

## **NORTH KINGSTOWN / WICKFORD LITTLE LEAGUE 2020 LOCAL RULES**

### **A. GENERAL**

1. The HOME team manager is responsible for all pre-game field preparation, equipment, lining the base paths and batter's boxes, paying the umpires and obtaining game balls to be given to the home plate umpire.
2. The VISITOR team manager is responsible for post-game field maintenance including raking the field, pitcher's mound and returning bases and equipment to the equipment shed. If this is the last game to be completed that day, lock the equipment shed, lock the bathrooms, concession stands and press boxes, turn off all electronics and lights, and return the scoreboard remote controls to the press box.
3. **ALL TRASH MUST BE REMOVED FROM DUGOUTS** after games. Both team managers are responsible for ensuring this is done.
4. NKWLL Rainout policy- NKWLL attempts to play all games within reasonable and safe playing conditions. Determination of adequate game conditions shall be done initially by team managers under guidance of Division Commissioners and Umpires. The Field Director should be contacted to discuss conditions and actions to take at the field. In most cases, these decisions should be performed at the field. The President and Commissioner may call off games as unplayable at any time due to weather conditions or forecasts. Umpire(s) have jurisdiction over game once the game has started. All game re-scheduling is performed by Division Commissioner.
5. All games, once players take the field for the start of the game, will be under the control of the home plate umpire including decisions to be made on the playing field and any situation that may occur outside the playing area.
6. In the event of cancellation of a regularly scheduled game due to inclement weather, said game should be played on the next available open day or Sunday, whichever is first, following the cancellation or the next available date, but in any case, should be played within two weeks of the originally scheduled game. Any Major or AAA Division teams that do not make-up their games will receive a loss in the standings.
7. Pitching- All warm-ups for pitchers prior to the game, between innings or in the bullpen shall be performed by **PLAYERS ONLY**, not coaches. The manager or coach may observe the pitcher warming up. Any player warming up the pitcher is required to use a catcher's mask. When a pitcher takes a position at the beginning of each inning, that pitcher shall be permitted to pitch, not to exceed either preparatory pitches to the catcher, or other teammate acting in the capacity of catcher. Such preparatory pitches shall not consume more than one minute of time. If a sudden emergency causes a pitcher to be

summoned into the game without any opportunity to warm up, the umpire-in-chief shall allow the pitcher as many pitches as the umpire deems necessary.

8. Catchers- If a catcher is on base and there are two outs, the manager has the option to use a courtesy runner, who will be the player that made the last out of the prior inning.
9. Teams at all levels may elect to use adult Manager/Coaches for both first and third base coaches, provided an adult Manager/Coach remains in the dugout.
10. During a game, the only player allowed to touch a baseball bat is the current batter, and he/she cannot touch the bat to begin practice swings until the catcher has thrown the ball back after the last warm-up pitch. After the first batter of any inning, players can grab their bats only as he/she is walking to the plate for their respective at-bat.

## **B. MANAGING PERSONNEL**

1. Managers and coaches are selected by the President, with recommendations from the Division Commissioners. The selections must be approved by a majority vote of the Executive Board present at the second February General Membership Meeting.
2. League personnel (Managers, coaches, etc.) serve at the discretion of the President and the Executive Board. Any manager who is replaced shall have the right of appeal pursuant to Article III, Section 4 (a, b) of the Constitution.
3. To fill a vacancy for manager of a Senior or Major League team, the President and Commissioner may use the following selection procedure as a guide only:
  - a. The coaches of that particular Team
  - b. Managers of Senior or Major League Teams, by seniority
  - c. Any other Senior or Major League coach, by seniority
  - d. Managers of AAA League Teams, by seniority
  - e. Any other AAA League coach, by seniority
  - f. Any other League personnel, by seniority

Any appointment by the President is subject to the approval of the Executive Board.

## **C. ROSTER CHANGES**

1. Any roster change **MUST** be handled in the following manner. Any deviation will be cause to nullify the change. Roster changes include but are not limited to trades, permanent or temporary promotion from Junior League to Senior League, permanent or temporary promotion between Minor League Divisions or from AAA League to Major League, permanent or temporary promotion from Kid Pitch League to AAA League, permanent or temporary promotion from Coach Pitch League to Kid Pitch League, permanent or temporary promotion from Tee Ball League to Coach Pitch League, replacing injured players and players quitting a team.

- a. Notify and obtain unanimous approval from the Player Agent, the President, and the Commissioner(s) of the relevant Divisions.
  - b. Notify the manager of the player affected.
  - c. Notify the player and parent(s) or guardian of the player.
2. Any Major League team that loses a player for the remainder of the season must select an eligible permanent replacement player from the roster of a AAA League team within ten (10) calendar days. Following the 10-day period, if the team still has not selected a player, the affected team will forfeit any scheduled games while the number of roster players remains below the required level, as determined on draft night.

#### **D. GAME DECORUM**

1. One manager, once coach, and one scorer for each team will be allowed in the dugout during the course of the game for the Major and AAA Divisions.
2. All personnel on the playing field are prohibited from wearing metal spikes, except for Senior League/Junior League if permitted by Little League Baseball, Inc. rules.
3. All personnel will refrain from the use of alcoholic beverages, tobacco, vaping and recreational drugs.
4. No one other than official League umpires will officiate any Senior, Major or AAA League game unless agreed to by opposing managers.
5. Sportsmanlike conduct must be adhered to by all managing and coaching personnel during each game. Violations shall be reported to the Executive Board and/or Disciplinary Committee for further review and action, if necessary.
6. Only the manager of a Major League Division team is allowed to address the head umpire (usually plate umpire). If coach addresses the umpiring staff regarding a call/play, the coach will be given a verbal warning from the Commissioner. If this happens again within the same season, the coach will be given a one game suspension (which will not allow him/her to be present in the park). A third incident will result in the coach being suspended immediately, pending appeal to the Disciplinary Committee and subsequent Executive Board appeal.
7. Only the manager of a AAA League Division team is allowed to address the head umpire (usually plate umpire) during a game. Since the umpires are Junior Umpires, please have the manager from the opposing team present when addressing the umpires. In the event of a disagreement, talk respectfully with him or her between innings. If a call is missed, please address the umpire in a cordial manner at that time, discuss the ruling, and do not challenge their authority. If a coach addresses the umpiring staff regarding a call/play, the

coach will be given a verbal warning from the Commissioner. If this happens again within the same season, the coach will be given a one game suspension (which will not allow him/her to be present in the park). A third incident will result in the coach being suspended immediately, pending appeal to the Disciplinary Committee and subsequent Executive Board appeal.

8. If there are continuous problems with a particular umpire, notify the respective Commissioner and Umpire in Chief.

## **E. PLAYER PLACEMENT**

1. All five-year-old players and six-year-old players who did not play organized baseball/tee ball the previous season should be placed into the League's Tee Ball division.
2. All seven-year-old players should be placed into the League's Coach Pitch division. Seven-year-old players may be eligible for the Leagues Kid Pitch division if:
  - a. They have completed at least one year in the Coach Pitch division the previous year (or equivalent division in another league chartered by Little League Baseball, Inc.), or;
  - b. They have been evaluated for the necessary skills and maturity to insure their safety and wellbeing, and;
  - c. All players ages eight and nine eligible for the Kid Pitch division can be placed in the Kid Pitch division without increasing rosters beyond those determined in accordance with these By Laws, and approved by the Division Commissioner and the Player Agent.
3. Eight and nine-year-old players should be placed into the League's Kid Pitch division. Nine-year-old players may be eligible to be drafted for the League's Minor League AAA Division if:
  - a. They have completed at least one year in the Kid Pitch division the previous year (or equivalent division in another league chartered by Little League Baseball, Inc.), or,
  - b. They attend the tryout for the Minor League AAA Division to be evaluated for the necessary skills and maturity to insure their safety and wellbeing, and;
4. All players ages ten and older eligible for the Minor League AAA Division can be placed in the Minor League AAA Division without increasing rosters beyond those determined in accordance with these By Laws, and approved by the Division Commissioner and the Player Agent.

5. All eight-year-old players, prior to being allowed to participate in the Minor League AAA draft, must first obtain approval by the President, Player Agent, past manager, and AAA Commissioner.
6. All ten-year-old players will be placed into the League's Minor League AAA division; however, they may choose to try out for the Major League division if they played in the AAA division the previous year.
7. All nine, ten, eleven, and twelve-year-old players who played in Major or AAA divisions, may participate in the Major League tryouts and will be subject to be chosen in the Major League draft. Any nine, ten, or eleven-year-old players who did not previously play in the Majors Division, not trying out prior to draft night, will be ineligible to be drafted into the Major League.
8. All twelve-year-old players who tryout shall be drafted onto a Major League team unless determined by the Rules of Little League Baseball.
9. Any non-twelve-year-old player who is eligible for the Major League draft who is not chosen by a Major League Team will automatically return to the Minor AAA player pool.
10. A nine-year-old player who previously played in AAA, may try out for the Majors division if approved by the league president, player agent, and the player's AAA manager.
11. The Player Agent will distribute the rules and procedures of each draft to all managers at the regularly scheduled monthly meeting prior to the appropriate draft.

#### **F. GAME ROSTERS**

1. Each manager's game roster must be filled out entirely and ready for exchange at the beginning of the game.
2. If a player is present but is not going to play in the game, a manager must inform the opposing manager during the exchange of rosters. Players physically unable to participate are allowed in the dug out during the game.

#### **G. JUNIORS/SENIORS**

1. NKWLL Junior League shall consist of league age 12, 13 and 14.
2. NKWLL Senior League shall consist of league age 13, 14, 15 and 16.
  - a. 13 year old players may be considered for Senior League if approved by the league president, player agent, and previous season's manager.
3. Junior and Senior League teams can carry up to fifteen players per team.

4. A continuous batting order will be used. Players not present at the start of the game will be placed at the bottom of the order upon arrival.
5. All game re-scheduling is performed by League Commissioner(s).
6. Unlimited substitution, each player must play at least 3 innings in the field.

## **H. MAJORS**

1. NKWLL Major League shall consist of player's league age 9-12.
  - a. Major Division shall be re-drafted annually as approved by player agent and president.
2. Major League teams shall have a roster of twelve players, unless otherwise approved by the Executive Board.
3. Batting order- A continuous batting order will be used and include all roster players available. As such, players not present at the start of the game will be placed at the bottom of the order upon arrival. An injured or ill player leaving the game will be skipped in the batting order without penalty. If able, the injured or ill player may re-enter and is inserted into their original spot in the order.
4. Mandatory Play- All players shall play a minimum of nine (9) outs in the field during the official games of the regular season and playoffs. All provisions of Rule IV(i) shall apply.
5. Ten (10) Run rule-Rule 4.10(e) will be used, but will require (5) five innings in place of the stated four (4) innings.
6. If a game is tied after 6 innings, one additional inning will be played. If the game is still tied after the 7th inning has been played, the game will end in a tie. In the playoffs a tie game continue until a winner is determined.
7. Drop 3rd strike- catcher must throw down to 1st base, if 1st base is unoccupied or if 1st base is occupied with two outs.  
Note: A batter forfeits his/her opportunity to advance to first base when he/she enters the dugout or other dead ball area.
8. Pitch count - All managers will keep accurate counts of pitches in order to comply with the LLB Pitch Count Rule. At the end of each game, both managers will record their pitchers of record for the game and the number of pitches thrown in the Pitching Affidavit Book located in the concession stand. Two infractions in which the manager does not record the required data will result in a one game suspension.

### **Pitcher's league age/pitches per day:**

11-12	85 pitches per day
9-10	75 pitches per day
7-8	50 pitches per day

**Pitchers must adhere to the following rest requirements:**

- \* If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- \* If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
- \* If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
- \* If a player pitches 21-35 pitches in a day, one (1) calendar days of rest must be observed.
- \* If a player pitches 1-20 pitches in day, no (0) calendar day of rest is required.

NOTE: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

If a catcher, catches more than 3 innings he cannot go into to pitch for the reminder of that game.

**I. MINOR LEAGUE AAA DIVISION**

1. The Minor League AAA Division playing rules shall follow those for the Major League, except as follows:
2. NKWLL Minor League AAA Division shall consist of primarily player's league age 9-11. Entire AAA Division will be re-drafted annually. Exceptions for 8-year-old players can only be made with the approval of the President, Player Agent and player's former coach. Draft: Returning players as well as any 10- and 11-year-olds that have not previously played in AAA are required to try out and are guaranteed a spot on a AAA team.
3. All games are 6 innings unless extra innings are required or game is shorted due to rain or darkness. Four complete innings constitute a complete game.
4. A Minor League AAA inning shall not exceed 5 runs. The inning ends after 3 outs or 5 runs except the last inning where the 5-run rule may be suspended in the 6th inning for either team.
5. Weeknight games should start at times designated by the Commission. New innings shall not be started after 7:30 pm prior to Memorial Day and 7:45 thereafter, unless the game is being played under the lights at Wilson Park.
6. Players shall not coach bases. Use a coach or a league approved parent.
7. All team members must play at least 3 innings in the field of a regulation game.

8. Fielding changes can be made at any time, when permitted by the umpire.
9. Stealing rule- 4 total steals per inning (3 on the bases and 1 steal of home). If there is a double steal, runner on 1st & runner on 2nd, steal at the same time to 3rd & 2nd, it counts as one (1) steal. You are allowed one (1) successful steal of home per inning. If you have used your three (3) steals on the bases in an inning and then you use your steal of home, the other baserunners cannot advance because you have already used your 3 steals. If there is a double steal and one baserunner steals home, it counts as your one (1) steal of home.
10. For each team – 1 manager and 2 assistant coaches in the dugout.
11. Home team dugout is on the 1<sup>st</sup> base side on both AAA and Majors Field.
12. Time rule
  - During the week in order to complete a game (6 innings), the top of the 6<sup>th</sup> needs to begin before 1 hr and 50 min.
  - For a weekend game, the top of the 6<sup>th</sup> inning needs to begin before 2 hrs in order to play the full 6 inning game.
13. Over throw rule – a baserunner may only advance 1 base on an over throw error. There can be no advancement on an overthrow of a steal. There is no advancement of any baserunner on an overthrow error to the pitcher from the catcher.
14. Pitching Rule – a pitcher is only allowed to pitch 3 innings in AAA in a game, no exceptions. 12-year-olds cannot pitch in the Minors per LLB rule. If a pitcher faces 1 batter in their 3<sup>rd</sup> inning, it is considered a full inning. A pitcher may not return to pitch in that game once they are removed as a pitcher.  
Pitch count rest rules per 2020 LL Handbook:
  - 66 or more pitches in one day – rest 4 calendar days
  - 51-65 pitches in one day – rest 3 calendar days
  - 36-50 pitches in one day – rest 2 calendar days
  - 21-35 pitches in one day – rest 1 calendar day
  - 1-20 pitches in one day – rest no rest required
15. Coach of winning team contacts the Commissioner with score within 24 hours.

## **J. MINOR LEAGUE KID PITCH DIVISION**

The Minor League Kid Pitch Division playing rules shall follow those for the Minor League AAA division, except as follows:

1. NKWLL Minor League Kid Pitch Division shall consist of player's league age 8-9.



2. A base runner on third can only advance to Home plate on an action ensuing a ball hit in play or on a bases loaded walk. Stealing of home or advancing to home on a wild pitch is not allowed.
3. A pitcher may only walk one batter per inning. If a pitcher throws 4 balls to two consecutive batters in the same inning, a coach will step in to finish the at bat by either a strike out or batted ball.
4. The division shall be developmental in nature. Official standings (win/lose record) shall not be kept and information regarding these games will not be posted on the website.
5. Pitchers are limited to 2 innings per game or their daily pitch count limit, whichever is reached first. Manager shall keep count of players pitches but are not required to record their data into the Pitch Count Affidavit Book

#### **K. MINOR LEAGUE COACH PITCH DIVISION**

1. The Minor League Coach Pitch Division playing rules shall follow those for the Minor League AAA division, except as follows:
2. NKWLL Minor League Coach Pitch Division shall consist of player's league age 6-7.
3. The division shall be instructional in nature, without official scores and win/loss records.
4. A continuous batting order will be employed, with players playing at least half the game defensively.
5. A Team Manager or Coach shall pitch the ball overhand or operate a pitching machine to his/her team when batting. The Manager or Coach pitching shall not field a ball or make any defensive play (except to attempt to protect a player in the field). A player shall be stationed in the pitching mound circle and behind the Manager/Coach at the start of each pitch in order to field the pitcher's position.
6. The Defense may have coaches stand on the field, in fair territory, to provide instruction to its fielders.
7. There will be no walks. A batter is out when 1) striking out, or 2) after a six-pitch limit, or 3) when being put out by the fielding team after batting the ball in play. During the first half of the season, a batting tees will be used after a strike out or the six-pitch limit, and the strikeout/pitch limit out will not count as an out.
8. Stealing bases is not permitted.

9. Runners advancing to the next base or home on defensive over-throws/passed balls is not permitted.
10. When a ball is batted into the outfield, runners (including the running batter) may advance until such time as the ball is thrown into the infield. To determine how far a runner may advance once the ball is returned to the infield, the ball shall be considered dead when touched by a fielder in the infield (area, to include foul area beside the infield). When the ball is dead, all play stops and runners advance on base (including home) if they are more than half way to such base, or returned to the prior base if halfway or less to the next base when the ball became dead.
11. 3 outs or bat the entire lineup each inning

#### **L. TEE BALL DIVISION**

1. Play in the Tee Ball Division shall follow Minor League Coach Pitch playing rules, except as follows:
2. NKWLL Tee Ball Division shall consist of player's league age 5-6, and it is recommended that teams not carry more than 12 players.
3. With Executive Board approval, the division may adopt a training and development structure whereby the regular season schedule of "games" consists of a blend of practice drills (including both teams practicing together) and actual game play. If this structure is adopted, each game/practice date on the schedule shall conclude with a minimum one-inning game.
4. Batters will hit the ball using a batting tee and there will be no limit in the number of attempted swings.
5. Continuous batting order will be used and one time through the order will constitute a complete half-inning. If the defensive team makes a put out, the runner may not stay on the base. Regardless of how many put outs the defense makes, the half-inning is not over until everyone in the batting order bats. The batting order may be changed each inning.
6. Games, including the practice portion of a scheduled date, in this division shall not exceed 90 minutes.

#### **M. ALL-STARS**

1. District All-Star teams shall be developed in accordance with NKWLL Constitution, and Little League operating guidelines.

2. Revisit All Star Selection Process as noted in Attachment 1.

**N. ALL-STARS JUNIOR AND SENIOR DIVISION**

1. Senior All-Star manager selection will remain as stated in leagues By-laws. Initial candidates will come from managers and coaches within the division.
2. Junior All-Star manager selection policy will be done in accordance and spirit of the rule/age structure changes. The manager will be selected by the selection committee from candidates sourced from the Junior/Senior League.
3. **Player/Team Selection**
  - a. Players who meet the age requirements and playing requirements as stated by rule change are eligible for nomination to applicable All-Star teams.
  - b. Senior Team  
All teams in the Senior League will be allowed one representative to vote in the Senior Team selection process.
  - c. Junior Team  
All teams in the Junior/Senior League will be allowed one representative to vote in the Junior Team selection process.
  - d. Other 13-Year-Old Tournaments  
All teams in the Junior League will be allowed one representative to vote in the player selection process of any “13-year-old only” All Star team selection process.

**O. FIELD ASSIGNMENTS**

Division	Wilson Park Major	Wilson Park AAA	Wilson Park AA	Signal Rock 1	Signal Rock 2	McGinn 90	McGinn 60	Lischio	Feurer Park
Seniors						X		X	
Juniors						X		X	
Majors	X	X		X					
AAA	X	X		X					
AA - Player Pitch			X		X		X		
AA - Coach Pitch			X		X		X		
T-Ball									X

**Note: Field Assignments are subject to change during the season if conditions require a game to be rescheduled.**

Approved for 2020 season.

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Arnold Sarazen, President

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Signature Date

## **Attachment 1**

### **North Kingstown Wickford Little League All-Star Selection Process, All Divisions As approved by North Kingstown Wickford Little League Executive Board on XX/XX/XX**

The All-Star Tournament Team, commonly referred to as the District All-Star Team, are those teams which represent North Kingstown Wickford Little League in the District Play as well as State, Regional, and International Play where applicable in certain divisions or age groups. The 11/12-year-old team is that team which has the opportunity to play at Williamsport, PA.

The selection of All-Star players for all the District Tournament Teams, excluding Friendship Teams, will consist of a process utilizing input from players, league managers and the All-Star Manager. The All-Star Committee is the body which governs the procedure for player and Manager selection for the Tournament All-Star teams as well as Friendship Teams.

#### **11/12-YEAR-OLD ALL-STAR SELECTION**

This team will be made up of players from the Major Division. The selection of players for this team is determined at a meeting to be held after the regular season but before June 15. Major Division Managers will choose 11 players through a nomination and voting process. The 11/12-year-old All-Star Manager may choose up to 2 players or choose not to select any further players than the 11 chosen by the Major Division Managers.

#### **10/11-YEAR-OLD ALL-STAR SELECTION**

This team will be made up of players from the Major Division. The selection of players for this team is determined at a meeting to be held after the regular season but before June 15. Major Division Managers will choose 11 players through a nomination and voting process. The 10/11-year-old All-Star Manager may choose up to 2 players or choose not to select any further players than the 11 chosen by the Major Division Managers.

#### **9/10-YEAR-OLD ALL-STAR SELECTION**

Players for the 9/10-year-old All Star team will be selected by AAA Managers through a nominating and voting process held by AAA Division Managers at the end of the regular season play but before June 15. AAA Managers will attend this meeting and nominate a candidate from their own or any other AAA Team. AAA Division Managers will select 11 candidates from a voting process. Any Major Division 10-year-old eligible for all-star selection will automatically be placed in nomination for the 9/10 All-Star Team. The 9/10-year-old All Star Manager may choose 2 additional players bringing the team total to 13 players. The manager has the option not to choose any players leaving the team at 11 players.

### **SELECTION OF ALL-STAR MANAGERS, ALL DIVISIONS**

At the very end of the regular season play but before the June General Membership Meeting the All –Star Committee will communicate to all Major and AAA Division Managers and coaches that it is recruiting for the positions of All-Star Manager for each of the three All-Star Divisions. The All-Star Committee will receive applications for the 3 Divisions. After meeting to select candidates, the committee will forward its recommendation for each division to the President for approval. The All-Star Managers will be chosen at the June General Membership Meeting. If the President does not approve of the recommendation, a request for another nominee is made immediately at the June Membership meeting. All-Star Managers will choose their coaches from eligible candidates in the Major and AAA Divisions. The Manager of the 9/10 All-Star team only may choose coaches from either the Major or the AAA Division.