

KIRKLAND NATIONAL LITTLE LEAGUE LOCAL RULES/REGULATIONS FOR BASEBALL AND SOFTBALL

KNLL Local rules are exceptions or clarifications to the Official Regulations and Playing Rules of Little League, Inc. Due to the limited number of Junior/Senior/Big League Baseball teams and Softball teams at all levels that call be formed; KNLL may be required to interlock with other Leagues within District 9 at each level of play. A separate set of Interlock Rules are drafted by the Leagues involved in the interlock and are approved by the District. Copies of the approved interlock rules will be forward to the KNLL board as attachments to these local rules.

I. PROGRAMS:

- **T-BALL LEAGUE** operates as a program for 5 and 6-year-old players under Little League T-Ball and Minor League Rules and Regulations.
- **SOFTBALL “FARM” LEAGUE** operates as a program for 5, 6 and 7 year old girls under Little League T-Ball and Minor League Softball Rules and Regulations.
- **BASEBALL “A” LEAGUE** operates as a program for 7 and 8-year-old players under Little League Minor League Baseball Rules and Regulations.
- **SOFTBALL “89er” LEAGUE** operates as a program for 8 and 9 year old girls under Little League Minor League Softball Rules and Regulations. 7-year-old players who have played at least one year in T-Ball or the FARM League are eligible to participate in the 89er LEAGUE and must submit a request (waiver) to the League. Selection for participation in the 89er Program is on a space available basis and will be made by the 89er Director with inputs from the previous years T-Ball and Farm Managers and Coaches and is subject to KNLL Board approval.
- **BASEBALL “AA” LEAGUE** operates as a program for 9 and 10-year-old players under Little League Minor League Baseball Rules and Regulations.
- **BASEBALL “AAA” LEAGUE** operates as a separate MINOR league program for 10 through 12-year-old players under Little League Baseball Rules and Regulations except as amended below.
- **SOFTBALL “COAST” LEAGUE** operates as a separate MINOR league program for female players ages 10 through 12 years old under Little League Softball Rules and Regulations. 9 year old players who have played at least one year in the 89er League are eligible to participate in the Coast League. In order to be placed on to a Coast team a 9-year-old player must fill out a request (waiver) to play Coast Softball prior to the completion of softball player evaluations and must attend at least one player evaluation session. 9-year-old players are not guaranteed of being drafted to a Coast team and if not selected for Coast will be placed onto a 89er team. Each team will be limited to a maximum of two 9 year olds.
- **BASEBALL MAJOR LEAGUE** operates as a separate program for 10, 11 and 12-year-old players under Little League Baseball Rules and Regulations.
- **SOFTBALL MAJOR LEAGUE** operates as a program for 11 and 12 year-old players under Little League Softball Rules and Regulations except as amended below. 10-year-old players who

have played at least one year in the Coast League, or 1 year in the “AAA” League are eligible to participate in the Major League. In order to be placed on to a Major team a 10 year old player must fill out a request (waiver) to play Major Softball prior to the completion of softball player evaluations and must attend at least one player evaluation session. 10-year-old players are not guaranteed of being drafted to a Major team and if not selected for Majors will be drafted onto a Coast team. Each team will be limited to a maximum of two 10-year olds.

- **BASEBALL JUNIOR LEAGUE** is a program for 13 and 14 year-old players. 12-year-old players are also eligible to play in the Junior League Program. 14 year olds have the option of playing either Junior League or Senior League Baseball. This program plays under Junior League Baseball rules.
- **BASEBALL SENIOR LEAGUE** is a program for 14 to 16 year-old players (with 14 year olds having the above Junior League Baseball option and 16 year old players having the option to play either Senior or Big League Baseball). This program plays under the Senior League Baseball rules.
- **BASEBALL BIG LEAGUE** is a program for 16 through 18-year-old players. This program plays under the Big League Baseball Rules.
- **SOFTBALL JUNIOR LEAGUE** is a program for 13 and 14 year-old players. 12-year-old players are also eligible to play in the Junior League Program. 14 year olds have the option of playing either Junior League or Senior League Softball. This program plays under the Junior League Softball Rules.
- **SOFTBALL SENIOR LEAGUE** is a program for 14 to 16 year-old players (with 14 year olds having the above Junior League Softball option and 16 year old players having the option to play either Senior or Big League Softball). This program plays under the Senior League Softball Rules.
- **SOFTBALL BIG LEAGUE** is a program for 16 through 18-year-old players. This program plays under the Big League Softball Rules.

II. PLAYER SELECTION:

All players will be assigned / drafted to new teams each year after player registration. The player pool will be all players who are of appropriate age as defined by Little League rules. There is no guarantee that players will be on the same team from one year to the next. Any player wishing an exception / waiver to play in a Baseball/Softball Program other than the Program defined above for their age must submit an “Exception Request Form” to the Board of Directors for approval prior to the Baseball/Softball draft and the assigning of teams. Exception request forms are available at registration and from the Player Agent. The Player Agent is responsible for updating the form prior to registration and obtaining board approval.

BASEBALL “A” & “AA” LEAGUES & T-BALL LEAGUE: The League Registrar(s) and/or the Division Director will be responsible for assigning players to individual teams. Emphasis will be placed on building teams with players from the same school / neighborhood. The end goal is to achieve balanced teams in particular at the “AA” level.

SOFTBALL FARM LEAGUE: The Farm Director with support from the softball player agent will be responsible for assigning players to individual teams. Emphasis will be placed on building teams with players from the same school / neighborhood.

SOFTBALL 89er LEAGUE: The 89er Director with support from the softball player agent will be responsible for assigning players to individual teams. Emphasis will be placed on building teams with players from the same school / neighborhood. Inputs from the previous year Farm and 89er Managers and Coaches will be used to achieve balanced teams especially as it relates to players with pitching experience.

SOFTBALL COAST & MAJOR LEAGUES: Players will be drafted on to teams using the process and procedures defined in the KNLL local rules under Article II, Paragraph 5 titled PLAYER SELECTION: "BASEBALL/SOFTBALL "AAA" & MAJOR LEAGUES. Teams will be redrafted each year to obtain parity (balance) in talent between all teams within each division of play.

BASEBALL "AAA" & MAJOR LEAGUES: The Board of Directors is responsible for approving a detailed process / plan for the placement of players on new teams each year. The Vice President of Baseball and Softball, working with the League Directors and the player agent will jointly develop and submit a plan to the Board for review and approval. The Board is responsible for ensuring that the approved plan is based upon the elements outlined below and is consistently applied to both levels of play:

1. It is the objective of redrafting new teams each year to obtain parity (balance) in talent between all teams within division of play.
2. All returning Major players will be drafted onto a Majors team. If a returning Major player does not attend a player evaluation then a score will be assigned to them, which appropriately places them with other players of equivalent skill who attended a player evaluation. The Vice President of Baseball and Softball as well as the Majors Director along with input from available Major Managers and Coaches from the previous year, will develop the score.
3. All 12 year old players and all returning Major players will be assigned to a Majors team unless their parents agree that they present an increased risk of being injured and agree to their child playing at the "AAA" level. It is the responsibility of the Player Agent to develop an independent process for identifying the at risk players during the player evaluation and coordinating with their parents prior to the start of the draft.
4. A skill evaluation committee nominated by the President and approved by the Board will be responsible for developing and running the player evaluation. Scores from the skill evaluation will be used during the draft process.
5. Any 10 or 11 year old Baseball player who does not attend at least 1 player evaluation will be randomly placed on an "AAA" team at the conclusion of the "AAA" draft. Softball players will be placed on a "Coast" team.
6. 10 year old players may be considered for Majors, if they petition the Board and receive approval from the Board prior to the start of player evaluations. Board approval for consideration does not guarantee a player will make Majors. Each team will be limited to a maximum of two 10-year olds.
7. Any 9 year old trying out for Coast Softball must attend one player evaluation. 9 year olds must also score in the top 50% to be drafted on a Coast team. 10 year olds trying out for Majors Softball must attend one player evaluation session. 10 years must also score in the top 50% to be drafted on a Major team.
8. Besides the Board members required for running the draft the Manager approved by the board are allowed to be in attendance at the draft. Baseball Only: In addition 1 person of the Managers choice may also attend the draft.
9. Results of the draft are confidential. Anyone passing results along to other parents or players will be subject to Board disciplinary action.

10. A parity draft shall be used to promote a balance in talent between teams. Only scores developed through the Board approved player evaluation process will be used in placing players on teams. Examples of a parity draft include a ranked serpentine and a blind draft or a combination of both.
- Ranked Serpentine - Begin the draft by ranking the players with the highest scores first. Then display only a limited number of names (ex: number of teams in the draft) for the 1st team to choose from. Once a player is selected, add the top hidden name to the list of available players for the next team to choose from. If a Manager or Coach of record son/daughter or a sibling of a player already on a team is displayed then the appropriate team in that round must choose them. Using a pre-selected order Managers will select players going from top to bottom then back up again in a serpentine manner.
 - Blind Draft – Using the League player evaluation scores a committee selected by the Director and approved by the Board develops a set of balanced teams. These teams are then reviewed by the Managers to ensure balance and fairness. The Managers then draw for teams. If a Manager draws a team which his child is not on, then a trade / swap for an equivalently skilled player shall be made or the Manager can trade for the team his child is on if it is unassigned. The Vice President of Baseball, the Director and the Player Agent must approve all trades. Other examples of a blind draft can be found in the Little League Operating Manual.

11. Major and “AAA” Baseball / “Coast” Softball will use the same draft format / process unless approved otherwise by the Board of Directors.

BASEBALL AAA/MAJOR LEAGUE: Identification of an individual that a Manager would like to Coach with is allowed prior to the start of the draft provided that enough individuals have been approved as Managers to cover the number of teams in the division. If there are not enough Managers available then the pairing of Managers and Coaches will not be considered prior to the establishment of teams. Assuming there are enough Managers to cover the number of teams available then: 1) the Manager and the requested individuals kids are not both within the top rated “x” number of players where “x” is the number of teams in the division for a given year and 2) that team parity can be achieved within the Division. The Player Agent, Vice President of Baseball and Division Director are responsible for ensuring team parity. All individuals desiring to be a Coach must still be appointed by the League President and approved by the Board per Section IV.

BASEBALL/SOFTBALL JUNIOR/SENIOR/BIG LEAGUE The Board of Directors is responsible for approving a detailed process / plan for the placement of players on new teams each year. The League Director working with the player agents will jointly develop and submit a plan to the Board for review and approval that ensures parity between teams. Participation by 12-year-old players will be allowed in the Junior League Baseball/Softball Programs on a space available basis. Junior teams will be filled using 13 and 14-year-old players first. In order to be eligible for the Junior League Program a 12-year-old player must fill out a request (waiver) to play Juniors Baseball/Softball prior to the scheduled Juniors player evaluations and must attend at least one. 12 year old players are not guaranteed of being drafted to a Juniors team and if not selected for Juniors will be drafted onto a Majors team.

III. PLAYER REPLACEMENT:

1. Replacement of players is done in accordance with Little League rules. Replacement of a player will only be considered if the replacement player would be eligible to play in 25% of the

remaining games of the regularly scheduled season which includes the League Championship Tournament for the team they are joining.

2. The Major League Manager must choose from eligible AAA players who are age 11 or 12 for an opportunity to play in the Major League. If there are no eligible 11 or 12 year olds in AAA, then an eligible 10 year old may be chosen. Eligibility is defined as having attended at least 1 player evaluation for either AAA or Majors. The player may be selected from a "AAA" League team with ten (10) or fewer players on the team with 1) approval of the Board and 2) arrangement to have the "AAA" Manager selects an additional player from the "AA" League. Note: For Softball Major Managers will choose from the "Coast" League.
3. If a AAA team is reduced to nine (9) or fewer players, replacement player(s) will be chosen by the AAA Manager from a list of 10-year-old AA players nominated by the AA Managers to the player agent and approved by both League Directors. 9-year-old players are not eligible to move up to AAA from AA unless: 1) they petitioned to play in AAA prior to player evaluations, 2) attended at least 1 evaluation session, and 3) there are no 10-year-old players remaining in AA with the exception of those players whose parents agree that their child is at an increased risk of injury if they were to move up and agreed to have their child remain in AA or who previously turned down an opportunity to move up to AAA. Note: For Softball replace AAA with Coast and AA with 89er.
4. Failure to follow these procedures may lead to denial of the selection of that replacement player.
5. No replacement players will be selected within the final two weeks of the regular season and during the League Championship Playoffs.
6. If a player misses two consecutive scheduled games, the manager must notify the player agent within 24 hours of the second game.
7. The player agent will be responsible for ensuring that the replacement player will be identified and transitioned to the Major team within 1 week of notification by the Major Manager.
8. If a "AA" or "AAA" League player is chosen to move up to the next Level of play but declines to move, the player will remain on their current team for the remainder of the season with no further option to move up until the following year. Note: For Softball replace AAA with Coast and AA with 89er.

IV. MANAGER/COACH SELECTION:

The president will appoint all Managers and Coaches annually, with Board approval of his/her appointments. Managers and Coaches are approved for one season only. There are no guarantees that a manager or coach who serves one year will be appointed to serve the next year or that he/she will have the same team name. Each manager or coach must submit an application and agree to a background check for their position.

V. MANAGER/COACH RESPONSIBILITIES:

The Manager and Coaches are responsible for learning and teaching the rules of Little League, Inc. and Kirkland National Little League. All Managers and Coaches must comply with Little League rules as amended by the Kirkland National Little League Board of Directors and approved by Little League Baseball, Inc. Only Board approved Managers, Coaches of record, and assistant Coaches may be in the dugout or on the field during games or participate during practices. In AA and above, Managers and Coaches of record MAY NOT serve as an umpire in the Program (as defined in section A) in which they serve as Manager or Coach of record unless approved by the Board of Directors. At least the Manager and/or one approved Coach of record shall attend a coaches, or umpires, rules clinic as approved by the Board of Directors before the start of the regular season unless specifically exempted by a vote of the Board. An assistant Coach is defined as a volunteer parent who assists the Manager and Coaches during practice, pre game warm ups and any other team related activities.

In

the event a Manager or Coach cannot be in attendance at a game one of the assistance coaches may replace the missing Manager or Coach during the game in the dugout. Per Little League rules all volunteers who have regular contact with the players MUST have a background check. Therefore, it is required that all parents who support their child's team must submit the League's volunteer application form in order to have their background checks completed. Parents who volunteer to umpire also need to have background checks conducted.

VI. MANAGER/COACH CONDUCT:

Manager and Coaches are responsible for their conduct and the conduct of their team and fans. Obscene or foul language or gestures from players, fans, Coach Managers are not tolerated. Chanting or yelling that interferes with the play of an opposing player or verbal abuse of any player is not permitted. (This does not prohibit chanting or cheering during a windup or pitch that is not designed to interfere with the pitcher or batter.) Team members, the Manager and two approved Coaches are the only persons allowed in or around the dugout. If the Manager or one or both approved Coaches of record need to leave the game for any reason a replacement will be allowed provided the plate Umpire is informed and they are Board approved as assistant Coaches. If only one (1) approved Manager or Coach is available at any time they must remain in the dugout and use Players to do any base coaching. Additional coaches shall not take up positions around the field to coach players. Parents and fans must remain in the stands or at least 10 feet from the dugouts. T-Ball thru "A", coaches or parents may be used as base coaches or in the field for instructional purpose. Managers are responsible for the immediate return of all KNLL equipment immediately following the regular season. All Star and Tournament team uniforms and equipment will be made available to those managers from equipment returned to the KNLL Equipment Director(s). KNLL reserves the right to require an equipment deposit from each manager to assure that equipment is returned as soon as the regular season ends. These deposits will be held until the equipment is returned or 2 weeks after the season ends, at which time the deposit will be cashed. The deposit will be a nominal fee and does not release the manager from the full replacement cost of the equipment should any/all of the equipment not be returned to KNLL. Managers and Coaches, who come to practices or games under the influence of, or smelling of, alcohol, marijuana, or drugs, will be sent home and their position in the League reviewed. Use of tobacco products by Managers or Coaches during practice sessions or games is prohibited. Failure to meet these requirements may lead to dismissal from any role in Kirkland National Little League. If a Manager, Coach of record or assistant Coach is removed from a game they must immediately leave the playing field and the game site, which includes the parking lot. They may not attend as a spectator. Any attempt to deceive this rule could result in further suspension. The penalty for removal shall be in accordance with Little League Baseball / Softball rules. Any individual removed from a game MUST personally report their removal to the League President within 24 hours. Failure to do so could result in further disciplinary action. Managers are responsible for their team's parents and fans behavior. Managers, may be held accountable for discipline or removal by the umpire should they not make a reasonable attempt to control their team's parents or fans once warned by the umpire. They are responsible only for the game in question and do not have to sit out an additional game. Parents and fans are reminded that a person ejected from a game/ ballpark must leave the ballpark, to include the parking lot and surrounding park area, within two (2) minutes. Failure to do so could result in a possible forfeiture to one of the teams playing. KNLL will not tolerate uncontrolled or un-sportsmanlike conduct. Parents removed from a game are prohibited from attending the next scheduled game. Any individual removed from a game may submit within 72 hours a written justification for their behavior to the League President, which can be, used in future League decisions involving forfeiture, further suspension, All-Star Manager and Coach selection, and future Manager and Coach approval

VII. PLAYER CONDUCT

If a player is removed from a game they will immediately cease participation and leave the game site in the company of a parent or guardian. The game site includes the parking lot. If the player's parent or guardian is not in attendance at the game then the player shall be seated on the bench and the Manager shall be responsible for the further conduct of the player. The penalty for removal shall be in accordance with Little League Baseball / Softball rules.

VIII. DISCIPLINARY ACTION PROCEDURE & POLICY:

1. Disciplinary action may be commenced against any person involved in a Kirkland National Little League program, including, but not limited to KNLL officers, directors, umpires, managers, coaches, parents, players and those desiring to view or attend Little League Baseball or Softball games and/or functions. Activities that may be subject to disciplinary action shall include, any violation of any Little League, Inc. rule and regulation, any KNLL local league rule or policy, any individual league program rule or policy, board of director rule or policy, the Little League Operating Manual, or official Little League Baseball and Softball rules and regulations. Any activity or conduct unbecoming of an individual who is in any way involved in KNLL may also be subject to disciplinary action. A code of conduct form must be signed by player and their guardian and returned to the manager prior to playing in a regular season game
2. Once the executive committee has been notified, they will contact all parties involved to determine the appropriate course of action.
3. Normally within 7 calendar days of receipt of a complaint alleging the need for disciplinary action, the executive committee of the KNLL board shall discuss the complaint and determine whether disciplinary action should be initiated. In the event that a KNLL board member is the complainant, they shall not be present at this initial determination phase. When the executive committee makes a determination on whether there is reasonable cause as to the validity of the complaint, the committee shall give written notice to the complainant and the alleged violator stating the substance of the charge in concise terms and requesting that the alleged violator appear before the executive committee to be held within 14 days of the date of notification. The written notice shall state that failure of the alleged violator to appear before the executive committee on the prescribed date (or other date as mutually agreed upon) will constitute default and such default shall allow the KNLL Executive Committee to discipline the alleged violator as it sees fit. The decision of the board hearing shall be final and shall not be subject to appeal.

IX. TIME LIMITS ON GAMES (Baseball only):

No game shall start later than 30 minutes past its scheduled time. In the event that a game cannot be started within 30 minutes of its scheduled start time, it will be handled according to the League game cancellation policy.

1. **T-BALL LEAGUE:** A normal game is three (3) innings or one and one half (1-1/2) hours from the scheduled start time whichever comes first. An inning is defined as one time through the batting order of eligible players.
2. **BASEBALL "A" LEAGUE:** Games will be 2 hours maximum.
3. **BASEBALL "AA" LEAGUE:** Game will be a maximum of 2 hours and 15 minutes in duration for all weekday games and last scheduled game on the weekend. For all other weekend games, no new inning shall begin after one hour and 50 minutes from the **SCHEDULED** starting time of the game. At two hours after the scheduled start time of the game, the final score will be determined using Little League Baseball Official Regulations and Playing Rules.

4. BASEBALL AAA/MAJOR LEAGUE: Weekday games and the last scheduled game on the weekend shall not be subject to any time limit. Games will be played until completion or unless call by the umpire for darkness, weather or for safety reasons. For all other weekend games, no new inning shall begin after one hour and 50 minutes from the **SCHEDULED** starting time of the game. At two hours after the scheduled start time of the game, the final score will be determined using Little League Baseball / Softball “Official Regulations and Playing Rules. Games tied at the completion of a legal game as defined in the Little League Baseball / Softball Rules, may continue on, time permitting. When time expires the score will revert back to the last completed inning per the Little League Rules.

X. GAME CANCELLATIONS/RESCHEDULING- (Baseball only):

Teams are to appear at the field regardless of the weather. Failure to have at least nine (9) players at the field within 15 minutes after the scheduled start time may result in a possible forfeiture. (Subject to Board Approval) “Practice” scrimmages may be played between the teams involved. Players may be loaned for the purpose of a practice scrimmage ONLY. Innings pitched by a pitcher in such a practice scrimmage SHALL apply to the weekly totals and rest requirements. No game will be called off because of rain until thirty (30) minutes after the scheduled start time. A game not started after the thirty (30) minute delay will be considered canceled and a reschedule date assigned, if applicable. Any member of the KNLL executive committee, Division Director, the King County Parks Department, and/or the Kirkland City Parks Department has the authority to cancel a game or all scheduled games on a day due to field conditions. In the absence of a member of the executive committee or the Parks Department, prior to starting the game, the Managers may mutually agree to call off the game because of weather or field conditions. Once play has begun, the umpire is responsible for that decision (as described in Little League Baseball / Softball “Official Regulations and Playing Rules”). Rainouts must be made up at the next available time slot, the first rainout of the week will play Friday of the same week. The second rainout will play Friday in the same week, allowing field availability. Subsequent rainouts will be played Sunday at either 1:00 PM or 3:30 PM depending on field availability. Once a game has been formally rescheduled, the game must be played on the rescheduled date. If a game cannot be played because of the inability of either team to place nine players on the field before the game begins, this shall not be grounds for automatic forfeiture, but shall be referred to the executive committee for a decision. (Examples of valid reasons for player absence include illness, conflict with family, school, religious, or community prescheduled events. Spontaneous shopping trips to the mall or just “not feeling like it” are examples of invalid reasons.) The League Director will notify the teams of the date of the make-up game within 48 hours after the cancellation. The League Director is responsible for notifying the Umpire Director of scheduled make-up games. It is a manager’s responsibility to let the League Director know within 24 hours of being notified by the league of the rescheduled game date whether the team can field 9 players for the game. Manager or coach unavailability is not a sufficient reason to re-schedule a game. When multiple make-up games must be played on a Sunday, the Saturday time limits will apply. EXCEPTION: BASEBALL JUNIOR/SENIOR/BIG LEAGUE: Game cancellation and rescheduling will be per the Junior/Senior League Baseball/Softball Rules and the District 9 approved interlock rules.

XI. PROTESTS:

Protests and the procedures for filing protests are described in the Little League Baseball / Softball “Official Regulations and Playing Rules”.

XII. UMPIRES:

Volunteer umpires will be used to officiate all regular season and League Championship Playoff games. All games will be conducted in compliance with the Little League Baseball/Softball “Official Regulations and Playing Rules” and the Kirkland National Little League local rules as approved by

the Board of Directors or the appropriate interlock rules as approved by the District. The Umpire in Chief is responsible for developing and implementing plans to recruit and train the volunteer umpires. With assistance from the appropriate Baseball/Softball Directors, the Umpire in Chief will update and obtain Board approval of the "Umpire Structure" for each level of play. The Umpire in Chief is responsible for scheduling volunteer umpires as required.

EXCEPTION: BASEBALL JUNIOR/SENIOR/BIG LEAGUE: With Board approval the League Director may pay to have games officiated if volunteer umpires with the appropriate experience and skills are unavailable.

XIII. FIRST AID:

To comply with the League's safety plan, every team is required to have at least one individual in attendance at all team practices and games that is currently certified in both First Aid and CPR. It is recommended that this individual be a Manager or Coach of Record. Questions about the League's safety plan or this requirement should be directed to the League's Safety office.

XIV. SCOREKEEPING (Baseball only):

The home team is responsible for providing the official scorekeeper. The home team scorebook will be the official game book. The official book will be the official pitch count record. It is required that at the end of each inning the pitch count be checked by both managers. Once a new inning begins either manager cannot dispute a pitch count. This is recommended only to get used to the new pitch count rules. After the game, the score sheet must be reviewed and signed by the plate umpire. The home team is responsible for reporting the final game score to the League Director and/or any other individual or web site designated by the League within 24 hours. The League website will keep records of the game scores and have team standings. These records will be used to determine final team standings. EXCEPTION: T-BALL and "A" LEAGUE: No official score is kept.

XV. FIELDS:

Parent volunteers from both teams (home and visitor) should help in preparing fields for play. Each team must clean out its own dugout and spectator area after each game. Managers / Coaches from both teams should check the field to ensure that all applicable equipment has been put away at completion of their game. Where appropriate, the team is responsible for setting up the electronic scoreboard for the first game of the day and the home team of the last game of the day is responsible for putting it away. All Managers from the last game of the day to be completed is responsible for ensuring that the storage unit is locked before leaving the park. The home team shall occupy the third base dugout and the visiting team shall occupy the first base dugout. If the playing field is not totally enclosed, then 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.

132nd Square Park – Lower Field B: A ball in flight clearing the cut grass in left and left-center field fair territory is a home run. A ball bouncing into the rough or tall grass in this same area will be considered a ground rule double. There is no limit to the length of the outfield in right or right-center field. In the case that a fair hit to the outfield is interfered with play is dead and all runners will be placed in accordance with 3.16 of the Little League Baseball/Softball Playing Rules.

Juanita Beach – Field 1: Tree rule - Any hit ball which touches any part of the tree in the fair ball area (the part which overhangs home plate and the first base line) will be considered a no-pitch ball. If the ball is foul before hitting any part of the tree, it counts as a strike.

XVI. PLAYER UNIFORMS:

All players shall wear consistent uniforms including hat/visor and jersey provided by the League. All players shall wear tennis shoes, molded sole athletic shoes, or all purpose shoes. No metal or screw-on cleats are allowed (Exception: Baseball Junior / Senior and Big Leagues are allowed to use metal

cleats). All male players are required to wear athletic supporters and protective cups or they will not be allowed to participate until they are wearing one.

XVII. MINIMUM PLAYING TIME: Baseball “A”/Softball 89er thru Majors Baseball/Softball

Every player on a team roster will participate in each game for a minimum of nine (9) defensive outs and bat at least one (1) time. All defensive substitutions should be completed by the start of the fourth inning. In addition a minimum of 3 of the 9 defensive outs must be played at an infield position. (Exception: [1] The requirement for a minimum of 3 defensive outs played in the infield does not apply to Baseball / Softball Major Leagues. [2] With permission from the players parent or guardian the requirement for playing 3 defensive outs in the infield may be waved. If this is done then the opposing manager must be notified prior to the start of a game.) In the event that a player does not play the required minimum, that player shall start the next scheduled game and shall not be removed until that player has completed any incomplete participation from the prior game and satisfied the current game participation requirement. The foregoing provision shall not apply in the event a player on the home team does not play the required minimum because the home team is leading the game and therefore does not take the field in the bottom of the last inning played. Games shortened due to darkness, weather, ten run rule etc. will not be cause for penalizing manager for not meeting required playing time rule provided they have made their defensive substitutions no later than the beginning of the fourth inning. Any game not going into the fourth inning will also carry no penalties. Any player held out for disciplinary reasons, prior game ejection, injured during game or late to game are exempt, scorekeeper shall be advised. Every effort should be made to meet the intent of the playing time rule. A player removed from a game by the Manager or Coach, for disciplinary reasons, is out for the remainder of the game. Players held out for discipline are to be reported to the Umpire. Player agent is to be made aware of the situation within 24 hours. Note: The Little League minimum playing requirement of 6 defensive outs per regulation game as described in Section IV paragraph (i) is still in effect. Corrective action and potential penalties for not meeting the minimum playing requirement are outlined in the rule.

XVIII. PITCHERS (Baseball only):

Definitions of pitch count limits and required rest periods are specified in Regulation VI of the Little League Baseball “Official Regulations and Playing Rules”. KNLL will be using option 2 as defined in the Little League Rules and Regulations, Regulation VI – PITCHERS updated October 30, 2008.

- 1. BASEBALL “A” LEAGUE:** Each player is given five (5) pitches. If the ball is not placed in the field of play the batter returns to the bench and will not be counted as an out. If the 5th pitch is hit foul, the batter remains at bat until either striking out, reaching base safely or being put out by defense. No balls or strikes are called. Only fielded outs count as put outs.
- 2. BASEBALL “AA” LEAGUE:** Pitchers will pitch a maximum of two (2) innings per game not to exceed the required pitch count. See Little League Baseball/Softball “Official Regulations and Playing Rules”
- 3. BASEBALL “AAA” LEAGUE:** Pitchers may only pitch a maximum of three (3) innings per game until May 1, not to exceed required pitch count. Starting May 1st pitchers may pitch a maximum (6) innings per game, not to exceed required pitch count. See Little League Baseball/Softball “Official Regulations and Playing Rules”
- 4. BASEBALL/ MAJOR LEAGUE:** See Little League Baseball/Softball “Official Regulations and Playing Rules”

XIX. BATTING RULES: “AA” thru MAJORS BASEBALL

Teams shall bat straight through the order (this includes all players present, even if they have not yet played in the field). All eligible players must appear on the line-up. Players who arrive after the game

starts shall be placed in the next position at the bottom of the lineup as it appeared at the start of the game. The last player that made an out, after alerting the umpire, will replace an injured player.

XX. T-BALL LEAGUE (Baseball only):

- a. All batters will hit off the tee.
- b. Each batter will be allowed one fair hit per inning. To be called a hit, the batter must swing completely through the ball and the ball must travel at least five (5) feet. No bunting, walks or strikeouts are allowed. A ball that is swung at and falls off the tee or travels less than 5 feet shall immediately be called a dead ball. All runners shall return to their bases and the batter gets another turn to hit the ball. There is no limit to the number of attempts that the batter gets to hit a fair ball.
- c. No infield fly rule.
- d. Last Batter Rule: This rule intends to limit the number of batters in a single inning. The limit is the number of players on the roster; each player may not bat more than once in an inning. It does NOT stop play when the last batter gets a hit. THE RULE - Play ends and the batter becomes out when any defensive player with the ball touches home plate after the last batter of the inning completes his/her turn at bat. Runners may cross home plate until a defensive player touches home plate.
- e. Any player, on offense, being put out will return to their bench. Outs are not counted towards the changing from defense to offense.
- f. Infield will consist of a normal defensive layout with all players in fair territory. No player shall be stationed closer than a 30 foot arc from home plate with the exception of the catcher who is located in the catcher's box or safely behind the batter. The remainder of the players will be used in the outfield.
- g. A team may start their batting rotation anywhere in their lineup, if so desired, during the course of a game.
- h. No stealing or sliding permitted

XXI. BASEBALL "A" LEAGUE:

- a. No infield fly rule.
- b. If a pitch hits a batter, batter may **NOT** take a base.
- c. The offensive team shall bat until 3 fielded outs are made or every player in the lineup has batted once in the inning. When the last batter is up, the playing situation becomes that of two (2) outs against the batting team. Any out or force out at home or score by the last batter retires the batting team's side of the inning.
- d. Sliding is permitted per Little League rules.
- e. Each team shall use an adult pitcher. The adult pitcher pitches to his/her own team from the mound or a maximum of 10 feet closer to home plate from the mound. Pitching underhand or overhand and/or on the knees is allowed.
- f. The defensive team shall consist of 10 players, at least 4 of which must be in the outfield area. A minimum of 9 players shall constitute a team. The loaning of defensive players (they bat for their team) is allowed to get the game played.
- g. No stealing of bases except as follows: On an overthrow during the attempt at making a put out after a fair batted ball, the runner shall be allowed to advance one (1) additional base beyond the base he is running to, at the runner's risk of being put out. In the event the overthrown or miss played ball leaves the playing field, play is dead and all runners will be placed in accordance with 7.05(g) of the Little League Baseball Playing Rules. Exception is that of the last batter who may run as many bases as possible until an out is made. All throws intended to go to the pitcher-player, while the pitcher-player is standing near the mound, are dead balls and not overthrows.

XXII. BASEBALL “AA” LEAGUE:

- a. The strike zone is enlarged to include the area, which is the width of one ball on either side of the plate and from the batter’s knees to arm pits.
- b. No infield fly rule.
- c. Ninth batter rule: This rule intends to limit the number of batters in a single inning when fewer than three outs occur. It does NOT stop play when the ninth batter gets a hit. THE RULE: Manager announces ninth batter/2 outs. Play stops when the 3rd out is made or the batter reaches home plate. If the ninth batter is walked with the bases loaded, only one run crosses home plate.
- d. Stealing from 3rd base to home is not permitted. Runners advance to home only when batted in or forced in by a bases loaded walk. A player may continue to advance after the ball has been put in play, via a hit, until the play is over. Once play has stopped a player at third can only advance to home if batted in or forced in by a bases loaded walk. A player attempting to steal third base CAN NOT advance home even if the ball leaves the playing field. Over throws or mishandled balls **do not** allow the runner at third to advance home unless the action began by a batted ball. EXAMPLE: Runner on first, batter hits ball to right field, runner advances to second, right fielder overthrows at second. Runner advances towards third. An over throw occurs at third. Runner may advance to home. Batter may advance past third as well at his own peril. Action began with a batted ball.

XXIII. BASEBALL “AAA” LEAGUE:

- a. Run Limit – Each team may accumulate a maximum of five (5) runs per inning for the first five innings of each game. There is no run limit past the end of the fifth inning. If in a game the umpire declares the last inning and it is not the 6th inning then the 5 run limit does not apply. This must occur before the inning begins. Both managers must be made aware.

XXIV. SUBSTITUTIONS: BASEBALL “A” thru MAJOR LEAGUES:

There will be a free substitution rule in effect at the completion of each defensive half of an inning. Players injured during the game may be substituted at any time.. Players removed from pitching may not return as a pitcher.

XXV. INJURIES:

The Manager is responsible for reporting all injuries to the League Director and Safety Officer. Injuries to player or personnel, which require hospital or physician, care must be described in writing to the League President within 24 hours. The description should include the time, place and circumstances at the time of the injury. Any injured player missing 2 consecutive games must be reported to the player agent within 24 hours following the second missed game. A letter approving resumed participation in Little League activities is required from a physician before a player can return after having missed 2 consecutive games due to illness or injury. (Refer to League Safety Manual.)

XXVI. LEAGUE CHAMPIONSHIP PLAYOFFS:

1. BASEBALL AA / AAA & SOFTBALL COAST / MAJOR / JUNIOR / SENIOR:

All Baseball and Softball teams in the above divisions will participate in the KNLL League Championship Playoffs. Brackets will be determined using a random draw by the appropriate Director. All byes will be scheduled in the 1st round. The home team in all playoff games will be determined by a coin flip prior to the start of each game and will be seated in the 3rd base dugout. The winner of the League Championship Playoffs will be the Kirkland National Little League Champion.

Coast League Invitational - The winner of the Baseball AAA League Championship Playoff will represent the League. In case of a conflict between the Kirkland City Championship game and the Coast League Invitational Playoffs it will be up to the baseball Vice President and the AAA Director to develop a strategy for supporting these two tournaments and presenting it to the League President for approval. If a manager cannot participate in the Coast tournament because of prior commitments then subject to Rule IV Manager/Coach selection, and subject to board approval an interim manager or coach can be appointed to insure participation in the District Nine Tournament by the first place team of AAA KNLL.

XXIX. ALL-STAR TEAM SELECTION:

BASEBALL/SOFTBALL 9/10, 11, MAJOR, JUNIOR, SENIOR & BIG LEAGUE Responsibility:

- AAA / Coast Director and appropriate Vice President – 9/10 All-Stars
- Major Director and appropriate Vice President – 11 & Major All-Stars
- Jr/Sr & Big League Director and appropriate Vice President – Jr/Sr & Big League All-Stars.

1. BASEBALL SELECTION CRITERIA:

Selection of Managers

Towards the end of the season there will be a meeting of all Majors and AAA managers and **only one coach** from each team. Regular season managers who are interested in being selected for All-star team managing will let those managers and coaches know and a vote will take place. The managers who are being considered for selection will not place a vote. The date for the vote will be at a time to be determined. The Majors manager for the All-stars team will be selected first, followed by manager selection for the 10-11 year old and finally the 9-10 year old All-star teams. The regular season Majors managers and coaches will vote for the Majors and 10-11-year-old All-star managers. The regular season AAA Managers and Coaches will vote for the 9-10 Allstar manager. In the case of a tie vote there will be a revote. If it is still a tie then a name will be drawn.

Player Selection

Beginning May 1 the player agent will distribute All-star commitment forms to all players in Majors, AAA and AA. Both the player and their parents must sign the commitment form. These forms must be returned to the player agent no later than May 31 . Once the All-star teams are selected a commitment must be firm. Managers and one coach of each team from Majors and AAA will select players by vote. The vote will be based on the criteria listed below. The vote will select 10 players with the All-star Manager and coach selecting the final players (at least 2 and as many as 4). Note: Managers cannot vote for All-star players on their present regular season team.

Player Selection Criteria:

- a.) Ability to pitch. Statistics will be taken into account but will not be the only factor considered.
- b.) Ability to play the middle infield and catcher position
- c.) Overall ability to play defense
- d.) Over all understanding of how to play the game (i.e. which base to throw to, how to set up cut offs, ability to turn the double play, understanding of rules such as base stealing, tagging on fly balls and leading off)
- e.) Batting skills such as bunting, knowledge of strike zone, ability to get on base. Batting average will not be heavily weighted, as history as shown not everyone calculates these the same way, what is a hit to one coach may be marked as an error by another etc.
- f.) Positive sportsmanship and attitude towards coaches, players and umpires on and off the field

To insure fairness in the player selection process, the league president, or someone on the board of directors appointed by him, the league directors and the player agent must be in attendance at the player selection meeting.

Once the 10 players have been voted onto the Majors All-star team, the Manager of the Majors All-Star team will choose the remaining 2 – 4 players for the Majors team. After the Major All-star team roster is complete then the 10 players for the 10-11 All-star team will be voted upon. The Manager of the 10-11 All-Star will then select the remaining 2 – 4 players for the 10-11 All-Star team. After the 10-11 All-star team roster is complete the 10 players for the 9-10 All-star team will be voted upon. The Manager of the 9-10 team will then select the remaining 2 – 4 players for the 9-10 All-Star team. Information on each player's voting score is not to be discussed with anyone outside of the meeting unless they were present at the selection meeting. If there is a discussion of this type, those involved are asked to be aware of where the meeting is taking place to not be overheard by a third party. All persons at the meeting will be held accountable for keeping the teams selections confidential until the announcement of players on June 15.

2. SOFTBALL SELECTION CRITERIA:

Player Selection: The Board of Directors is responsible for approving a process for selecting All-Star players at each level. The Softball Vice President working with the League Directors and the Player Agents will jointly develop a plan / process and submitted it to the Board for approval.

Manager & Coach Selection: The Softball Vice President working with each Director is responsible for developing a plan to identify suitable candidates for coaching the All-Star team. Each Director will submit 3 names 1 - Manager and 2 – Coaches to the Softball Vice President who will in turn forward them to the President for review and nomination to the Board for approval.

XXX. All Star Uniforms:

Hats/visors and jerseys will be provided by KNLL up to a dollar limit to be set by the board.

XXXI. Attachment – Softball Farm Interlock Rules:

XXXII. Attachment – Softball 89er Interlock Rules:

XXXIII. Attachment – Softball Coast Interlock Rules:

XXXIV. Attachment – Softball Major Interlock Rules:

XXXV. Attachment – Softball Junior / Senior Interlock:

XXXVI. Attachment Baseball Junior / Senior Interlock: