or League Official in the event of an appeal or protest. It is recommended the visiting team scorer sit near or periodically confer with the official scorer to reconcile the visiting team scorebook with the official scorebook.

Other spectators may record the game in an unofficial scorebook or electronic application or similar for informational, educational, development, and/or management purposes. However, such records will not be consulted by any umpire or League Official in the event of an appeal or protest.

The official scorer shall not make any decision conflicting with official playing rules or with an umpire's decision.

At the start of the game, the official scorer shall record the home plate umpire, any field umpire, the official lineup, the starting pitcher and catcher for both teams, and the ineligible pitchers for both teams.

At the start of each half-inning, the official scorer shall record the defense playing positions including pitcher and catcher and any positions subject to mandatory play requirements such as infield.

The official scorer shall record any defense substitutions including pitcher and catcher and any positions subject to mandatory play requirements such as infield.

When a pitcher is announced, the official scorer shall inform the game umpire-in-chief and manager, before that player has pitched a ball to a batter, if that player is an ineligible pitcher. However, failure by the official scorer to notify the game umpire-in-chief and manager does not relieve the manager of the responsibility to withdraw the ineligible pitcher.

If a team changes sides before three (3) are put out, the official scorer shall immediately inform the umpire of the mistake.

For Baseball “AA” and “AAA” Divisions and Softball “AAA” and Coast Divisions, in the event that a team accumulates the maximum of five (5) runs per inning, when no further action is possible and play is stopped, the official scorer shall inform the game umpire-in-chief.

If after three (3) innings (Intermediate and Juniors: four (4) innings), two and one-half (2.5) innings (Intermediate and Juniors: three and one-half (3.5) innings) if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. KNLL does **NOT** utilize this rule for Baseball Majors and below. The District shall publish if it does not utilize this rule for Interleague play (Baseball Intermediate and above and Softball "AAA" and above).

If after four (4) innings (Intermediate and Juniors: five (5) innings), three and one-half (3.5) innings (Intermediate and Juniors: four and one-half (4.5) innings) if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. The official scorer shall not call attention to the umpire or any member of either team to the fact that a player is batting out of turn. The official scorer shall alert the game umpire-in-chief of an illegal substitution or other situation that would cause a protest.

If the game is protested or play suspended, the official scorer shall make note of the exact situation at the time of the protest or suspension, including the score, the number of outs, the position of any runners, the ball and strike count on the batter, the current pitchers, and any players ineligible to return to the mound.

The home team manager is responsible for reporting the final game score to the league within 24 hours of game completion.

KNLL will keep the record of game scores and team standings. **NOTE:** For Baseball "AA" Division and below and Softball "AAA" Division and below, no record of game scores and team standings will be kept.

Minor children are not allowed in the announcer and/or scorer's booth unless they are an announcer or official scorer. In such an event, an adult must be present.

B. Baseball Pitch Scoring

Each pitch delivered to a batter shall be counted.

The official scorer's record of the pitch count shall be the official record.

The pitches may be counted by a person other than the scorer, but the total pitches for each pitcher must be entered in the official scorebook. The official scorebook will be used to determine the pitching eligibility in a subsequent game or games.

When requested by a manager, the official scorer must provide current information on the pitch count for a pitcher currently in the game.

The official scorer and any other official(s) involved in tallying the pitch count must inform the game umpire-in-chief and manager when the maximum number of pitches has been delivered by a pitcher, pursuant to the pitcher's league age. However, failure to notify the game umpire-in-chief and manager does not relieve the manager of the responsibility to remove a pitcher when the limit is reached.

C. Softball Pitch Scoring

For Major Division and below, a player may pitch in a maximum of twelve (12) innings in a day. If a player pitches in seven (7) or more innings in a day, one (1) calendar day of rest is mandatory. Delivery of a single pitch constitutes having pitched in an inning.

For Coast Division and below, Local or District Rules may impose further pitching restrictions.

For Junior Division and above, no pitching restrictions apply.

For Coast Division and below, a player who has attained a league age of twelve (12) is not eligible to pitch.

From LLOR Regulation VI – Pitchers:

For a 12-year-old participating in the Major and Junior Divisions as permitted under LLOR Regulation IV (a), the pitching rules and regulations regarding days of rest that are pertinent to the Division in which the pitcher is used will apply to that game. Innings pitched previously in both Divisions are taken into account when determining the eligibility of the pitcher for a particular game, with respect to days of rest and number of innings available.

For Major Division and above, not more than five (5) pitchers per team shall be used in one game.

EXCEPTION: In case of illness or injury to a fifth pitcher, an additional pitcher may be used.

The official scorer must inform the game umpire-in-chief and manager when the maximum number of innings has been delivered by a pitcher, pursuant to the pitcher's league age. However, failure to notify the game umpire-in-chief and manager does not relieve the manager of the responsibility to remove a pitcher when the limit is reached.

17. Field Decorum

A. Pre-Game

The home team and visiting team managers will inspect the field to agree that it is in playable condition, free of hazards, and chalked, including fair/foul lines and batter's boxes. The home team shall address any issues before play will commence.

Where appropriate, the visiting team shall set up the scoreboard for the first game of the day. When the visiting team is from another league that is unfamiliar with the scoreboard equipment, the home team will perform this duty.

The home team shall occupy the third base dugout and the visiting team shall occupy the first base dugout. Only the manager, two (2) coaches, and eligible players are allowed in the dugout and on the field.

Warm-ups are conducted in the outfield along the 1st and 3rd baselines. Batting practice is allowed in the outfield but there will be no hitting of balls into any fence or barrier and only plastic balls may be used; no hard balls of any kind can be used. Batting practice will cease when anyone is taking infield practice. The visiting team may take infield practice for 10 minutes starting at 25 minutes before the scheduled start of the game. The home team may take infield practice for 10 minutes starting at 15 minutes before the scheduled start of the game.

At 5 minutes before the scheduled start of the game, the teams shall be in their respective dugouts. Each team will present their bats, helmets, and catcher's mask along the outside of their dugout fence for inspection by the umpires.

At 1 minute before the scheduled start of the game, the umpires and managers will meet at home plate for the pre-game meeting. The coaches and players shall remain in their dugouts until the conclusion of this meeting.

B. In-Game

When a team is at bat, they may station base coaches in the coach's boxes at first and/or third base. These coaches shall remain in or near their dugout until directed to their positions by the umpire.

When a team is at bat, any player exiting the dugout onto the field must wear a helmet.

For Major Division and below, only the first batter of each half-inning will be allowed outside the dugout between the half-innings.

No player shall pick up a bat until they leave the dugout to approach the plate.

When a team is in the field, their manager and coaches must remain in their dugout. **EXCEPTION:** For T-Ball and "A" Divisions, managers and coaches may position themselves on the field to coach their fielders; one (1) adult approved volunteer must remain in the dugout.

The dugout doors should remain closed until no further action is possible and play is stopped. If there is no door, no player shall stand, sit, or otherwise be in the entry to the dugout.

The manager shall not leave the dugout until receiving permission from an umpire.

If the playing field is not totally enclosed, the playing field will be defined using the extension of the fences closest to fair territory on both the first and third base side of the field.

C. Ground Rules

132nd Square Park, Lower Field B

In left and left-center field, the rough grass beyond the cut grass is a dead-ball area. A fair fly ball that passes over the playing field to this dead-ball area entitles the batter to a home run. A fair ball that, after touching the ground, passes out of the playing field to this dead ball area entitles the batter and runners to advance two (2) bases.

In right and right-center field, there is no limit to the playing field.

If a ball is hit to the outfield and there is interference, LLOR 3.16 shall apply:

"the ball shall be dead at the moment of interference and the umpire shall impose such penalties as in the umpire's opinion will nullify the act of interference. If ... interference clearly prevents a fielder from catching a fly ball, the umpire shall declare the batter out."

D. Post-Game

Each team must clean up their dugout and spectator area.

The home team shall prepare the field for the next game unless it is the final game of the day.

Managers and coaches should check the field to ensure all equipment has been returned and stored.

If it is the final game of the day, the visiting team shall return and store the scoreboard equipment.

If it is the final game of the day, the managers shall ensure all storage units, batting cages, and other facilities are locked.

E. Further Rules

KNLL prohibits the use of drones over or near fields during practices or games.

18. League Championship

A. Baseball

All Baseball “AA” and above, if there are two or more teams in a Division, that Division will participate in the KNLL Championship.

B. Softball

For Coast Division and above, if there are two or more teams in a Division, that Division will participate in the KNLL Championship.

C. Structure

The VP and appropriate Division Director will select an appropriate tournament structure to determine the champion (1st place), first runner-up (2nd place), and second runner-up (3rd place). Suggested tournament structures include knockout (double-elimination or modified double-elimination), group (single or double round-robin), or multi-stage (group stage and knockout stage).

A coin flip shall be held between the two managers at least thirty (30) minutes before the scheduled start of the game. The winner of the coin flip shall elect to play as the home team or the visiting team. The home team shall occupy the third base dugout and the visiting team shall occupy the first base dugout.

The games shall be played under the regular season rules; however, there shall be no time limit and games will be played to completion.

If a game is cancelled or suspended due to weather, the teams shall be expected to play the next available date at the best available field. Games may be scheduled on consecutive days and Sundays.

The game schedule and practice schedule will be announced as soon as possible following the completion of the regular season.

19. City Championship

The City of Kirkland Championship is a tournament between Kirkland National Little League and Kirkland American Little League. The KNLL Champion and one or more runner-up teams shall represent KNLL in this tournament. If a team cannot or elects not to play in the tournament, they shall be replaced by the next runner-up. Each team shall play its equivalent team from the other league. For example, the KNLL Major Division Champion shall play the KALL Major Division Champion.

The City of Kirkland Championship Tournament Rules shall be reviewed and approved by both KNLL and KALL before the commencement of the regular season. The tournament shall be played under these rules.

20. All-Star Tournament

A. Teams

1. Baseball

In March, KNLL shall register for the following Baseball All-Star Tournaments:

- 9/10 All-Stars. Supported by the “AAA” Division Director and VP of Baseball
- 10/11 All-Stars. Supported by the Major Division Director and VP of Baseball
- Major All-Stars. Supported by the Major Division Director and VP of Baseball
- Intermediate All-Stars. Supported by the Intermediate Division Director and VP of Baseball

- Junior All-Stars: Supported by the Junior Division Director and VP of Baseball

No later than mid-May, the VP of Baseball, the Baseball Player Agent, and the Intermediate and Junior Division Directors shall assess the eligible players and determine if KNLL will proceed with or withdraw from the Intermediate or Junior All-Stars tournaments. KNLL may unite with another District 9 league to register for these tournaments.

2. Softball

In March, KNLL shall register for the following Softball All-Star Tournaments:

- 8/9/10 All-Stars. Supported by the Coast Division Director and VP of Softball
- 9/10/11 All-Stars. Supported by the Coast and Major Division Directors and VP of Softball
- Major All-Stars. Supported by the Major Division Director and VP of Softball
- Junior All-Stars. Supported by the Junior Division Director and VP of Softball

No later than mid-May, the VP of Softball, the Softball Player Agent, and the appropriate Division Directors shall assess the eligible players and determine if KNLL will proceed with or withdraw from each tournament. KNLL may unite with another District 9 league to register for a tournament.

B. Managers and Coaches

No later than the first week of May, the VP of Baseball and VP of Softball will send an All-Star Commitment form to all eligible managers and coaches. Eligible managers and coaches are:

- the three (3) Coaches of Record in the KNLL league management system for each Baseball “AAA”, Major, Intermediate and Junior Division team and each Softball Coast, Major and Junior Division team
- who have fulfilled the requirements under Section 7 Manager and Coach Responsibilities
- who have managed or coached in their dugout for at least 60% of the regular season games

A manager or coach shall sign the form to attest their commitment to the practice schedule and the All-Star Tournament and return it to their VP by the date specified for each program to be considered for an All-Star Tournament team manager or coach.

A person may hold only one (1) All-Star Tournament position, unless there is a shortage of eligible managers and coaches.

1. Baseball

During the last week of May, there will be a confidential meeting of the President, VP, Player Agent, the appropriate Division Directors, and all managers and one (1) coach selected by each manager from the appropriate Divisions. The VP will present the list of eligible managers and coaches.

All eligible managers and coaches may nominate themselves for a manager position, regardless of the position held during the regular season.

A vote shall be held for the election of the manager. Nominees shall not cast a vote and shall leave the room during discussion of the nominees and the vote. The President(s), VP(s) and Player Agent(s) shall not cast a vote.

The President, if not a nominee, shall tabulate the votes. If the President is a nominee, they shall designate a neutral representative to tabulate the votes.

The nominee with the majority of votes shall be the manager. If no nominee receives a majority of votes, the nominee with the fewest votes shall be removed from consideration and another round of voting is held. A nominee removed from consideration shall vote in the next round(s) of voting. This shall be repeated until a nominee receives a majority of votes.

If there are two (2) nominees and the result of the vote is a tie, a final round of voting is held. If the result of this final round is still a tie vote, the VP shall cast the deciding vote. If the VP is a nominee, this shall instead be settled by a blind draw.

The manager for the Majors All-Stars team shall be elected first; then the manager for the 10/11 All-Stars team; then the manager for the 9/10 All-Stars team.

2. Baseball Intermediate and Juniors

If KNLL and another District 9 league unite to field one (1) All-Star Tournament team, both leagues shall be represented in this process.

No later than mid-May, there will be a confidential meeting of the President(s), VP(s), Player Agent(s), appropriate Division Directors, and all Division managers and coaches. The VP(s) will present the list of eligible managers and coaches.

All eligible managers and coaches may nominate themselves for a manager position, regardless of the position held during the regular season.

A vote shall be held for the election of the manager. Nominees shall not cast a vote and shall leave the room during discussion of the nominees and the vote. The President(s), VP(s) and Player Agent(s) shall not cast a vote.

The President(s), if not a nominee, shall tabulate the votes. If the President(s) is a nominee, they shall designate a neutral representative to tabulate the votes.

The nominee with the majority of votes shall be the manager. If no nominee receives a majority of votes, the nominee with the fewest votes shall be removed from consideration and another round of voting is held. A nominee removed from consideration shall vote in the next round(s) of voting. This shall be repeated until a nominee receives a majority of votes.

If there are two (2) nominees and the result of the vote is a tie, a final round of voting is held. If the result of this final round is still a tie vote, the VP(s) shall cast the deciding vote. If the VP(s) is a nominee, this shall instead be settled by a blind draw.

When KNLL unites with another District 9 league to field an All-Star team, a vote shall be held for the election of the 2nd and 3rd coaches. Nominees for the 2nd coach are the eligible managers and coaches from the league not represented by the manager. Nominees for the 3rd coach are the eligible managers and coaches from both leagues.

When KNLL solely fields an All-Star team, the All-Star manager shall nominate the 2nd and 3rd coaches from the eligible managers and coaches from KNLL. All in attendance, except the All-Star manager, nominee, President, VP and Player Agent, shall approve, by a majority vote, the nominee.

This meeting shall be held during the player selection meeting.

3. Softball

If KNLL and another District 9 league unite to field one (1) All-Star Tournament team, both leagues shall be represented in this process.

No later than mid-May, there shall be a series of confidential meetings, one meeting for each All-Star Tournament team, of the President(s), VP(s), Player Agent(s), appropriate Division Directors, UIC(s) and all manager candidates (see **20. All-Star Tournament B. Managers and Coaches**). The VP(s) shall present the list of manager candidates and any feedback for those candidates collected from the Division Director, Player Agent, Parent Liaison, and any other appropriate sources to those Board Members present. The Board Members present may conduct separate interviews of each candidate. The candidates shall leave the room and the Board Members present shall select the manager for each All-Star Tournament team. The selected managers shall then be notified.

After the managers are selected, the VP(s) shall present the list of coach candidates (see **20. All-Star Tournament B. Managers and Coaches**) to the same Board Members present. The Board Members present shall approve all, some, or none of the coach candidates. If there are insufficient selected coaches for all All-Star Tournament teams, the Board Members present shall discuss other coach candidate options. The President(s) shall then file waivers with District 9 and Western Region to approve those coach candidates for All-Star Tournament team selection.

The approved coaches shall remain confidential until the Player and Coach Selection Meeting. Disclosure before an official announcement shall be cause for disciplinary action up to dismissal from any All-Star Tournament position or the Board of Directors.

C. Player Selection

No later than the first week of May, the Baseball Player Agent and Softball Player Agent will send an All-Star Interest and Availability form to all players in the appropriate Divisions. This may be a paper form or an online submission.

A player and their parent(s) or guardian(s) shall sign the form to attest their eligibility, interest and availability to the practice schedule and the All-Star Tournament and return it to the appropriate Player Agent by the date specified on the form to be considered for an All-Star Tournament team.

The Player Agent shall review the official scorebooks to ascertain each player has fulfilled the minimum play requirements for All-Star eligibility.

All discussions at the player selection meetings are confidential. Disclosure of any information, including the selected players before an official announcement, shall be cause for disciplinary action up to dismissal from any All-Star Tournament position or the Board of Directors.

1. Baseball

During the last week of May, there will be a confidential meeting of the President, VP, Player Agent, the appropriate Division Directors, and all managers and one (1) coach selected by each manager from the appropriate Divisions. The Player Agent will present the list of eligible players.

The managers and coaches in attendance shall discuss the strengths and weaknesses of each eligible player based on the following criteria:

1. Ability to pitch
2. Ability to play the catcher or middle infield positions
3. Ability to play defense, such as fielding, catching, throwing, etc.

4. Understanding and executing game situations, such as the double play, tagging up when a fly ball is caught, the cut off, base stealing, third strike not caught, infield fly, etc.
5. Batting skills, such as bunting, managing the strike zone and the count, and ability to get on base
6. Positive sportsmanship and attitude towards all participants; leadership and ability to accept coaching instruction

The goal is to select the best team that represents and upholds the ideals of Little League and KNLL on and off the playing field and is competitive on the playing field.

The managers and coaches in attendance shall then reach consensus on the eleven (11) best players. If there is consensus on less than eleven (11) players, the managers and coaches in attendance shall vote for the selection of the remaining players. The players receiving the most votes shall be selected.

The President(s), VP(s) and Player Agent(s) shall not cast a vote. The President(s) shall tabulate the votes.

The All-Star team manager and coaches shall select one (1) to three (3) players to finalize the team.

The Majors All-Stars team shall be selected first, then the 10/11 All-Stars team; then the 9/10 All-Stars team.

2. Baseball Intermediate and Juniors

If KNLL and another District 9 league unite to field one (1) All-Star Tournament team, both leagues shall be represented in this process.

No later than the last week of May, there will be a confidential meeting of the President(s), VP(s), Player Agent(s), the appropriate Division Directors, and all managers and coaches from the appropriate Divisions. The Player Agent(s) will present the list of eligible players.

The managers and coaches in attendance shall discuss the strengths and weaknesses of each eligible player based on the following criteria:

1. Ability to pitch
2. Ability to play the catcher or middle infield positions
3. Ability to play defense, such as fielding, catching, throwing, etc.
4. Understanding and executing game situations, such as the double play, tagging up when a fly ball is caught, the cut off, base stealing, third strike not caught, infield fly, etc.
5. Batting skills, such as bunting, managing the strike zone and the count, and ability to get on base
6. Positive sportsmanship and attitude towards all participants; leadership and ability to accept coaching instruction

The goal is to select the best team that represents and upholds the ideals of Little League and KNLL on and off the playing field and is competitive on the playing field.

The managers and coaches in attendance shall then reach consensus on the eleven (11) best players. If there is consensus on less than eleven (11) players, the managers and coaches in attendance shall vote for the selection of the remaining players. The players receiving the most votes shall be selected.

The President(s), VP(s) and Player Agent(s) shall not cast a vote. The President(s) shall tabulate the votes.

The All-Star team manager and coaches shall then be selected following the Manager Selection process defined above.

The All-Star team manager and coaches shall then select one (1) to three (3) players to finalize the team.

3. Softball

If KNLL and another District 9 league unite to field one (1) All-Star Tournament team, both leagues shall be represented in this process.

No later than mid-May, after the Interest and Availability forms have been collected, the Player Agent(s) shall prepare an online form for each regular season manager and coach listing all players from their regular season team who are interested and available for an All-Star Tournament team. Each manager and coach shall, for each player, provide an assessment of:

- Leadership
- Sportsmanship
- Fielding
- Throwing
- Hitting
- Base Running
- Pitching
- Catching
- Softball IQ

Each manager shall stack rank the players from their team. Finally, managers and coaches are encouraged to provide positive comments for players from other teams. These assessments shall be completed before Memorial Day weekend. The Player Agent(s) shall compile these assessments for each player.

During the last week of May, there shall be a confidential meeting of the President(s), VP(s), Player Agent(s), the appropriate Division Directors, and all regular season managers and coaches from the appropriate Divisions. The Player Agent(s) shall present the list of eligible players and the compiled assessments for each player. The managers and coaches present may ask for additional information of each player.

The managers and one (1) coach from each regular season team shall then vote for the six (6) players that best represent and uphold the ideals of Little League and KNLL on and off the playing field. This vote shall be by paper ballot. Managers and coaches may not vote for their own child. The Player Agent(s) shall supervise this vote. The President(s) shall tabulate the votes and announce the six (6) players with the most votes who are then placed on the All-Star Tournament team roster.

In the event of a tie vote for the final All-Star Tournament team roster spot(s), a run-off vote shall be held. Only those players in the tie shall be considered for this run-off vote. The managers and one (1) coach from each regular season team shall vote for the number of players to fill the remaining All-Star Tournament team roster spot(s). For example, if three (3) players are tied for the fifth (5th) roster spot, those three (3) players shall be considered to fill the remaining two (2) roster spots; the managers and one (1) coach from each regular season team shall vote for two (2) of the three (3) players. Managers and coaches may vote for their own child during a run-off vote.

After those six (6) players are placed on the All-Star Tournament team roster, those present shall open a discussion regarding All-Star Tournament team needs and the remaining players. After the discussion, the managers and one (1) coach from each regular season team shall vote for three (3) players. This vote shall follow the above rules.

After those next three (3) players are placed on the All-Star Tournament team roster, the selected All-Star Tournament team manager shall select two (2) coaches from the approved coaches pool. Managers are

encouraged to select coaches such that all leagues are represented. The selected All-Star Tournament team manager shall select the final three (3) players to the All-Star Tournament team roster. The manager may seek advisement on these selections.

An All-Star Tournament team is twelve (12) players.

Appendix A – Baseball T-Ball Division Rules

All games shall be played in accordance with the 2019 Little League Baseball T-Ball Division Official Regulations, Playing Rules, and Policies unless stated below.

Time Limits

T-Ball Events shall be 45 to 75 minutes. Games will end no more than 1 hour after the scheduled start time of the event. This allows a 15 minute warm-up before the game.

Scorekeeper

Scores and results will NOT be recorded for regular season standings.

Playing Field

T-Ball games shall be played with 60 foot base paths, as illustrated under **LLOR 1.04 – THE PLAYING FIELD**. The home team shall occupy the third base dugout and the visiting team shall occupy the first base dugout. The home team shall take the field first at the start of the game. The visiting team shall bat first at the start of the game.

Balls and Bats

T-Ball games shall be played with approved, low compression tee balls and approved tee ball bats (26" or shorter).

Continuous Batting Order

Teams shall use the continuous batting order. All eligible players must appear in the line-up. Players who arrive after the start of the game shall be added to the end of the line-up. Players who are removed from the game due to injury, illness, prior commitment or similar are removed from the line-up. If said player later returns, they shall resume their original position in the line-up. Players who are ejected from the game are removed from the line-up and are not eligible to return.

A team may start their batting order at any position in the line-up at the start of each inning.

Defensive Field Position

The defensive team shall first field five (5) infield positions, including pitcher. Any remaining players will then be placed in outfield positions.

Inning

The offensive team shall bat until every player in the lineup has one (1) at-bat. When the last batter hits the ball into play, any out, any fielder touching home plate with the ball, or a score by the last batter shall end the offensive team's half of the inning.

At-Bat

Players hit the ball off a batting tee. No exceptions.

Each batter will be allowed one (1) hit into play per inning. The batter must swing completely through the ball and the ball must travel at least fifteen (15) feet. A ball that fails to travel fifteen (15) feet shall be declared foul. There are no walks or strikeouts.

Outs

Any batter or base runner being put out by catch, force, or tag shall return to their dugout. This shall not be recorded as an out. The inning shall continue until every player in the lineup has one (1) at bat.

Infield Fly

An infield fly shall NOT be declared.

Stealing

Stealing is NOT permitted.

Mandatory Play

Every eligible player present at the game shall play a different defensive position each inning.

Pinch Runners

Special pinch-runners are not permitted. If a runner is injured and removed from the game, the last eligible player who made an out will replace the injured runner.

Protests

There are no protests in "T-Ball" Division.

Whenever it is found that an ineligible player is being used, said player shall be removed from the game and the game shall be continued. A report shall be submitted within 24 hours to the President for consideration under the Code of Conduct policy.

Appendix B – Baseball “A” Division Rules

All games shall be played in accordance with the 2019 Little League Baseball Minor League Division Official Regulations, Playing Rules, and Policies unless stated below.

Time Limits

Games will end 1 hours 45 minutes after the scheduled start time of the game.

Scorekeeper

Scores and results will NOT be recorded for regular season standings.

Continuous Batting Order

Teams shall use the continuous batting order. All eligible players must appear in the line-up. Players who arrive after the start of the game shall be added to the end of the line-up. Players who are removed from the game due to injury, illness, prior commitment or similar are removed from the line-up. If said player later returns, they shall resume their original position in the line-up. Players who are ejected from the game are removed from the line-up and are not eligible to return.

Defensive Field Position

The defensive team shall field six (6) infield positions and three (3) or four (4) outfield positions. An outfield position is both feet of the player on the outfield grass.

Additional Coach

Each team is allowed one (1) additional adult approved volunteer to occupy the field when the team is at bat. This shall allow one (1) adult to remain in the dugout at all times, two (2) base coaches, and one (1) adult pitcher. When the team is on defense, this additional volunteer shall remain in the dugout.

Adult Pitch

Each team shall use an adult pitcher. The adult pitches to their team from no closer than ten (10) feet in front of the pitcher’s plate.

Balls and Bats

The President, Baseball Vice President, and Division Director may elect to use tee balls, safety balls, or baseballs. If tee balls are used, approved tee ball bats (26” or shorter) shall be allowed. If safety balls or baseballs are used, only approved baseball bats (27” or longer) shall be allowed. This determination shall be made before registration is opened and communicated during registration.

Inning

The offensive team shall bat until three (3) fielded outs or every player in the lineup has one (1) at-bat. If the last batter hits the ball into play, any out, any fielder touching home plate with the ball, or a score by the last batter shall end the offensive team’s half of the inning. If the last batter does not hit the ball into play, this shall end the offensive team’s half of the inning.

At-Bat

If the ball is not hit into play after six (6) pitches, the batter shall return to their dugout but this shall NOT be counted as an out. If this is the last batter, this shall end the offensive team’s half of the inning. If the final pitch is hit foul, the batter shall receive additional pitches until they fail to hit the ball into play or foul.

If a pitch touches the batter, the batter is NOT entitled to first base but this pitch shall NOT be counted.

Infield Fly

An infield fly shall NOT be declared.

Stealing

Stealing is NOT permitted.

Mandatory Play

Every rostered player present at the start of a game shall play a minimum of one (1) defensive inning at an infield position.

No player may sit out for more than one (1) defensive inning until each player has sat out for at least one (1) inning. No player may sit out in excess of one (1) defensive inning more than any other player.

Pinch Runners

Special pinch-runners are not permitted. If a runner is injured and removed from the game, the last eligible player who made an out will replace the injured runner.

Protests

There are no protests in "A" League Level.

Whenever it is found that an ineligible player is being used, said player shall be removed from the game and the game shall be continued. A report shall be submitted within 24 hours to the President for consideration under the Code of Conduct policy.

Appendix C – Baseball “AA” Division Rules

All games shall be played in accordance with the 2019 Little League Baseball Minor League Division Official Regulations, Playing Rules, and Policies unless stated below.

Time Limits

Games will end 2 hours 00 minutes after the scheduled start time of the game.

If time expires in the Home team half of the inning and the Home team leads, that score will be the final score. Otherwise, the score at the end of the last completed inning will be the final score.

Games tied after six (6) innings may continue in accordance with the above time limit.

Umpires

The Visiting team shall provide the Plate umpire and the Home team shall provide the Field umpire.

Scorekeeper

The Home team shall provide the official scorer.

Final score and pitch counts shall be reported by the Home Team to the KNLL Scheduler. Results will NOT be recorded for regular season standings.

Game Balls

The Home team shall supply two (2) new baseballs to the Plate Umpire at the start of the game. The Home team shall supply extra baseballs of satisfactory game quality when asked by the Plate Umpire.

Run Limit and Run Rule

Each team may accumulate a maximum of five (5) runs per inning for the first five (5) innings of the game. When no further action is possible and play is stopped, the official scorer shall notify the Plate Umpire. There is no run limit after the end of the fifth inning.

If after four (4) innings (three and one-half (3.5) innings if the home team is ahead, one team has a lead of ten (10) runs or more, the official scorer shall inform the game umpire-in-chief and said umpire shall declare the game over

Continuous Batting Order

Teams shall use the continuous batting order. All eligible players must appear in the line-up. Players who arrive after the line-up has been presented to the Plate Umpire shall be added to the end of the line-up. Players who are removed from the game due to injury, illness, prior commitment or similar are removed from the line-up. If said player later returns, they shall resume their original position in the line-up. Players who are ejected from the game are removed from the line-up and are not eligible to return.

Additional Coach

Each team is allowed one (1) additional adult approved volunteer to occupy the field when the team is at bat. This shall allow one (1) adult to remain in the dugout at all times, two (2) base coaches, and one (1) adult pitcher. When the team is on defense, this additional volunteer shall remain in the dugout.

Modified Player Pitch

A player shall pitch to the batter until the ball is hit into play or the Plate Umpire calls 3 strikes or 4 balls. If the Plate Umpire calls 4 balls, the batter's coach shall then pitch to the batter and the batter shall retain their strike count. The batter's coach shall pitch from no closer than five (5) feet in front of the pitcher's

plate. The player pitcher shall remain within five (5) feet of the pitcher's plate. The coach shall pitch to the batter until the ball is hit into play or the Plate Umpire calls 3 strikes. There are no walks. If the Plate Umpire calls 3 strikes, the batter is out. If a pitch from a player touches the batter, the batter shall be awarded first base. If a pitch from a coach touches the batter, the Plate Umpire shall call a ball and the batter is NOT entitled to first base.

Pitchers and Multiple Hit Batters

When, in one (1) inning, a pitcher hits three (3) batters and each batter is awarded first base, the pitcher shall be removed from the pitcher's plate. A batter is not entitled to first base if touched by the pitched ball in the strike zone, swings at the pitch, or they make no attempt to avoid being touched by the ball.

Pitch Limits

Pitch limit and rest requirements are enforced in accordance with LLOR. In addition, a player may pitch in a maximum of two (2) innings per game. Delivery of a single pitch constitutes having pitched in an inning.

Third Strike Not Caught

A batter is out when a third strike is caught or not caught by catcher.

Infield Fly

An infield fly shall NOT be declared.

Stealing

Stealing of home plate is not permitted.

Scoring

A runner may advance to home plate only when a ball is hit into play or if forced by a trailing runner. No runner may advance to home plate if the ball is thrown out of play.

- A runner attempting to steal second or third base shall not advance past third base even if the ball is thrown out of play.
- With a runner on third base, a runner attempting to steal second base shall not advance past second base even if the ball is thrown out of play. The runner on third base shall not advance to home plate.
- If the ball is hit into play and then thrown out of play, no runner behind third base at the time of the throw shall advance past third base. Any runner ahead of third base at the time of the throw shall continue to home plate.

Mandatory Play

Every rostered player present at the start of a game shall play a minimum of one (1) defensive inning at an infield position.

No player may sit out for more than one (1) defensive inning until each player has sat out for at least one (1) inning. No player may sit out in excess of one (1) defensive inning more than any other player.

Exception: If the starting pitcher, or the pitcher in relief of an injured starting pitcher, would need to be removed from the mound to satisfy this rule (i.e. all other players have sat for one (1) defensive inning and the pitcher has not sat out for at least one (1) defensive inning), said pitcher may remain as pitcher. When said pitcher is removed from the mound, that player shall sit out the next defensive inning. If said pitcher finishes the game and did not satisfy this rule, during the next game that player shall sit out the

first defensive inning and then an additional defensive inning (for a total of two (2) defensive innings) before any other player may sit out for more than one (1) defensive inning, but otherwise no penalty applies.

The Penalty and Notes as detailed under **LLOR Regulation IV – The Players (i)** apply to this rule.

Pinch Runners

Special pinch-runners are not permitted. If a runner is injured and removed from the game, the last eligible player who made an out will replace the injured runner.

Protests

There are no protests in “AA” League Level.

Whenever it is found that an ineligible pitcher or ineligible player is being used, said pitcher shall be removed from the pitcher’s plate or said player shall be removed from the game and the game shall be continued. A report shall be submitted within 24 hours to the President for consideration under the Code of Conduct policy.

When a violation or interpretation of a playing rule is questioned, the umpires shall consult with each other and, if necessary, the appropriate rules to issue a decision. If a manager believes the decision is in error, a report shall be submitted within 24 hours to the league Umpire-in-Chief. The league Umpire-in-Chief will clarify the rule as guidance for future games.

Playoffs

All teams are eligible for playoffs. See “League Championship Playoffs” in the Local Rules.

Appendix D – Baseball “AAA” Division Rules

All games shall be played in accordance with the 2019 Little League Baseball Minor League Division Official Regulations, Playing Rules, and Policies unless stated below.

Time Limits

Games will end 2 hours 15 minutes after the scheduled start time of the game.

If time expires in the Home team half of the inning and the Home team leads, that score will be the final score. Otherwise, the score at the end of the last completed inning will be the final score.

Games tied after six (6) innings may continue in accordance with the above time limit.

Umpires

The Visiting team shall provide the Plate umpire and the Home team shall provide the Field umpire.

Scorekeeper

The Home team shall provide the official scorer.

Final score and pitch counts shall be reported by the Home Team to the KNLL Scheduler.

Game Balls

The Home team shall supply two (2) new baseballs to the Plate Umpire at the start of the game. The Home team shall supply extra baseballs of satisfactory game quality when asked by the Plate Umpire.

Run Limit and Run Rule

Each team may accumulate a maximum of five (5) runs per inning for the first five (5) innings of the game. When no further action is possible and play is stopped, the official scorer shall notify the Plate Umpire. There is no run limit after the end of the fifth inning.

If after four (4) innings (three and one-half (3.5) innings if the home team is ahead, one team has a lead of ten (10) runs or more, the official scorer shall inform the game umpire-in-chief and said umpire shall declare the game over

Continuous Batting Order

Teams shall use the continuous batting order. All eligible players must appear in the line-up. Players who arrive after the line-up has been presented to the Plate Umpire shall be added to the end of the line-up. Players who are removed from the game due to injury, illness, prior commitment or similar are removed from the line-up. If said player later returns, they shall resume their original position in the line-up. Players who are ejected from the game are removed from the line-up and are not eligible to return.

Third Strike Not Caught

A batter is out when a third strike is caught or not caught by catcher.

Infield Fly

An infield fly SHALL be declared.

Mandatory Play

Every rostered player present at the start of a game shall play a minimum of one (1) defensive inning at an infield position.

No player may sit out for more than one (1) defensive inning until each player has sat out for at least one (1) inning. No player may sit out in excess of one (1) defensive inning more than any other player.

Exception: If the starting pitcher, or the pitcher in relief of an injured starting pitcher, would need to be removed from the mound to satisfy this rule (i.e. all other players have sat for one (1) defensive inning and the pitcher has not sat out for at least one (1) defensive inning), said pitcher may remain as pitcher. When said pitcher is removed from the mound, that player shall sit out the next defensive inning. If said pitcher finishes the game and did not satisfy this rule, during the next game that player shall sit out the first defensive inning and then an additional defensive inning (for a total of two (2) defensive innings) before any other player may sit out for more than one (1) defensive inning, but otherwise no penalty applies.

The Penalty and Notes as detailed under **LLOR Regulation IV – The Players (i)** apply to this rule.

Pinch Runners

Special pinch-runners are not permitted. If a runner is injured and removed from the game, the last eligible player who made an out will replace the injured runner.

Protests

Protests are handled in accordance with Local Rules.

Playoffs

All teams are eligible for playoffs. See “League Championship Playoffs” in the Local Rules.

Appendix E – Baseball Major Division Rules

All games shall be played in accordance with the 2019 Little League Baseball Major League Division Official Regulations, Playing Rules, and Policies unless stated below.

Time Limits

Games will end 2 hours 15 minutes after the scheduled start time of the game, unless the last scheduled game of the day. The last scheduled game of the day will be played until completion unless suspended by an umpire for darkness, weather or other safety reasons.

If time expires in the Home team half of the inning and the Home team leads, that score will be the final score. Otherwise, the score at the end of the last completed inning will be the final score.

Games tied after six (6) innings may continue in accordance with the above rules.

Umpires

KNLL endeavors to provide independent umpires for Major Division games. In the event independent umpires are not available, the Visiting team shall provide the Plate umpire and the Home team shall provide the Field umpire.

Scorekeeper

The Home team shall provide the official scorer.

Final score and pitch counts shall be reported by the Home Team to the KNLL Scheduler.

Game Balls

The Home team shall supply two (2) new baseballs to the Plate Umpire at the start of the game. The Home team shall supply extra baseballs of satisfactory game quality when asked by the Plate Umpire.

Run Rule

If after four (4) innings (three and one-half (3.5) innings if the home team is ahead, one team has a lead of ten (10) runs or more, the official scorer shall inform the game umpire-in-chief and said umpire shall declare the game over

Continuous Batting Order

Teams shall use the continuous batting order. All eligible players must appear in the line-up. Players who arrive after the line-up has been presented to the Plate Umpire shall be added to the end of the line-up. Players who are removed from the game due to injury, illness, prior commitment or similar are removed from the line-up. If said player later returns, they shall resume their original position in the line-up. Players who are ejected from the game are removed from the line-up and are not eligible to return.

Mandatory Play

Every rostered player present at the start of a game shall play a minimum of one (1) defensive inning at an infield position.

No player may sit out for more than one (1) defensive inning until each player has sat out for at least one (1) inning. No player may sit out in excess of one (1) defensive inning more than any other player.

Exception: If the starting pitcher, or the pitcher in relief of an injured starting pitcher, would need to be removed from the mound to satisfy this rule (i.e. all other players have sat for one (1) defensive inning and the pitcher has not sat out for at least one (1) defensive inning), said pitcher may remain as pitcher.

When said pitcher is removed from the mound, that player shall sit out the next defensive inning. If said pitcher finishes the game and did not satisfy this rule, during the next game that player shall sit out the first defensive inning and then an additional defensive inning (for a total of two (2) defensive innings) before any other player may sit out for more than one (1) defensive inning, but otherwise no penalty applies.

The Penalty and Notes as detailed under **LLOR Regulation IV – The Players (i)** apply to this rule.

Pinch Runners

Special pinch-runners are not permitted. If a runner is injured and removed from the game, the last eligible player who made an out will replace the injured runner.

Protests

Protests are handled in accordance with Local Rules.

Playoffs

All teams are eligible for playoffs. See “League Championship Playoffs” in the Local Rules.

Appendix F – Baseball Intermediate Division Rules

These rules will be approved and published by District 9 in January 2019.

Mandatory Play

KNLL encourages equitable playing time for all of its players. As such, regardless of any rules approved and published by District 9, the following mandatory play shall be in effect.

Every rostered player present at the start of a game shall play a minimum of one (1) defensive inning at an infield position.

No player may sit out for more than one (1) defensive inning until each player has sat out for at least one (1) inning. No player may sit out in excess of one (1) defensive inning more than any other player.

Exception: If the starting pitcher, or the pitcher in relief of an injured starting pitcher, can return to the mound under **LLOR Regulation VI – Pitchers (b)** but would become ineligible to return to the mound to satisfy this rule (i.e. all other players have sat for one (1) defensive inning and said player has not sat out for at least one (1) defensive inning), said player may remain in the game. When said player cannot return to the mound, that player shall sit out the next defensive inning. If said player finishes the game and did not satisfy this rule, during the next game that player shall sit out the first defensive inning and then an additional defensive inning (for a total of two (2) defensive innings) before any other player may sit out for more than one (1) defensive inning, but otherwise no penalty applies.

The Penalty and Notes as detailed under **LLOR Regulation IV – The Players (i)** apply to this rule.

Appendix G – Baseball Junior Division Rules

These rules will be approved and published by District 9 in January 2019.

Mandatory Play

KNLL encourages equitable playing time for all of its players. As such, regardless of any rules approved and published by District 9, the following mandatory play shall be in effect.

Every rostered player present at the start of a game shall play a minimum of one (1) defensive inning at an infield position.

No player may sit out for more than one (1) defensive inning until each player has sat out for at least one (1) inning. No player may sit out in excess of one (1) defensive inning more than any other player.

Exception: If the starting pitcher, or the pitcher in relief of an injured starting pitcher, can return to the mound under **LLOR Regulation VI – Pitchers (b)** but would become ineligible to return to the mound to satisfy this rule (i.e. all other players have sat for one (1) defensive inning and said player has not sat out for at least one (1) defensive inning), said player may remain in the game. When said player cannot return to the mound, that player shall sit out the next defensive inning. If said player finishes the game and did not satisfy this rule, during the next game that player shall sit out the first defensive inning and then an additional defensive inning (for a total of two (2) defensive innings) before any other player may sit out for more than one (1) defensive inning, but otherwise no penalty applies.

The Penalty and Notes as detailed under **LLOR Regulation IV – The Players (i)** apply to this rule.

Appendix H – Softball T-Ball Division Rules

All games shall be played in accordance with the 2019 Little League Softball T-Ball Division Official Regulations, Playing Rules, and Policies unless stated below.

Time Limits

T-Ball Events shall be 45 to 75 minutes from the scheduled start time of the event.

Scorekeeper

Scores and results will NOT be recorded for regular season standings.

Playing Field

T-Ball games shall be played with 60 foot base paths, as illustrated under **LLOR 1.04 – THE PLAYING FIELD**. The home team shall occupy the third base dugout and the visiting team shall occupy the first base dugout. The home team shall take the field first at the start of the game. The visiting team shall bat first at the start of the game.

Balls and Bats

T-Ball games shall be played with approved, 10” optic yellow, low compression safety balls and approved bats.

Continuous Batting Order

Teams shall use the continuous batting order. All eligible players must appear in the line-up. Players who arrive after the start of the game shall be added to the end of the line-up. Players who are removed from the game due to injury, illness, prior commitment or similar are removed from the line-up. If said player later returns, they shall resume their original position in the line-up. Players who are ejected from the game are removed from the line-up and are not eligible to return.

A team may start their batting order at any position in the line-up at the start of each inning.

Defensive Field Position

The defensive team shall first field five (5) infield positions, including pitcher. Any remaining players will then be placed in outfield positions.

Inning

The offensive team shall bat until every player in the lineup has one (1) at-bat. When the last batter hits the ball into play, any out, any fielder touching home plate with the ball, or a score by the last batter shall end the offensive team’s half of the inning.

At-Bat

Players hit the ball off a batting tee. No exceptions.

Each batter will be allowed one (1) hit into play per inning. The batter must swing completely through the ball and the ball must travel at least fifteen (15) feet. A ball that fails to travel fifteen (15) feet shall be declared foul. There are no walks or strikeouts.

Outs

Any batter or base runner being put out by catch, force, or tag shall return to their dugout. This shall not be recorded as an out. The inning shall continue until every player in the lineup has one (1) at bat.

Infield Fly

An infield fly shall NOT be declared.

Stealing

Stealing is NOT permitted.

Mandatory Play

Every eligible player present at the game shall play a different defensive position each inning.

Pinch Runners

Special pinch-runners are not permitted. If a runner is injured and removed from the game, the last eligible player who made an out will replace the injured runner.

Protests

There are no protests in "T-Ball" Division.

Whenever it is found that an ineligible player is being used, said player shall be removed from the game and the game shall be continued. A report shall be submitted within 24 hours to the President for consideration under the Code of Conduct policy.

Appendix I – Softball “A” Division Rules

These rules will be approved and published by District 9 in January 2019.

Appendix J – Softball “AAA” Division Rules

These rules will be approved and published by District 9 in January 2019.

Appendix K – Softball Coast Division Rules

These rules will be approved and published by District 9 in January 2019.

Mandatory Play

KNLL encourages equitable playing time for all of its players. As such, regardless of any rules approved and published by District 9, the following mandatory play shall be in effect.

Every rostered player present at the start of a game will participate in the game for a minimum of nine (9) defensive outs and bat at least one (1) time. A minimum of three (3) of the nine (9) defensive outs must be played at an infield position.

No player may sit out for more than one (1) defensive inning until each player has sat out for at least one (1) inning. No player may sit out in excess of one (1) defensive inning more than any other player.

Exception: If the starting pitcher, or the pitcher in relief of an injured starting pitcher, can return to the mound under **LLOR Regulation VI – Pitchers (c)** but would become ineligible to return to the mound to satisfy this rule (i.e. all other players have sat for one (1) defensive inning and said player has not sat out for at least one (1) defensive inning), said player may remain in the game. When said player cannot return to the mound, that player shall sit out the next defensive inning. If said player finishes the game and did not satisfy this rule, during the next game that player shall sit out the first defensive inning and then an additional defensive inning (for a total of two (2) defensive innings) before any other player may sit out for more than one (1) defensive inning, but otherwise no penalty applies.

The Penalty and Notes as detailed under **LLOR Regulation IV – The Players (i)** apply to this rule.

Appendix L – Softball Major Division Rules

These rules will be approved and published by District 9 in January 2019.

Mandatory Play

KNLL encourages equitable playing time for all of its players. As such, regardless of any rules approved and published by District 9, the following mandatory play shall be in effect.

Every rostered player present at the start of a game will participate in the game for a minimum of nine (9) defensive outs and bat at least one (1) time. A minimum of three (3) of the nine (9) defensive outs must be played at an infield position.

No player may sit out for more than one (1) defensive inning until each player has sat out for at least one (1) inning. No player may sit out in excess of one (1) defensive inning more than any other player.

Exception: If the starting pitcher, or the pitcher in relief of an injured starting pitcher, can return to the mound under **LLOR Regulation VI – Pitchers (c)** but would become ineligible to return to the mound to satisfy this rule (i.e. all other players have sat for one (1) defensive inning and said player has not sat out for at least one (1) defensive inning), said player may remain in the game. When said player cannot return to the mound, that player shall sit out the next defensive inning. If said player finishes the game and did not satisfy this rule, during the next game that player shall sit out the first defensive inning and then an additional defensive inning (for a total of two (2) defensive innings) before any other player may sit out for more than one (1) defensive inning, but otherwise no penalty applies.

The Penalty and Notes as detailed under **LLOR Regulation IV – The Players (i)** apply to this rule.

Appendix M – Softball Junior Division Rules

These rules will be approved and published by District 9 in January 2019.

Mandatory Play

KNLL encourages equitable playing time for all of its players. As such, regardless of any rules approved and published by District 9, the following mandatory play shall be in effect.

Every rostered player present at the start of a game will participate in the game for a minimum of nine (9) defensive outs and bat at least one (1) time. A minimum of three (3) of the nine (9) defensive outs must be played at an infield position.

No player may sit out for more than one (1) defensive inning until each player has sat out for at least one (1) inning. No player may sit out in excess of one (1) defensive inning more than any other player.