



**Kirkland National Little League
2022 Local Rules and Regulations**

Approved by KNLL February 7, 2022

Little League International empowers each local league to establish its own Local Rules to govern the operation of the local league and provide alternate game play rules.

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.

Kirkland National Little League shall herein be known as KNLL.

1. Baseball and Softball Divisions

The KNLL Baseball and Softball Programs support multiple Divisions with different ages and rules for each.

A player's official league age is determined using the Official Little League Age Calculator. Ages specified in this section refer to official league ages.

A player, having played in a particular Division in a 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.
- requested by the player or the parent(s) or guardian(s) of the player.

1.1. Division Director

Under advisement of the appropriate VP and the Board of Directors, the President may appoint an approved volunteer or Board Member to administer a Division. Per the KNLL Constitution, such Division Director shall have no vote on actions taken by the Board of Directors unless such individual has been elected to the Board of Directors by the Membership or has been elected to fill a vacancy on the Board of Directors.

If there is no Division Director for a Division, all Duties and Powers of the Division Director as prescribed hereafter shall instead rest with the appropriate VP.

1.2. Exception Request Process

A player shall register for the Division standard for the player's age and experience as defined below. A player seeking 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 appropriate Player Agent, VP, and Division Director shall review the request and advise the President who will approve or reject the request.

1.3. Division and Team Size

KNLL will consider the goals of each Division and optimize team sizes in furtherance of those goals. As such, KNLL may pursue options to ensure the viability of all teams and Divisions.

If the number of players registered for a Division is not sufficient to form one (1) team, KNLL will pursue one of the following options:

1. Combine two (2) Divisions, if the resulting Division is appropriate for all affected players.
2. Interlock with another league to field a team for that Division.
3. Support a waiver for those affected players to play for another league.
4. Cancel the affected players' registration and refund the registration fees.

If the number of players registered for a Division is sufficient to form at least one (1) team but not sufficient to form two (2) (or more) teams, KNLL will pursue one of the following options:

1. Elevate player(s) from a lower Division.
2. Deny Exception Requests for a player(s) seeking to play at another Division.

1.4. Baseball Program

The KNLL Baseball Program is open to anyone eligible and safely able to play.

1.4.1. Tee Ball Division

Standard ages are 4- and 5-year-old players.

With approval from the President, other players may register in this Division:

- 6-year-old players with no experience

Follows Little League Tee Ball Division Rules and Regulations.

1.4.2. "A" Division

Standard ages are 6- and 7-year-old players.

With approval from the President, other players may register in this Division:

- 5-year-old players having participated in at least one (1) year of Tee Ball
- 8-year-old players with no experience

Follows Little League Minor League Division Baseball Rules and Regulations with a modified rule set.

1.4.3. "AA" Division

Standard ages are 7- and 8-year-old players.

With approval from the President, other players may register in this Division:

- 6-year-old players having participated in at least one (1) year of "A" Division
- 9-year-old players with no experience

Follows Little League Minor League Division Baseball Rules and Regulations with a modified rule set.

1.4.4. “AAA” Division

Standard ages are 9- and 10-year-old players evaluated into the “AAA” Division.

With approval from the President, other players may register in this Division:

- 8-year-old players evaluated into the “AAA” Division
- 11-year-old players with no experience

Follows Little League Minor League Division Baseball Rules and Regulations with a modified rule set.

1.4.5. Coast Division

Standard ages are 10- and 11-year-old players evaluated into the Coast Division.

With approval from the President, other players may register in this Division:

- 9-year-old players evaluated into the Coast Division

Follows Little League Minor League Division Baseball Rules and Regulations.

1.4.6. Major Division

Standard ages are 11-year-old players evaluated into the Major Division and 12-year-old players.

With approval from the President, other players may register in this Division:

- 10-year-old players evaluated into the Major Division

Follows Little League Major League Division Baseball Rules and Regulations.

1.4.7. Intermediate (50/70) Division

Standard ages are 13-year-old players.

With approval from the President, other players may register in this Division:

- 11- and 12-year-old players

Follows Little League Intermediate League Division Baseball Rules and Regulations.

1.4.8. Junior Division

Standard ages are 14-year-old players.

With approval from the President, other players may register in this Division:

- 12- and 13-year-old players

Follows Little League Junior League Division Baseball Rules and Regulations.

1.4.9. Senior Division

Standard ages are 15- and 16-year-old players.

With approval from the President, other players may register in this Division:

- 13- and 14-year-old players

Follows Little League Senior League Division Baseball Rules and Regulations.

1.5. Softball Program

The KNLL Softball Program is open to any girl eligible and safely able to play.

Little League International encourages participation of all children, and acknowledges that some of its participants may require a modification or waiver of the Rules in order to participate in a manner consistent with their Gender Identity, irrespective of the gender listed on the child's birth certificate. In such instances, Little League International will afford children who represent themselves as transgender children and/or children with a Disorder of Sexual Development the opportunity to request a modification or waiver of the Rules. For more information, please refer to the [Little League Policy and Procedure for Considering Waivers of Rules to Accommodate Gender Identity](#).

1.5.1. Tee Ball Division

Standard ages are 4-, 5-, and 6-year-old players.

Follows Little League Tee Ball Division Rules and Regulations.

1.5.2. "A" Division

Standard ages are 7-year-old players.

With approval from the President, other players may register in this Division:

- 5- and 6-year-old players having participated in at least one (1) year of Tee Ball
- 8-year-old players with no experience

Follows Little League Minor League Division Softball Rules and Regulations with a modified rule set.

1.5.3. "AAA" Division

Standard ages are 8- and 9-year-old players.

With approval from the President, other players may register in this Division:

- 7-year-old players having participated in at least one (1) year of "A" Division
- 10-year-old players with no experience

Follows Little League Minor League Division Softball Rules and Regulations with a modified rule set.

1.5.4. Coast Division

Standard ages are 10- and 11-year-old players evaluated into the Coast Division.

With approval from the President, other players may register in this Division:

- 9-year-old players evaluated into the Coast Division
- 12-year-old players with no experience, with review and approval by the District.

Follows Little League Minor League Division Softball Rules and Regulations.

1.5.5. Major Division

Standard ages are 11-year-old players evaluated into the Major Division and 12-year-old players.

With approval from the President, other players may register in this Division:

- 10-year-old players evaluated into the Major Division

Follows Little League Major League Division Softball Rules and Regulations.

1.5.6. Junior Division

Standard ages are 13- and 14-year-old players.

With approval from the President, other players may register in this Division:

- 12-year-old players

Follows Little League Junior League Division Softball Rules and Regulations.

1.5.7. Senior Division

Standard ages are 15- and 16-year-old players.

With approval from the President, other players may register in this Division:

- 13- and 14-year-old players

Follows Little League Senior League Division Softball Rules and Regulations.

2. Player Evaluations

Each season the Baseball and Softball Programs each hold a comprehensive skills evaluation session. The following players **MUST** attend these session:

- All Baseball players who would like to be evaluated and considered for the “AAA” Division or above.
- All Softball players league age 8 or older.

If a player is unable to attend any of the scheduled sessions, KNLL will pursue one of the following options:

1. Assemble the appropriate Player Agent, VP, and Division Director to review previous assessments and feedback from past managers to determine a new assessment.
2. Schedule a special evaluation session that the player must attend.
3. Cancel the player's registration and refund the registration fee.

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

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, teammates, or team name from one year to the next.

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

3.1. Lower Divisions

Baseball Tee Ball, "A" and "AA"

Softball Tee Ball, "A" and "AAA"

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.

The Division Director may allow a request that friends, who are eligible for the same Division, are assigned to the same team. Each player may make one (1) such request. The request must be mutual between the two (2) players and made at the time of registration. KNLL will try to honor, but cannot guarantee, such requests. If the friend request is made after team formation, KNLL cannot honor the request.

The appropriate VP shall review and approve all teams.

3.2. Upper Divisions

Baseball "AAA" and Above

Softball Coast and Above

The appropriate Player Agent, VP, and Division Directors shall determine the number of teams for each Division.

The appropriate Player Agent, VP, and 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 eligible players, KNLL will pursue one of the following options:

1. If there are insufficient players to form one (1) KNLL team, KNLL may combine two (2) Divisions, if the resulting Division is appropriate for all players in the resulting Division.
2. If there are insufficient players to form one (1) KNLL team, KNLL may unite with another league to form the team(s) from the eligible players in both leagues.

3. If there are sufficient players to form only 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 the District, KNLL may pursue one of the above options.
4. If there are sufficient players to form two (2) or more KNLL teams, the appropriate Player Agent will schedule and conduct a draft in accordance with the rules specified below.

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

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

Softball shall modify the draft structure as follows:

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.

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

4. 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 appropriate VP and Division Director will assemble a pool of candidates for managers and coaches and submit to the President and Board of Directors for approval. The Division Director will then select a manager for

each team from the approved managers and coaches. The manager will select two (2) coaches from the approved managers and coaches. The manager may propose a coach from outside this pool, who must then be approved by the President and Board of Directors. The appropriate VP and Division Director will submit the manager and coaches for each team to the President and Board of Directors for final 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.

All managers and coaches shall:

1. Submit a volunteer application and pass a background check.
2. At least one (1) manager or coach per team shall attend Safety and First Aid Training sponsored by KNLL or the District. 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.
3. Attend a coaches skills training sponsored by KNLL or the District. 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.
4. Attend any other training as specified by KNLL or the District.
5. Register with the league management system as a manager or coach.

The appropriate VP and Division Director 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 appropriate VP and Division Director will assign the manager, 2nd coach and 3rd coach to their team within the league management system.

5. 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.

1. Attend any and all managers and coaches meetings scheduled by KNLL and the District.
2. Learn, teach, and follow all LLOR, District Rules, and KNLL Local Rules.
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 [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 appropriate 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 those Divisions that use umpires, identify and submit at least two (2) umpires to the umpire pool. Provide at least one (1) umpire for every game.
14. For those Divisions that keep a scorebook, identify and submit at least one (1) scorekeeper for training. 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 a game, a substitute will be allowed provided the substitute is an approved volunteer.
16. Ensure all spectators remain at least ten (10) feet from the dugout.
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 under [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.

6. First Aid

6.1. Training

Every team shall have at least one (1) individual who has attended the Safety and First Aid Training sponsored by KNLL or the District. 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.

6.2. Reporting Injuries

The manager shall report in writing all injuries to the league Safety Officer within 24 hours of the injury. The report shall include the time, place, and circumstances of the injury, and if it required medical attention, such as from an emergency room, urgent care, physician, etc.

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).

6.3. 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 Law \(Zackery Lystedt law\)](#).

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 concussions 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.

7. Batting Helmets, Catcher's Helmets, and Uniforms

7.1. 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 shall be reviewed and approved by the District or Western Region.

Helmet attachments include c-flaps and similar face guards. Such attachments may require altering the helmet by drilling holes and removing padding, thereby voiding the NOCSAE certification of the helmet and making it illegal to use in Little League play. Little League International provides a clearinghouse of approved attachments.

During pregame inspection of the equipment by the umpires, written approval shall be presented for any alterations or attachments to helmets. Umpires are empowered to adjudge if those helmets 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.

7.2. Regular Season, League Playoffs, 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 and, optionally, matching hats. Families shall provide matching pants, belt, socks, and undershirt.

Players shall wear rubber-sole athletic shoes, such as sneakers or molded cleats. Shoes with metal spikes or cleats are not permitted. **EXCEPTION:** Intermediate, Junior and Senior 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 game outside KNLL, 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.”

7.3. 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 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 and, optionally, matching hats. 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 Tournament selection.

KNLL shall provide the manager and 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 coaches of each team a commemorative T-shirt.

8. 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 mandatory game requirement is satisfied, even if some cancelled or suspended games are unable to be rescheduled. Families should expect their player will have two (2) or three (3) KNLL events each week, including practices and games.

For Tee Ball, KNLL schedules two (2) events per week, including practices and games.

9. Cancelling and Rescheduling Games

9.1. 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 Visitor 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 representatives of the President are the Vice Presidents, Safety Officer, Division Directors, and league Umpire-in-Chiefs when not serving as a manager or coach of the team.

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 leave the area. The game shall not resume and instead be rescheduled for a future date.

9.2. Insufficient Personnel

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

- place the minimum number of players on the field before the game begins, defined as fifteen (15) minutes after the scheduled start time
- place the minimum number of 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.

The two (2) teams may elect to use the remaining field time for a scrimmage. Players may be loaned from one (1) team to the other for this scrimmage. Only players from the two (2) 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 acting manager.

9.3. 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 the minimum number of players for the rescheduled game.

10. Field Decorum

10.1. Pre-Game

The Home team and Visitor 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 Home team shall set up the scoreboard equipment.

The Home team shall occupy the third base dugout and the Visitor 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. **EXCEPTION:** For Tee Ball and coach-pitch Divisions, each team is allowed one (1) additional adult approved volunteer. See the appropriate appendices for more information.

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 Visitor 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.

Each team will present their bats, helmets, and catcher's mask along the outside of their dugout fence for inspection by the umpires.

At 5 minutes before the scheduled start of the game, the teams shall be in their respective dugouts. 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.

Any ground rules shall be reviewed at the plate meeting.

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. A live ball leaving the playing area shall immediately be ruled dead and appropriate base awards made.

10.2. In-Game

When a team is at bat, they shall position base coaches in the coach's boxes at first and 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.

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 Tee 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 gates shall remain closed until no further action is possible and play is stopped. If there is no gate, no player shall stand, sit, or otherwise be in the entry to the dugout.

10.3. Post-Game

Each team shall 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 shall ensure all equipment has been returned and stored.

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

10.4. Further Rules

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

11. 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.

As specified in [Manager and Coach Responsibilities](#), managers shall recruit umpire volunteers.

Managers and coaches of record may serve as an umpire within their Division if they are approved by the appropriate league Umpire-in-Chief.

All umpires shall:

1. Submit a volunteer application and pass a background check.
2. Attend the KNLL Umpire Training, District Umpire Training, or otherwise satisfy the league Umpire-in-Chief(s) of readiness to officiate.

3. Manage the game and administer the rules, including the LLOR, District Rules, and KNLL Local Rules.

12. Scorekeeping

12.1. Official Scorer

For those Divisions that keep a scorebook, 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 therein.

The official scorer shall record the game in the official scorebook provided by the Home team.

The Visitor team may record the game in an unofficial scorebook. It is recommended the Visitor team scorer sit near or periodically confer with the official scorer to reconcile the Visitor 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 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 defensive 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 the half-inning is complete, the official scorer shall immediately inform the umpire of the mistake.

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 record 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 and pitch counts to the league within 24 hours of game completion.

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 approved volunteer adult must be present.

12.2. Baseball Pitch Scoring

Each pitch delivered to a batter shall be counted. An illegal pitch, whether delivered or not, shall be counted as a pitch. See LLOR 2.00 PITCH.

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 player's pitching eligibility.

When requested by a manager, the official scorer must provide the current pitch count.

The official scorer 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.

12.3. Softball Pitch Scoring

Delivery of a single pitch constitutes having pitched in an inning.

When requested by a manager, the official scorer must provide the current pitched inning count.

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.

13. Code of Conduct

KNLL strives to provide a welcoming and nurturing environment. As such, KNLL does not tolerate any conduct contrary to its 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:

1. ALWAYS remember that children participate to have fun and the game is for their benefit.
2. ALWAYS be a positive role model.
3. ALWAYS treat all participants with respect regardless of race, creed, color, national or ethnic origin, religion, age, gender, gender identity or expression, sexual preference or orientation, ability or disability, or socio-economic status.

4. ALWAYS show respect, courtesy, and positive support for all players, coaches, officials, umpires and spectators.
5. ALWAYS promote the emotional and physical well-being of the participants.
6. ALWAYS emphasize effort, skill development and practice over winning.
7. ALWAYS teach all participants to play by the rules.
8. ALWAYS teach all participants to resolve conflicts without hostility or violence.
9. ALWAYS respect the officials and umpires and their authority during games.
10. ALWAYS demand an environment that is free from tobacco, alcohol, and drugs.
11. ALWAYS praise all participants for their adherence to the above principles.

All participants in KNLL shall:

1. NEVER force any child to participate in KNLL.
2. NEVER encourage any behaviors or practices that would endanger the health and well-being of any participant.
3. NEVER engage in any unsportsmanlike conduct against any player, coach, official, umpire or spectator.
4. NEVER demonstrate disapproval of an official's or umpire's decision by forceful action such as throwing bats, balls, gloves, hats, or helmets.
5. NEVER use profane, obscene or vulgar language or gestures at any time.
6. NEVER ridicule or yell at any participant for making a mistake or losing a game.
7. NEVER discuss in a derogatory or abusive manner any play, decision or participant.
8. NEVER challenge the authority of any official or umpire.
9. 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
10. 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.
11. NEVER gamble upon any play or game with anyone at any time.

14. 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.

14.1. Game and Practice Violations

A manager is empowered to address Code of Conduct violations by their coaches and players. If a manager believes a coach or player has committed a violation and should forfeit their continued participation in the game or practice, the manager may remove the offender from the game or practice. The manager shall provide a written report of the incident to the appropriate Player Agent (if the offender is a player), Division Director, VP, and President within 24 hours of the incident. If the incident occurs during a game, the manager shall notify the game umpire-in-chief the offender has been removed from the game.

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) have the authority to issue appropriate disciplinary action concerning any person involved in the game.

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.

14.2. 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 offender'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.

14.3. Disciplinary Procedure

Upon receipt of a report, the President shall designate one (1) Board Member to lead the disciplinary procedure. This one (1) designee shall be the owner of the complaint to prevent diffusion of responsibility and action across the Board of Directors. This one (1) designee may invite others as necessary to assist, and herein be known as the Code of Conduct Committee.

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 offender 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 Committee may seek additional information from the alleged offender and any witnesses. The alleged offender shall be informed of the nature of the complaint and given an opportunity to answer the complaint. Such notice shall state that failure of the alleged offender to respond to the Committee shall constitute default and an admission of the alleged conduct.

After reviewing all evidence, the Committee shall recommend disciplinary action by the President and Board of Directors. The President and Board of Directors shall review this report and finalize the disciplinary action.

The disciplinary action shall NOT be less than that prescribed by Little League rules, if specified.

Any decision may contain conditions for continued involvement in KNLL.

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

15. League Playoffs

The appropriate VP and Division Director will determine if that Division will participate in the KNLL League Playoffs.

The appropriate VP and 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 Visitor team. The Home team shall occupy the third base dugout and the Visitor team shall occupy the first base dugout.

The games shall be played under the regular season rules; however, time limits and pitching restrictions may be modified for these games. Such modifications shall be published before the first championship game is played.

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.

16. City Championship

The City of Kirkland Championship is a tournament between Kirkland National Little League and Kirkland American Little League (KALL). The KNLL League Champion and optionally 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 first championship game is played.

17. All-Star Tournaments

17.1. Tournaments

KNLL shall register for all All-Star Tournaments for which it has eligible players. No later than mid-May, the appropriate Player Agent, VP, and Division Directors shall assess the eligible players and determine if KNLL will proceed with or withdraw from an All-Star Tournament.

KNLL may unite with another league to register for an All-Star Tournament.

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.

17.2. Manager and Coach Candidates

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

- the manager and two (2) coaches of record in the KNLL league management system for each Baseball team in “AAA” Division and above and each Softball team in Coast Division and above.
- who have fulfilled the requirements under [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 All-Star Tournament and return it to their VP by the date specified to be considered for an All-Star Tournament team.

17.3. Manager and Coaches Selection Process

If KNLL and another league unite to field an All-Star Tournament team, both leagues shall be represented in this process.

No later than the last week of May, there shall be a confidential meeting for each All-Star Tournament team.

NOTE: two (2) or more meetings may be combined into a single meeting. Each meeting shall be attended by:

- the President(s)

- the appropriate VP(s)
- the appropriate Player Agent(s)
- the appropriate Division Director(s)
- the appropriate Division managers

Others may be invited to attend, such as appropriate Division coaches and appropriate Umpire-in-Chiefs (UICs).

The VP(s) will present the list of manager candidates and any feedback for those candidates collected from the Player Agent(s), Division Director(s), Parent Liaison(s), and any other appropriate sources. Those present may interview each candidate, separate from the other candidates. The candidates shall leave the room and those remaining shall select the manager for the All-Star Tournament team.

After the manager is selected, the VP(s) shall then present the list of coach candidates and any feedback for those candidates collected from the manager(s), Player Agent(s), Division Director(s), Parent Liaison(s), and any other appropriate sources. The candidates shall leave the room and those remaining shall approve all, some, or none of the coach candidates. If there are insufficient approved coaches, those present shall discuss other coach candidate options. The President(s) shall then file waivers through the District to approve those coach candidates.

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

17.4. Player Candidates

No later than the first week of May, the Baseball Player Agent and Softball Player Agent shall send an All-Star Tournament Interest and Availability form to all players in the appropriate Divisions.

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

17.5. Player Selection Process

If KNLL and another league unite to field an 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) may solicit feedback from each regular season manager and coach for 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

- Pitching
- Catching
- Fielding
- Throwing
- Hitting
- Base Running
- Baseball / Softball IQ

No later than the last week of May, there shall be a confidential meeting for each All-Star Tournament team.

NOTE: two (2) or more meetings may be combined into a single meeting. Each meeting shall be attended by:

- the President(s)
- the appropriate VP(s)
- the appropriate Player Agent(s)
- the appropriate Division Director(s)
- the appropriate Division managers and coaches

The Player Agent(s) will present the list of eligible players and the compiled assessments for each player. Those present may ask for additional information for each player.

A player may not be selected to more than one (1) All-Star Tournament team.

An All-Star Tournament team is not less than eleven (11) players and not more than fourteen (14) players.

Those present shall agree to the desired team size, given the eligible players, the goal 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, and the goal to field a team for all All-Star Tournaments.

Those present shall conduct three (3) rounds of player selection.

In the first (1st) round, those present shall agree on the number of players to be selected during this round. It is recommended this be six (6) players, but shall not be less than six (6) players and not more than ten (10) players. The managers and coaches present shall then vote for that number of players.

In the second (2nd) round, those present shall open a discussion regarding the team's strengths and weaknesses. After the discussion, the managers and coaches present shall then vote for the number of players necessary to have selected a total of ten (10) players after this round. For example, if six (6) players were selected in the first (1st) round, then four (4) players shall be selected in this round,

In the event of a tie vote for a final roster spot in a round, a run-off vote shall be held. Only those players in the tie shall be considered for this run-off vote. For example, if three (3) players are tied for the final

roster spot, the managers and coaches present shall vote for one (1) of those three (3) players. Those players not selected during the run-off vote should be strongly considered for selection during a subsequent round.

In the third (3rd) round, the All-Star Tournament team manager shall select one (1) to four (4) players to finalize the team at the agreed team size. The manager may seek advisement on these selections.

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.

Appendix A - Rule Changes and Clarifications

1. Replacement Players and Player Pool

Removed the sections for Replacement Players and Player Pool. Refer to **LLOR Regulation III - The Teams** and **LLOR Regulation V – Selection of Players**, respectively.

2. Disciplinary Action Policy and Procedure

Clarified the President shall designate one (1) Board Member to lead the disciplinary procedure.

3. Ground Rules

Removed the section for Ground Rules. General guidance for ground rules has been moved under Field Decorum - Pre-Game.

4. All-Star Tournaments

Simplified the verbiage to improve and standardize the selection processes across both Baseball and Softball.

5. Baseball “A” Division

The pitcher pitches at a distance of 35 feet from the back of home plate (i.e. eleven (11) feet in front of the regulation pitcher’s plate).

If the ball is thrown out of play, each runner may continue to their next base if they were advancing to that base and may legally acquire that base; otherwise, the runner shall remain at their last legally acquired base.

6. Baseball “AA” Division

The pitcher pitches at a distance of 40 feet from the back of home plate (i.e. six (6) feet in front of the regulation pitcher’s plate).

Provide three (3) pitching options to progress from coach pitch to player pitch.

The Modified Player Pitch Limited Walks option has been modified to consider both base on balls and hit by pitch.

If the ball is thrown out of play, each runner may continue to their next base if they were advancing to that base and may legally acquire that base; otherwise, the runner shall remain at their last legally acquired base.

7. Baseball “AAA” Division

Clarified the use of the Modified Player Pitch option.

The Modified Player Pitch option has been modified to consider both base on balls and hit by pitch.

Appendix B - Common Playing Rules

The following rules apply to all Divisions.

1. League Options

The LLOR allows the local league to adopt options to its published rules. **NOTE:** Interlock or interleague rules may supersede these rules and options. Teams should review the playing rules before the game.

1.1. Baseball and Softball Regulation VII (h) and Rule 4.10 (c) (2) - Time Limit

Games shall have a time limit from the scheduled start of the game.

1.2. Baseball and Softball 1.01, 4.04, 4.16, 4.17 & 6.05 - Eight Players

KNLL adopts the Local League Option to start and play games with only eight (8) players.

1.3. Baseball and Softball 3.04 and 7.14 (b) - Courtesy Runner

KNLL adopts the Local League Option to permit a courtesy runner. A courtesy runner is permitted for the catcher and/or pitcher of record when there are two (2) outs. The courtesy runner must be the player in the batting order who made the last out.

1.4. Baseball and Softball 4.10 (e) - Fifteen (15) and Ten (10) Run Rule

KNLL follows the rule as published for those divisions that keep score.

1.5. Baseball and Softball 6.02 (c) - Batter Must Remain in the Batter's Box

KNLL adopts the Local League Option for those divisions that use umpires.

After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat.

Refer to LLOR 6.02 (c) for more information and exceptions.

1.6. Majors Baseball and Softball 6.05 (b) (2) - Third Strike Not Caught

KNLL follows the rule as published.

1.7. Majors Softball 7.08 (a) (5) (a) - Leaving Early

KNLL follows the rule as published.

1.8. Baseball and Softball 9.01 (d) - Stealing and Relaying of Signs

KNLL adopts the Local League Option for those divisions that use umpires:

The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgement of the umpire, this behavior is occurring, the team manager and those

responsible including any player(s) and/or coach(es) shall be warned after the first offense. Those responsible including any player(s), coach(es), and/or manager shall be ejected from the game for a team's subsequent offense.

2. Mandatory Play

Every eligible player present at the start of a game shall play a minimum of two (2) defensive innings 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.

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

2.1. Exception - Baseball Major Division and Below

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.

2.2. Exception - Baseball Intermediate Division and Above

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.

2.3. Exception - Softball

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.

3. 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.

4. Interleague and Interlock Playing Rules Amendments

If KNLL interlocks with another team to field a team or KNLL is scheduled to play games against another league, the appropriate VP and Umpire-in-Chief (UIC) are empowered to negotiate playing rules with that league(s). Further, they may amend the following playing rules for consistency across all games. Such playing rules will be forwarded to the District for approval and then shared with the league.

Appendix C - Tee Ball Division Playing Rules

All games shall be played in accordance with the Little League Tee Ball League Division Official Regulations, Playing Rules, and Policies (LLOR) unless stated below.

Time Limits

Tee Ball Events shall not exceed 1 hour 15 minutes.

Playing Field

Tee Ball games shall be played with 60 foot base paths, as illustrated under **LLOR 1.04 – THE PLAYING FIELD**.

Game Balls and Bats

Baseball Tee Ball games shall be played with approved low compression tee balls.

Softball Tee Ball games shall be played with approved, 10” optic yellow, low compression safety balls.

Approved tee ball bats (26” or shorter) shall be used.

Defensive Field Positions

The defensive team shall first field five (5) infield positions, including pitcher but not catcher. Any remaining players will then be placed in outfield positions.

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 at the plate.

Batting Order

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

Batting Tee

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.

Outs

Strikeouts are not permitted.

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.

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 any base with the ball, or a score by the last batter shall end the offensive team's half of the inning.

Base Running

The batter and any base runners shall advance only one (1) base when the ball is hit into play. When the last batter hits the ball into play, the batter and any base runners may advance all bases possible before the inning is over.

Stealing

Stealing is never permitted.

Protests

There are no protests in Tee 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 continue. A report shall be submitted within 24 hours to the President for consideration of disciplinary action.

Appendix D - Baseball “A” Division Playing Rules

All games shall be played in accordance with the Little League Baseball Minor League Division Official Regulations, Playing Rules, and Policies (LLOR) unless stated below. This is an Instructional Minor League Division.

Time Limits

No new inning shall begin after 1 hour 25 minutes from the scheduled start of the game.

No new batter shall bat after 1 hour 45 minutes from the scheduled start of the game.

Games shall not exceed six (6) innings.

Game Balls and Bats

Level 5 safety baseballs shall be used.

Approved tee ball bats (26” or shorter) and baseball bats (27” or longer) may be used. Tee ball bats must carry the USABat stamp; the USABat tee ball sticker is not approved.

Defensive Field Positions

The defensive team shall field six (6) infield positions and up to four (4) outfield positions. Every eligible player present at the game shall play a different defensive position each inning.

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.

Coach Pitch

Each team shall use an adult pitcher. The adult pitches to their team at a distance of 35 feet from the back of home plate (i.e. eleven (11) feet in front of the regulation pitcher’s plate).

The player fielding the position of pitcher shall position themselves on the regulation pitcher’s plate.

If the ball is not hit into play after five (5) pitches, the batter shall then hit the ball off a batting tee.

If a pitch touches the batter, the batter is NOT entitled to first base.

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.

Inning

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

Stealing

Stealing is never permitted.

Thrown Ball Out of Play

If the ball is thrown out of play, each runner may continue to their next base if they were advancing to that base and may legally acquire that base; otherwise, the runner shall remain at their last legally acquired base.

Protests

There are no protests in "A" Division.

Whenever it is found that an ineligible player is being used, said player shall be removed from the game and the game shall continue. A report shall be submitted within 24 hours to the President for consideration of disciplinary action.

Appendix E - Baseball “AA” Division Playing Rules

All games shall be played in accordance with the Little League Baseball Minor League Division Official Regulations, Playing Rules, and Policies (LLOR) unless stated below. This is an Instructional Minor League Division.

Time Limits

No new inning shall begin after 1 hour 40 minutes from the scheduled start of the game.

No new batter shall bat after 2 hours from the scheduled start of the game.

Umpires

The Home team shall provide the Plate Umpire and the Visitor team shall provide the Field Umpire. If the Visitor team is from another league, the Home team shall provide both umpires.

Scorekeeper

The Home team shall provide the official scorer and scorebook. The final pitch counts shall be reported to the league management system.

Game Balls and Bats

Level 5 safety baseballs shall be used.

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

Only approved baseball bats (27” or longer) shall be used.

Minimum Number Of Players

A game may be started and played with only eight (8) players. In such an event, teams will skip over the ninth (9th) position in the batting order without penalty.

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.

Pitching

The pitcher’s plate shall be positioned at a distance of 40 feet from the back of home plate (i.e. six (6) feet in front of the regulation pitcher’s plate). Adult and player pitchers shall pitch from this pitcher’s plate.

The VP of Baseball, after discussions with the appropriate Division Director and Managers, shall select the dates games will be played under the following pitching options.

Coach Pitch

Each team shall use an adult pitcher.

The batter is out after three (3) strikes or after eight (8) pitches, whichever occurs first. 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.

Modified Player Pitch Option #1 - No Walks

A player shall pitch to the batter until the ball is hit into play or the umpire calls three (3) strikes or four (4) balls. If the umpire calls four (4) balls, the batter's coach shall then pitch to the batter and the batter shall retain their strike count. The player pitcher shall position themselves on the regulation pitcher's plate. The coach shall pitch to the batter until the ball is hit into play or the umpire calls three (3) strikes. There are no walks. If the umpire calls three (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 umpire shall call a ball and the batter is NOT entitled to first base.

Any pitches delivered by the batter's coach shall NOT be counted towards that player's pitch count.

Modified Player Pitch Option #2 - Limited Walks

A player shall pitch to the batter(s) until three (3) base awards from base on balls or hit by pitch have been awarded in an inning. At such time the rule **a)** below will be in effect for the remainder of the inning.

- a) A player shall pitch to the batter until the ball is hit into play or the umpire calls three (3) strikes or four (4) balls. If the umpire calls four (4) balls, the batter's coach shall then pitch to the batter and the batter shall retain their strike count. The player pitcher shall position themselves on the regulation pitcher's plate. The coach shall pitch to the batter until the ball is hit into play or the umpire calls three (3) strikes. There are no walks. If the umpire calls three (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 umpire shall call a ball and the batter is NOT entitled to first base.

Any pitches delivered by the batter's coach shall NOT be counted towards that player's pitch count.

Run Limit

The side is retired when three (3) offensive players are legally put out, or when the offensive team scores four (4) runs. When no further action is possible and play is stopped, the official scorer shall notify the Plate Umpire.

This four (4) run limit is suspended after five (5) innings of the game.

Bunting

Bunting is never permitted. A bunt attempt shall be charged as a strike, regardless if the ball is struck and lands in play. If this is the third strike, the batter is out, regardless if the ball is struck. A check swing is not a bunt attempt.

Stealing

Stealing is never permitted.

Thrown Ball Out of Play

If the ball is thrown out of play, each runner may continue to their next base if they were advancing to that base and may legally acquire that base; otherwise, the runner shall remain at their last legally acquired base.

Infield Fly

The infield fly rule shall not be called.

Pitcher Development

Every rostered player shall appear as a pitcher in no less than two (2) games and face no less than six (6) batters during the regular season. No player shall pitch more than 50 pitches per game.

No player shall be forced to appear as a pitcher. The player and their parent(s) or guardian(s) may ask to be excused from this requirement. This notice shall be reported to the manager, Player Agent, and VP of Baseball.

If a team fails to fulfill this requirement during the regular season, a report shall be submitted to the President for consideration of disciplinary action.

Protests

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 continue. A report shall be submitted within 24 hours to the President for consideration of disciplinary action.

When a violation or interpretation of a playing rule is questioned, the umpires shall consult with each other and 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.

Appendix F - Baseball “AAA” Division Playing Rules

All games shall be played in accordance with the Little League Baseball Minor League Division Official Regulations, Playing Rules, and Policies (LLOR) unless stated below. This is an Instructional Minor League Division.

Time Limits

No new inning shall begin after 2 hours from the scheduled start of the game.

If field availability dictates, no new batter shall bat after 2 hour 15 minutes from the scheduled start of the game.

Umpires

The Home team shall provide the Plate Umpire and the Visitor team shall provide the Field Umpire. If the Visitor team is from another league, the Home team shall provide both umpires.

Scorekeeper

The Home team shall provide the official scorer and scorebook. The final score and pitch counts shall be reported to the league management system.

Game Balls

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

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.

Pitching

The VP of Baseball, after discussions with the appropriate Division Director and Managers, shall determine if the season shall start with this rule in effect and an appropriate date after which games shall be played with Player Pitch and this rule is no longer in effect.

Modified Player Pitch

A player shall pitch to the batter(s) until three (3) base awards from base on balls or hit by pitch have been awarded in an inning. At such time the rule **a)** below will be in effect for the remainder of the inning.

- a) A player shall pitch to the batter until the ball is hit into play or the umpire calls three (3) strikes or four (4) balls. If the umpire calls four (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 umpire calls three (3) strikes. There are no walks. If the umpire calls three (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 umpire shall call a ball and the batter is NOT entitled to first base.

Bunting is never permitted when a coach is pitching. A bunt attempt shall be charged as a strike, regardless if the ball is struck and lands in play. If this is the third strike, the batter is out, regardless if the ball is struck. A check swing is not a bunt attempt.

Stealing is never permitted when a coach is pitching.

Any pitches delivered by the batter's coach shall NOT be counted towards that player's pitch count.

Run Limit

The side is retired when three (3) offensive players are legally put out, or when the offensive team scores five (5) runs. When no further action is possible and play is stopped, the official scorer shall notify the Plate Umpire.

This five (5) run limit is suspended after five (5) innings of the game.

Stealing

Stealing of home plate is never permitted.

Pitcher Development

Every rostered player shall appear as a pitcher in no less than two (2) games and face no less than ten (10) batters during the regular season.

No player shall be forced to appear as a pitcher. The player and their parent(s) or guardian(s) may ask to be excused from this requirement. This notice shall be reported to the manager, appropriate Player Agent, and VP of Baseball.

If a team fails to fulfill this requirement during the regular season, the following remedy applies. A report shall be submitted to the President for consideration of disciplinary action. Any player having faced less than ten (10) batters during the regular season shall be required to fulfill this requirement during the KNLL League Playoffs before any other player will be permitted to appear as a pitcher.

Protests

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 continue. A report shall be submitted within 24 hours to the President for consideration of disciplinary action.

When a violation or interpretation of a playing rule is questioned, the umpires shall consult with each other and 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.

Appendix G - Baseball Coast Division Playing Rules

All games shall be played in accordance with the Little League Baseball Minor League Division Official Regulations, Playing Rules, and Policies (LLOR) unless stated below. This is a Competitive Minor League Division.

Time Limits

No new inning shall begin after 2 hours from the scheduled start of the game.

If field availability dictates, no new batter shall bat after 2 hour 15 minutes from the scheduled start of the game.

Umpires

The Home team shall provide the Plate Umpire and the Visitor team shall provide the Field Umpire. If the Visitor team is from another league, the Home team shall provide both umpires.

Scorekeeper

The Home team shall provide the official scorer and scorebook. The final score and pitch counts shall be reported to the league management system.

Game Balls

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

Run Limit

The side is retired when three (3) offensive players are legally put out, or when the offensive team scores five (5) runs. When no further action is possible and play is stopped, the official scorer shall notify the Plate Umpire.

This five (5) run limit is suspended after five (5) innings of the game.

Pitcher Development

Every rostered player shall appear as a pitcher in no less than two (2) games and face no less than ten (10) batters during the regular season.

No player shall be forced to appear as a pitcher. The player and their parent(s) or guardian(s) may ask to be excused from this requirement. This notice shall be reported to the manager, appropriate Player Agent, and VP of Baseball.

If a team fails to fulfill this requirement during the regular season, the following remedy applies. A report shall be submitted to the President for consideration of disciplinary action. Any player having faced less than ten (10) batters during the regular season shall be required to fulfill this requirement during the KNLL League Playoffs before any other player will be permitted to appear as a pitcher.

Appendix H - Baseball Major Division Playing Rules

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

Time Limits

If field availability dictates, no new inning shall begin after 2 hours from the scheduled start of the game.

If field availability dictates, no new batter shall bat after 2 hour 15 minutes from the scheduled start of the game..

Umpires

The Home team shall provide the Plate Umpire and the Visitor team shall provide the Field Umpire. If the Visitor team is from another league, the Home team shall provide both umpires.

Scorekeeper

The Home team shall provide the official scorer and scorebook. The final score and pitch counts shall be reported to the league management system.

Game Balls

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