



Kent Little League Bylaws

2008 Season

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2007 Kent Little League Bylaws Committee

The Committee met several times in October, November, and December 2007 reviewing the 2007 Bylaws and incorporating improvements therein. The 2008 Kent Little League Bylaws were approved the Kent Little League Board of Directors on January xx, 2008.

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From <http://www.littleleague.org/leagueofficials/bylaws.asp?cid=5&nid=1> on 29 December 2005:

Bylaws, Local Rules & Ground Rules

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

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

The bylaws, local rules or ground rules are to be distinguished from the local Little League's Constitution. The Constitution spells out the duties and responsibilities of the officers of the board, definition of membership, election procedures, meeting requirements such as quorum, etc. The local Little League board of directors must make a copy of the bylaws, local rules or ground rules available to any member of the local Little League for review and inspection if requested.

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1 General Policy

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

Managers, coaches, players, parents, spectators, etc., shall not consume alcohol or tobacco products at any KentLL function. Exception: alcohol or tobacco products may be consumed at KentLL adult only functions with the approval of the KentLL Board of Directors.

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

If extenuating circumstances don't allow any of the processes in these Bylaws to be followed as written, said process(es) may be adjusted as required with the approval of the KentLL President and the KentLL Board of Directors. The revised process(es) shall be posted www.KentLL.org.

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

1. Player Age: A player's league age for the current season of baseball is his/her age as of April 30th of the playing season, and for softball, her age as of December 31st of the previous year. See Little League Baseball Proof of Age Requirements document for details on acceptable proof of age that **must** be submitted at registration.
http://www.littleleague.org/common/forms/proof_of_age.pdf.
2. Player Residence Location: The player must live within the KentLL boundary (see boundary map at <http://www.KentLL.org>) at least 51% of the time and indicate residence location on boundary map during registration or have a completed and approved Regulation II(d) waiver on file. See Little League Baseball Proof of Residency Requirements document for details on acceptable proof of residency that must be submitted at registration.
<http://www.littleleague.org/common/forms/RESIDENCEELIGIBILITYREQUIREMENTS.pdf>
3. Players who move outside of KentLL boundaries may continue to play for KentLL provided a Regulation II(d) waiver has been submitted and approved by Little League, Inc. The proofs of residency shall be kept with the waiver until the player no longer plays for KentLL.

KentLL will provide the safest playing environment possible. KentLL will provide training for our managers, coaches, and volunteers to be able to handle most accidental injuries. Our facilities are periodically surveyed and always maintained to the highest standards to prevent injuries and mishaps.

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No player shall be subjected to abusive language, harassment, severe or injurious discipline, anger of the coaches, teammates, etc.

1.1 Background Check

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

KentLL shall perform background checks as follows:

1. The president shall name a committee of four KentLL Board of Director members. This committee plus the president shall review the results of any background check that returns information that warrants further investigation on individuals identified in Step 6.
2. Each KentLL Board of Directors member, manager, coach, adult umpire, and all other adult volunteers or hired personnel shall complete and submit a “Little League Volunteer Application” for the current fiscal year and a copy of a valid, government-issued photo identification to the president or designee.
3. The president or designee shall conduct a background check on all managers using Choice Point at littleleague.choicepoint.com.
4. The president or designee shall conduct a background check on all other volunteers and hired personnel using the United States Department of Justice National Sex Offender Public Registry at www.nsopr.gov. The president or designee will complete the “Little League Volunteer Application” as required by Little League.
5. If the background check returns information or KentLL subsequently becomes aware of information, by any means whatsoever, that an individual, including, but not limited to, volunteers, players and hired workers, has been convicted of or pled guilty to any crime involving or against a minor, the president must contact the applicable government agency to confirm the accuracy of the information. The president or designee shall also notify the individual of the action that is being taken so that the individual can offer any response or comment to the president and the KentLL Board of Directors. Upon confirmation of a conviction for, or guilty plea to, a crime against or involving a minor, Kent Little League shall not permit the individual to participate in any manner. That person shall be dismissed immediately.
6. If the background check reveals that the individual, including, but not limited to, volunteers, players and hired workers, has been convicted of or pled guilty to any other type of crime not involving nor against a minor, the president must contact the applicable government agency to confirm the accuracy of the information. The president or designee shall present the findings to the investigation committee. The individual shall have the opportunity to present his or her side of the case to the investigation committee. The investigation committee shall determine whether or not the individual will be able to continue participating in KentLL.

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- Any felony involving physical harm to an individual (for example, murder, kidnapping, spousal abuse) is reason for immediate dismissal.
 - Any felony not involving physical harm to an individual (for example, extortion, theft) shall be reviewed on a case-by-case basis. However, the individual cannot hold a board position, manage, or coach.
 - Misdemeanors (for example, a minor fist fight), infractions (for example, a speeding ticket), and DUIs (driving under the influence) shall be reviewed on a case-by-case basis.
 - All decisions by the president, investigation committee, and KentLL Board of Directors are final.
7. All forms submitted for and created as a result of the background check shall remain in the possession of the president or designee until the end of the fiscal year. Except as required by law, no other person shall have access to or see the forms.
 8. Immediately after the conclusion of the fiscal year, all forms shall be destroyed, except for those from volunteers or hired personnel who are participating in Fall Ball.

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2 Seasons

KentLL offers 3 seasons of baseball and softball:

- The Spring Season is open to all youth who properly register and meet age and residency requirements per section 1.
- The Summer Season is for players selected from the Spring Season to AllStar teams to represent KentLL in District, state, region, and world series tournaments.
- The Fall Season is open to all youth who properly register and meet age and residency requirements per section 1 and is intended for skill development and improvement.

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3 Divisions

KentLL offers the following Baseball and Softball divisions: The brand of Softball played is FastPitch; the term Softball is used per Little League convention. Boys and girls are eligible to play in Baseball divisions, and girls only are eligible to play in Softball divisions. The number of teams in the chart below is subject to change due to field availability and number of registered players.

Division	Ages	<i>Maximum Number of Teams</i>	<i>Maximum Number of Conferences</i>
Baseball Minors A	5, 6, 7, 8 (5, 6 year olds can only play if LL HQ approves waiver.)	8	1
Baseball Minors AA	8, 9 (9 year-olds who desire to play in the Baseball Minors AAA division can request an evaluation prior to Baseball Majors tryouts and will be allowed to play in the AAA division pending approval of the Majors managers, Player Agent, and AAA Division Director.)	12	2 (American, National)
Baseball Minors AAA	10, 11 (See Baseball Minors AA for 9 year-old exception and BB Majors for 12 year-old exception)	16	2 (American, National)
Baseball Majors	10, 11, 12 (all 12 year-olds must play in BB Majors unless parent/legal guardian requests child to play in BB Minors AAA and waiver is approved)	10	1
Baseball Juniors	13, 14	3	2 (Kent, District)
Baseball Seniors	15, 16	2	2 (Kent, District)
Softball Machine Pitch	6, 7, 8	1	2 (Kent, District)
Softball Minors	8, 9, 10, 11, 12	3	2 (Kent, District)
Softball Majors	9, 10, 11, 12	3	2 (Kent, District)
Softball Juniors	12, 13, 14 (A maximum of five 12 year olds may be added to fill team roster(s) if deemed necessary by the KentLL Softball Directors and Player Agents. Should this be necessary, a try out shall be held for all interested 12 year olds.)	2	2 (Kent, District)

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4 Managers and Coaches

4.1 Manager Selection

Individuals interested in managing a KentLL baseball/softball team must complete and submit the following to the appropriate division director:

1. KentLL Manager Application
2. Little League Volunteer Application Form. (refer to Section 1)

Each manager candidate shall be interviewed by the manager selection committee for each division (President, Division Player Agent, Division Director, and Coach Director) – time permitting. When the manager candidate interviews are complete, each division manager selection committee shall submit their recommendations to the KentLL Board of Directors for approval.

Manager positions are for one-year only. Having managed one year is not a guarantee of a managing position in any subsequent year.

All candidates for Baseball Majors manager must meet the minimum qualifications:

1. One year as a KentLL Baseball Minors AA or Baseball Minors AAA manager, or
2. Two consecutive years as a KentLL Baseball Minors AA or Baseball Minors AAA coach, or
3. One year as a KentLL Baseball Majors manager or coach, or
4. Equivalent experience as a manager or coach (must provide proof).

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

1. One year as a KentLL Softball Minors manager, or
2. Two consecutive years as a KentLL Softball Minors coach, or
3. One year as a KentLL Softball Majors manager or coach, or
4. Equivalent experience as a manager or coach ((must provide proof).

If a manager candidate for a drafted team is approved and has a son/daughter on a team other than the team to which the manager is assigned, the manager's son/daughter shall resign from their titled position on their current KentLL team according to the process defined in the Little League Operating Manual. After review and approval by the KentLL Board of Directors, the player shall then be eligible for the draft. Each team that loses a player or players (e.g., siblings) due to player's parent becoming a manager, the team that loses the player(s) shall get one additional draft pick between the 2nd and 3rd rounds for the first player lost and one additional draft pick between the 3rd and 4th rounds for the second player lost.

4.2 Coach Selection

Each manager shall select up to two coaches, pending the approval of the President and KentLL Board of Directors. Coaches for a drafted team may be chosen prior to the draft according to the current Little League Operating Manual. While it is desired that the coaches be fathers/mothers of a player on the team, the manager may ask another individual (who does not have a son/daughter playing in KentLL) to be a coach. All Managers must declare their coaches in writing to their division director prior to their first regular season game. Minor league managers may pick one coach prior to team formation.

Each coach shall complete and submit the following:

1. KentLL Manager Application

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2. Little League Volunteer Application Form.

Only coaches who have been identified before the start of the season or coached more than 50% of the season games are eligible to be coaches on a summer season tournament team.

4.3 Manager Training

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

Every manager shall attend the First-Aid Training for Coaches given under the direction of the KentLL Safety Director.

4.4 Manager/Coach Responsibilities

Managers are responsible for:

1. Ensuring the physical and emotional safety of all players and coaches on their team.
2. Ensuring proper moral and ethical conduct of players, coaches, players' parents, and himself/herself.
3. Knowing, teaching, and following all rules and regulations as set forth by Little League, Inc., and KentLL.
4. Ensuring that volunteers are obtained from among the team's parents to run concessions as assigned, distribute and collect uniforms, field maintenance, safety, and other responsibilities as determined by the KentLL Board of Directors.
5. Umpiring behind the plate or on the bases at least one game outside of their division.
6. Attending all required manager meetings (KentLL and District10) and training classes.
7. Accepting all decisions of KentLL Board of Directors and/or President as final.
8. Looking for ways to improve KentLL and conveying them to the KentLL Board of Directors.

4.5 Manager/Coach Discipline

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

Infractions include, but are not limited to:

1. Foul language
2. Yelling at or intimidating a player or umpire
3. Use of tobacco products at a practice and/or game
4. Drinking at or before a practice and/or a game – includes having the odor of alcohol on the person or breath
5. Failure to follow KentLL Bylaws

All decisions by the KentLL President and/or KentLL Board of Directors are final.

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4.6 Manager Requirements to Manage

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

1. Completed manager application form is on file with division director.
2. Completed volunteer application form for the manager for the current year is on file with the president or designee.
3. Completed volunteer application form for all coaches for the current year is on file with the president or designee.
4. Completed team responsibility sign-up sheet is on file with the Volunteer Coordinator.
5. Completed volunteer application form for each parent listed on the parent volunteer sign-up sheet is on file with the president or designee.
6. Completed medical release form for each player is on file with the manager and on file with the safety director.
7. Attended the manager training classes conducted by the coach director,
8. Attended the KentLL first aid training class AND the District 10 safety class (if the manager has not attended one within the past 3 years).
9. Signed parent behavior form (signed by parents/guardians) is on file with the division player agent.

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

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

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5 Parents

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

1. Coach
2. Uniforms
3. Fundraisers
4. Concessions
5. Team Safety Officer
6. Official Scorekeeper
7. Official Pitch Counter
8. Pre-game field preparation and post-game field repair.
9. Field Maintenance
10. Phone Tree
11. Team Parent

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6 Assignment of Players to Teams

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

6.1 Baseball Minors A/AA, Softball Minors

Baseball and Softball Minors division teams are formed by the KentLL Registrar, appropriate Division Director(s), and Division Player Agent on the basis of:

1. Equal distribution of age
2. Neighborhood school residence
3. Geographic location.

This means that each team will have a similar number of aged players (e.g., 8 year-olds, 9 year-olds) and most players will live close to their nearest neighborhood school.

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

There are no tryouts or draft for these divisions. Players who tryout for a Softball Majors team and are not drafted will be placed on an appropriate Softball Minors team.

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

NOTE: Requests shall not be accepted from managers, coaches, parents, and players in an attempt to ensure fairness to all teams and players.

6.2 Baseball Minors AAA

Baseball Minors AAA division teams are formed by the KentLL Registrar, Division Directors, and Player Agent on the basis of equal distribution of age based on random disbursement AND evaluation of players per age group.

This means that each team will have a similar number of aged players (e.g., 10 year-olds, 11 year-olds).

All 9 (who wish to play Baseball Minors AAA), 10, and 11 year old players desiring to play in the Baseball Minors AAA division will be required to attend an evaluation. The purpose of the evaluation is to equally distribute the skill sets possessed by all players to ensure even distribution of all talent.

All 10 and 11 year old players who tryout for a Baseball Majors team and are not drafted will be placed on a Baseball Minors AAA team based on their evaluation.

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

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NOTE: Requests shall not be accepted from managers, coaches, parents, and players in an attempt to ensure fairness to all teams and players.

6.3 Baseball/Softball Majors, Juniors, Seniors

6.3.1 Draft

The Baseball/Softball Majors, Juniors, and Seniors, divisions shall hold tryouts each year in February/March. Tryouts are conducted under the direction of each division's Director and/or Player Agent.

It is the responsibility of the individual team managers to:

1. Have adequate knowledge of the players attending tryouts and who are eligible to be drafted, or
2. Obtain assistance from another individual and/or Player Agent/Division Director.

Each manager may have two (2) individuals assist him/her during the tryout sessions, provided that the Player Agent/Division Director is notified. Each manager may have one individual assist him/her during the draft. However, that assistant may not reside in the "draft room."

All 12 year olds must be drafted. The number of 12 year olds on each team must be as equal as possible under the supervision of the BB Majors Director and Player Agent.

Baseball: All non-titled 12 year-olds must try-out for Baseball Majors. This includes returning (non-titled) 12 year olds and newly registered 12 year olds. During the draft, managers may select from any of the players that participated in at least 50% of the try-out sessions. If a 12 year old does not want to play BB Majors, a waiver must be completed and submitted to District 10 Administrator for approval to not play in BB Majors. A maximum of one 12 year old is allowed on each Baseball Minors AAA team.

Each player drafted by a Baseball/Softball Majors division team shall, for the duration of his/her Baseball/Softball Majors division career, be a titled member of the team that drafted him/her, unless he/she is subsequently traded or released. The KentLL Board of Directors, through the Player Agent, reserves the right to continue any player who has a residence change (e.g., moved outside of the KentLL boundaries) after becoming a member of KentLL as provided in the official rules (following proper completion and submission of appropriate Little League waiver forms). However, the KentLL Board of Directors shall take into account the interests of the player in exercising this right.

Each player drafted by a Baseball/Softball Juniors or Seniors team shall not be a titled member of that team the following year; however they remained titled to the division that they are eligible to play. All players must try out each year. Previously titled players shall be drafted first, and then non-titled players who attended at least 50% of the try-outs shall be drafted.

The KentLL Player Agent/Division Director in accordance with the current edition of the Little League Operating Manual shall administrate the draft process.

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6.3.2 Baseball Majors Draft Method

The current year Operating Manual shall be followed in regards to options on players and the bonus round. Expansion drafts and contraction drafts are explained below. See Table 6.3.2.1, Baseball Majors Draft Order.

If the number of teams in BB Majors must be expanded, the following method shall be used:

1. Each expansion team shall get two “preliminary” draft picks prior to all teams drafting players. Lottery shall be conducted in each preliminary round to determine draft order of expansion teams.
2. Preliminary rounds do not count as official draft rounds; options on players apply only to official draft rounds.
3. After the preliminary rounds, the expansion teams follow the rest of the teams in lottery order for official rounds one and two.

If the number of BB Majors teams must be contracted, the following method shall be used:

1. All titled players of contracted teams shall be placed into a special draft pool.
2. The order of draft pick shall be the same as a normal (non-expansion, non-contraction) season.
3. All titled players in special draft pool shall be picked before any untitled player is picked.

The BB Majors draft order for official rounds shall be as follows:

1. The reverse order of finish from last year’s spring season shall be followed for official rounds one and two. If there are expansion teams, they shall be added to the end of the list of returning teams with a lottery determining their position in official rounds one and two.
2. Lottery shall determine the order of pick for each individual round after official round two, including the bonus round.

Team	Pre1	Pre2	1	2	3	4	Bonus	5	6	7	8	9	10
Rt1	X	X	9	21	33	45		57	69	81	93	105	117
Rt2	X	X	10	22	34	46		58	70	82	94	106	118
Rt3	X	X	11	23	35	47		59	72	83	95	107	119
Rt4	X	X	12	24	36	48		60	72	84	96	108	120
Rt5	X	X	13	25	37	49		61	73	85	97	109	121
Rt6	X	X	14	26	38	50		62	74	86	98	110	122
Rt7	X	X	15	27	39	51		63	75	87	99	111	123
Rt8	X	X	16	28	40	52		64	76	88	100	112	124
Nt1	1	5	17	29	41	53		65	77	89	101	113	125
Nt2	2	6	18	30	42	54		66	78	90	102	114	126
Nt3	3	7	19	31	43	55		667	79	91	103	115	127
Nt4	4	8	20	32	44	56		68	80	92	104	116	128

Table 6.3.2.1, Baseball Majors Draft Order

Rt = Returning team; Nt = New team; Pre = Preliminary

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6.3.3 Player Draft Re-entry

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

1. A player or parent that has a problem with a manager/coach must first discuss the situation with the player's team coaching staff. If no resolution is obtained, the manager and parent(s) notify the division Player Agent. If the Player Agent is unable to resolve the situation, the Player Agent shall notify the KentLL Board of Directors.
2. The KentLL Board of Directors shall address the situation and attempt to solve the problem fairly for all.
3. If the player or parent still has a complaint with the manager or coach, the player or parent may petition the KentLL Board of Directors in writing no later than ten days prior to first tryout for permission to re-enter the next season's draft.
4. The KentLL Board of Directors shall grant or deny requests for re-entry into a draft based on how well the previous conditions were met. All considerations for the best interest of the player will be given.

6.3.4 Player Vacancy

See section 4.1 of this document for the procedure of how a manager's child shall re-enter the draft should the manager be assigned a team different from his/her child.

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

When a player is lost to a team during the playing season for any of the following reasons:

- He/she moves to another city or state too distant to commute for practice and play;
- He/she is injured (does not matter how, where, or when the injury occurred) and it is a season-ending injury (based on doctor's opinion);
- He/she has for personal reasons decided to terminate his/her association with the team;
- Any other justifiable reason, reviewed and approved by the Board of Directors;

The manager of the team losing a player shall promptly advise the division Player Agent. The Player Agent shall advise the President and the KentLL Board of Directors. If the loss of the player is approved, the President will send a letter of release to the player and the parents stating that the player is released from the team (except for injury) and the league for a justifiable reason. This action creates a legal opening for a replacement on the team roster. If the vacancy occurs before May 1st, then the manager shall review the available player list (players on a Minors team who also attended tryouts) with the Player Agent and shall select a replacement. The replacement becomes a permanent member of the team.

If a titled player is injured prior to the season beginning, the manager must notify the Division Player Agent. The parents or legal guardians of the player must give the Division Player Agent a note containing the physician's opinion of how long the player should not play. If the player is unable to play as of April 1, the manager must select a replacement player from the draft unless the President, Division

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Director, and Division Player Agent agree to an extension (e.g., the player can return a few days after the April 1 deadline).

NOTE 1: If the Baseball/Softball Majors player is not released, the Baseball/Softball Majors manager must select a 12 year old; otherwise the Baseball/Softball Majors manager may select any player from the list of players that attended tryouts. If the Baseball/Softball Majors replacement player would cause the number of players of that age on the team to exceed eight, then another aged player must be selected.

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

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7 Supplemental Rules

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

7.1 General

1. Titled Teams: participation requirements clearly defined within Official Regulation IV(i) and Official Playing Rule 3.03 state that all players must play a minimum of six (6) consecutive defensive outs and at least one (1) at bat during the six (6) consecutive outs. In the event a player becomes ill or injured during a game and is unable to fulfill the participation rule, both managers must confer and agree to waive the participation rule for that player during that game only (the participation penalty that would be exercised at the beginning of the subsequent game is nullified).
Non-titled Teams: all players must play a minimum of three (3) consecutive defensive outs twice during the game and at least one (1) at bat during game.
2. The home team shall occupy the third base dugout.
3. The home team shall provide two new baseballs/softballs and one “like-new” ball to the umpire prior to the start of each game. Additional game balls must be on hand should they be required.
4. Scorekeepers (including assistant if necessary) must keep accurate records of games, including pitch count of each pitcher appearing in a game. During games, runs and pitch counts shall be reconciled each half inning by the home and visiting scorekeepers. The home team scorekeeper is the official scorekeeper. Home team is responsible for reconciling score book between innings as necessary during games. Game start time shall be noted by the plate umpire and recorded in the official scorecard. A manager or coach must be the scorekeeper on all drafted teams and also BB Minors AAA teams in order to prepare managers/coaches should they continue into post-season tournaments. Each manager shall record game results on the KentLL website on the same day as the game. Note: if a game is declared an official tie, the tie shall be calculated as half a win for both teams.
5. Games may be declared either “called” or “suspended.” Called games are those that did not start and suspended games are those games that started, but did not finish the minimum number of innings to be declared a regulation game. Reasons for called and suspended games are when a field is too wet to safely play, when there is insufficient light to safely play, or when a team does not have nine players. Managers of opposing teams make decision to start a game and the umpire-in-chief (plate umpire) makes decision to suspend a game, reference Official Playing Rule 4.01 (d). Managers and coaches shall NOT influence the Umpire-in-Chief (plate umpire) to suspend a game.
 - a. If a team has at least 9 players, the game must be started at the scheduled time. When a team cannot field nine players (due to school events, etc.), the game shall be rescheduled.
Note: Parents of players unable to be at a game because of a school (or other) event shall notify their Division Player Agent via email no less than 72 hours before the scheduled game start time. If the Player Agent receives enough notifications that would ensure a team will not have enough players, the Player Agent shall notify the Game Scheduler that the game must be rescheduled.
 - b. Games shall not be called by the managers sooner than thirty (30) minutes prior to game time. Managers can call the game only after they meet at the field and agree that it is not playable. In severe weather situations, opposing managers AND any one of the following: the KentLL Division Director, the KentLL Player Agent, the KentLL President, or the Field Director can call a game no sooner than two (2) hours prior to game time. It is at the option of the

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- aforementioned board members, whether or not they need to be at the field to call the game. Every effort must be made to make fields playable when they are scheduled. Rescheduled games put a burden on KentLL, teams, umpires, and managers. If this process is not followed, one or both teams shall forfeit.
- c. If the two teams in a suspended game are scheduled to meet again during the season, the suspended game shall be finished immediately prior to the start of their next scheduled weekday game (pending field/light availability). If they do not meet again during the season, suspended games shall be rescheduled in the same manner as called games (d.).
 - d. Called games shall be rescheduled at the earliest possible date. Games shall be rescheduled in the same sequence they were originally scheduled (i.e., the first game called shall be the first game rescheduled). Games will not be rescheduled for the next day unless the field, umpires, and concessions personnel (if applicable) can be arranged by 9:00 PM the night of the called or suspended game.
 - e. If a game is suspended before the completion of the first inning, the partial inning is negated and the game is restarted when it is rescheduled. The inning in this instance does not count toward the pitching limitations. No more than four games for all Majors and above divisions and no more than three games in all Minors divisions in a calendar week (Sun-Sat) shall be scheduled. League identified blackout dates (Sundays, Spring Break (Mon-Fri) and Memorial Day weekend (Fri-Mon)) shall not be used for making up games unless both managers and the Division Director agree. Games shall not be rescheduled on blackout dates when it eliminates a three game week.
 - f. Both managers must notify the KentLL Games Scheduler (via email) within 2 hours of when a game has been called or suspended. The Games Scheduler shall reschedule the game and notify the affected teams, KentLL Umpire -in-Chief, and the KentLL Concessions Director.
6. Forfeits are allowed for refusing to play. Reference Official Playing Rule: 4.15 through 4.18.
 7. A manager whose team is ten runs or more behind once the game becomes an official game has the option to concede the game in accordance with the Ten Run Rule option. The team ahead by 10 runs does not have the option to claim the win until the losing team concedes or the game officially ends. Reference Official Playing Rule: 4.10(e).
 8. Pitching regulations are clearly defined within Official Regulation VI (a-f). Managers must ensure they keep track of and can make available all pitching records to Umpires, Opposing Manager and League Officials, if requested. KentLL officials reserve the right to audit pitching records and take appropriate action to ensure regulations are being followed. The punishment for not following the pitch count rules (including days of rest) are as follows: 1st offense: a 1 game suspension; 2nd offense: permanent suspension for the rest of the season. Pitch count violations are grounds for protest.
 9. Protests shall be made in accordance with Official Little League Rules. Reference Official Playing Rule: 4.19. Protests against violations or interpretations of the playing rules or the use of an ineligible player are to be submitted to the Player Agent within 24 hours. No protests shall be considered involving an umpire's judgment.
 10. Adults are not permitted to warm up pitchers during the games or practices. Reference Official Playing Rule: 3.09. Players warming up pitchers must wear, at a minimum, a catcher's mask with throat protector and a catcher's helmet (not a skull cap). Wearing full catcher's gear is encouraged. Reference Official Playing Rule: 1.17. If a catcher is not ready at the beginning of a half-inning, the manager must designate a player to warm up the pitcher to speed up game play.
 11. The player catching balls for a coach/manager hitting infield practice or fly balls MUST wear a catcher's helmet during games and practices.
 12. Unless specified otherwise in the Supplemental Rules, division champions and tie-breakers shall be determined by the following:

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- a. COMPLETE SEASON: When a season ends with all games having been played by contending teams, the champion shall be determined based upon the overall won-loss record. In cases with teams having identical overall won-loss records, the champion shall be determined by the following order of precedence:
 - 1) Best conference won-loss record.
 - 2) Best record of head to head competition.
 - 3) A one game playoff will be played, weather, fields, and time permitting as determined by the Division Director or President, if the director is unavailable.
 - 4) If a playoff game cannot be played, records against identical competition will be used to determine the champion.
 - 4) A coin flip will determine the champion.
 - b. INCOMPLETE SEASON: When a season ends with some games not being played by any contending team, the following order of precedence shall determine the champion.
 - 1) Division best won-loss record against identical competition.
 - 2) A one game playoff will be played, weather, fields, and time permitting as determined by the Division Director or President, if the director is unavailable.
 - 3) A coin flip will determine the champion.
13. Team equipment (catchers gear, batting helmets, first aid kit, etc.) are the property of KentLL and must be returned at the conclusion of the season.
14. Team uniforms (shirt, pants, belt) are the property of KentLL and must be returned at the conclusion of the season.

7.2 Safety

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

1. All male catchers shall wear an athletic supporter with a cup to prevent injury that could occur from a pitched or foul ball. The umpire shall not allow play to start or continue if the catcher is not wearing this protection. No exceptions are allowed. It is required that ALL male players wear an athletic supporter with a cup to prevent injury that could occur from a hit or thrown ball at all games and practices. It is also recommended that female catchers also wear a protective cup. See the Little League Safety Code for more information. Reference Official Playing Rule Book: 1.17.
2. The player catching balls for a coach/manager hitting infield practice or fly balls MUST wear a catcher's helmet during games and practices.
3. Plate umpires are required to wear the same protective equipment as required for catchers, including a helmet for all umpires under age 18. No exceptions are allowed.
4. Head first slides are not allowed except when returning to a base. Penalty - the player is automatically out. Reference Official Playing Rule Book: 7.08(a)(4).
EXCEPTION: Head first slides are allowed, but not encouraged in the Baseball Juniors/Seniors/Bigs divisions.
5. Managers shall check the playing facilities for safety prior to starting practices. Umpires and managers shall check the playing facilities for safety prior to starting games. All problems must be reported to the Fields Director.
6. Each incident or accident will be documented and reported to the President within 24 hours of its occurrence.

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7. Each manager must obtain a signed Medical Release form for each player on the roster prior to the first practice and carry them with them at all practices and games.
8. Managers and coaches will attend a coaches meeting prior to the season. The meeting will include basic safety principles and first aid. Successful coaches from the Kent area will provide their insight regarding coaching techniques.
9. Each manager is required to have a KentLL supplied first-aid kit at all practices and games. Managers will check supply levels prior to practices and games and replenish as required.
10. In the event of lightning and/or thunder, all practices and games must stop immediately and everyone must retreat from the field to a safe location.
11. Managers and parents will emphasize safe and secure policies as it pertains to the dropping-off and picking-up of children at all practice and game fields. Crosswalks will be used.
12. Equipment shall be stored in an orderly manner in the dugouts to prevent hazards.
13. No visitors shall occupy the dugout area during games.
14. Each manager will inspect the equipment for wear and tear before each practice or game and repair or replace defective equipment.
15. Volunteers performing duties within the concession stands will be briefed on the regulations and operating guidelines employed within the stand.
16. All batters, base runners, and youth base coaches shall wear a batting helmet.
17. Arrangements shall be made to ensure a wireless phone is available at each practice and game.
18. During games, managers will ensure that players not currently participating in the game normally remain in the dugout.
19. On-deck batters are not allowed in the Baseball/Softball Minor and Major divisions. However, the first batter of each half inning may take practice swings in foul territory.
20. Break-away bases or throw-down bases shall be used on all fields for all divisions.

7.3 Fields

1. Field addresses and field rules shall be distributed with game schedules. Players, coaches, managers, and spectators are required to follow all field rules. Practices and games must only be held at KentLL approved fields for insurance reasons.
2. No pets are allowed on any fields used by KentLL unless otherwise posted.
3. At Ryan Brunner 1 & 2 and Covington Christian Fellowship 1 & 2 fields, the home team shall provide a volunteer to update the scoreboard during the game. Scoreboard numbers are stored in the equipment container. Scoreboard numbers must be returned to the equipment container following the last game of the day.
4. At Ryan Brunner 1, 2, & 3, Covington Christian Fellowship 1 & 2, and Kent Rotary Field, the following pre-game preparation and post-game repair activities must be done:
 - a. Each team shall provide two volunteers to prepare the field 60 minutes prior to the start of each game. Field preparation includes removing debris and obstacles from the field, dragging the infield, raking around the bases, home plate, and pitcher's mound, tamping home plate and pitcher's mound, installing bases, and chalking the foul lines and batter boxes. Field prep must be completed 30 minutes prior to the game start time so that the teams can do pre-game warm-ups. EXCEPTION: Abbreviated field prep will be done between back-to-back games. NOTE: More than 60 minutes may be required for field preparation if it has been raining.
 - b. Each team shall provide two volunteers to repair the infield and outfield immediately after the last game of the day. Bases must be returned to the equipment container following the last game of the day. Field repair includes removing debris and obstacles from the field, filling holes and

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- tamping around the bases, home plate, pitcher's mound, and outfield with dirt from the "Field Repair Dirt Pile." Wheelbarrow, shovel, and tamper are available in the equipment container. Pick up all trash from field, dugouts, and spectator areas and empty all trash cans.
- c. On inclement weather Saturday's, a minimum of one representative from each team must show up 1 hour prior to the day's first game to help prepare the field for the day's games.
 5. Prior to the start of a scheduled game, each team may take a 12 minute infield practice. The visiting team shall take the field first, 30 minutes prior to scheduled game start time until 18 minutes prior to scheduled game start time; the home team shall take the field next, 17 minutes prior to the scheduled game start time until 5 minutes prior to the scheduled game start time. If field preparation shortens available infield practice time, each team will divide equally the remaining time for their infield practice. All infield practice will stop 5 minutes prior to scheduled game start time by order of the umpire.
 6. Absolutely no field work (raking, dragging, etc.) is allowed on any field rented from King County Parks and Kent Parks.

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

7.4 Baseball Minors A

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

1. Games shall consist of five innings. Each half inning shall end when three outs have been made or five runs have been scored, whichever comes first. However, if a batted ball results in scoring more than five runs at the completion of continuous game action, all runs scored count. After five runs have scored in a half inning, the defensive team must get the third out OR bring the ball to home plate to prevent more runs from scoring during continuous game action. For example, in a half inning, if the offensive team has scored three runs, has bases loaded, no outs, and the batter hits the ball, all runs scored by the time the third out is made or the player in possession of the ball steps on home plate. In this case, if the batter scores, he has driven in four runs, therefore seven runs scored that half inning. The five-run rule does apply in the fifth inning.
2. No new inning shall begin 1 hour 30 minutes after scheduled start time. (For clarification, an inning starts immediately after the last out of the previous inning.) If a new inning starts with five (5) minutes or less left before the 1 hour, 30 minute time limit, that inning, if it is not the fifth inning, shall be declared the last inning. The five run rule is not lifted for this inning.
3. No games shall be rescheduled. Games shall be played with whoever shows up – combine players with other teams necessary to allow game to be played.
4. Extra innings shall not be played.
5. No team records or standings shall be kept. However, scores during a game may be posted on the field scoreboard.
6. Stealing bases is not permitted.
7. The manager shall place ten players (if available) in the field. With ten players, four players shall occupy the outfield. Players shall be rotated such that all players experience an infield position for at

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- least one inning per game. All players shall play defensively for a minimum of three innings per game.
8. The batting order shall consist of the entire player roster. Players, who become injured and cannot bat, shall be skipped in the order without penalty. It is required that the batting order stay the same throughout the season. The on deck batter of the previous game becoming the lead off batter for the next game.
 9. A safety baseball shall be used in lieu of a hardball, at practices and in games.
 10. Two adult base coaches may be used.
 11. There is no ten-run rule. Reference Official Playing Rule: 4.10 (e).
 12. The manager may be on the field to instruct the players. Reference Official Regulation: XIV(d).
 13. The manager or coach (or an approved volunteer) shall operate a pitching machine. In the event that a pitching machine is not available or inoperable, each team's manager/coach shall manually pitch to their players.
 14. The pitching machine shall be positioned 36 feet in front of the home plate. When a manager or coach manually pitches, they shall be positioned 36 feet in front of the home plate.
 15. Managers shall umpire their own team. Balls and strikes shall NOT be called.
 16. There shall be no walks. Each batter shall stay at bat until:
 - a. A pitched ball is batted fair.
 - b. The batter is awarded first base due to being hit by a pitched ball or any other type of award rule (e.g., interference).
 - c. If the batter has had six pitches and has not hit a fair ball, he/she shall use a tee to hit the ball.NOTE: The at-bat cannot end on a foul ball.
 17. The player in the pitcher's position shall stand to the side of the pitching machine and shall have at least one foot within the twelve-foot pitchers circle. The pitcher may leave this position when the pitched ball reaches the batter.
 18. If a batted ball (line drive or bounding ball) hits the pitching machine, the ball is dead and the batter shall be awarded first base. All runners forced to advance due to the batter now at 1st base shall advance one base without liability of being put out.
 19. If a pop fly lands inside the twelve-foot pitching circle or if a ground ball settles inside the twelve-foot pitching circle, it shall be ruled a dead ball and the batter is out and runners shall not advance. If such a pop fly lands on the circular line and bounces away or over the pitching machine, it is a fair ball and in play.
 20. If a thrown ball hits the pitching machine, the ball is dead. Runners shall advance one base beyond the last base legally occupied at the time of the throw. If such a dead ball is the first play following a batted ball, the batter shall be awarded first base. Runners forced to advance, shall advance one base without liability of being put out. Players who intentionally throw the ball at the pitching machine will be put on the bench for the remainder of the game.

7.5 Baseball Minors AA

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

1. Games shall consist of five innings. Each half inning shall end when three outs have been made or five runs have been scored, whichever comes first. However, if a batted ball results in scoring more than five runs at the completion of continuous game action, all runs scored count. After five runs have

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scored in a half inning, the defensive team must get the third out OR bring the ball to home plate to prevent more runs from scoring during continuous game action. For example, in a half inning, if the offensive team has scored three runs, has bases loaded, no outs, and the batter hits the ball, all runs scored by the time the third out is made or the player in possession of the ball steps on home plate. In this case, if the batter scores, he has driven in four runs, therefore seven runs scored that half inning. The five-run rule does not apply in the fifth inning.

1. Time limits on games shall only be imposed if there is another game scheduled after the subject game. In such situations, no new inning shall begin 1 hour 45 minutes after scheduled start time. (For clarification, an inning starts immediately after the last out of the previous inning.) If a new inning starts with five (5) minutes or less left before the 1 hour, 45 minute time limit, that inning, if it is not the fifth inning, shall be declared the last inning (if the game is an official game). The five run rule is lifted the last inning of games regardless if a time limit is imposed or not. Any last inning started with five (5) minutes or less before the 1 hour 45 minute time limit shall be limited to 10 minutes for each half inning; the umpire in chief shall invoke Little League Baseball Official Regulations and Playing Rules 4.15(6) to rule a forfeit against any team that employs tactics designed to delay or shorten the game. (If the 10 minute time limit expires during an at bat, the batter may complete his at bat, along with any continuous action resulting from said at bat. A player is said to be at bat when he/she enters the batter box and the pitcher is in possession of the ball. Defensive managers will be allowed a maximum of one visit to the mound in the ten minute half inning. All other visit rules stated in rule 8.06 continue to apply. If the manager changes pitchers, the time required to do so (the time from when the manager calls for the new pitcher to when the ball is again made live) will not count toward the ten minutes.) To speed the game up, if a catcher for any next half inning is on base, they can be substituted for a courtesy runner (not mandatory) so the catcher will be ready immediately when the next half inning begins. The courtesy runner shall be the player that made the last (most recent) out in the offensive line up. The catcher can be replaced by the courtesy runner in any out situation and at any time while the catcher is running the bases when time is requested by a manager and granted by the umpire for this purpose. Managers are encouraged to have a player ready to act as catcher for a pitcher warming up in the next half inning if the game catcher is not ready to assume his position or if the courtesy runner is not used.
2. Games shall be limited to two extra innings. The “five run half inning” rule does not apply to extra innings. A game may end in a tie.
4. Three innings (two and one-half innings if home team is ahead) constitute a complete game in case the game is called because of rain, darkness, etc.
5. The manager shall place ten players (if available) in the field. With ten players, four players shall occupy the outfield. If a team only has nine players, then they shall be stationed anywhere on the field as the Official Rules allow.
6. Two adult base coaches are allowed. One adult must remain in dugout at all times.
7. Teams shall bat through the entire roster. It is recommended that the player order be changed from game to game.
8. All players MUST play at least nine defensive outs in each game.
9. All players MUST play at least three defensive outs of each game in the outfield. All players MUST also play at least three defensive outs of each game in the infield.
10. Five balls are required for a walk.
11. The pitching distance shall be 42 feet from the point of home plate to the front of the pitcher’s plate.
12. Pitching regulations are defined in Official Regulation VI – Pitchers and must be followed. For this division, any aged pitcher is allowed to pitch a maximum of 52 pitches per day.
13. The division champion shall be determined by a single-elimination tournament. Final regular season conference standings shall determine the tournament seed for each team. In case of a tie, the over-all

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record shall determine seeding. The criteria listed in the General Section, item 12 shall be used to determine additional tie-breakers.

14. The single-elimination tournament shall follow all regular season rules with the exception that pitchers may pitch a maximum of 65 pitches a day and that if 46 or more pitches are thrown, 2 calendar days rest must be observed and if 21-45 pitches are thrown, 1 calendar day rest is required and if less than 21 pitches are thrown no rest is required; Cannot pitch in consecutive games unless less than 21 pitches were thrown or if prior game was last regular season game and proper number of rest days have been observed.

7.6 Baseball Minors AAA

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

2. Games shall consist of six innings. Each half inning shall end when three outs have been made or five runs have been scored, whichever comes first. However, if a batted ball results in scoring more than five runs at the completion of continuous game action, all runs scored count. After five runs have scored in a half inning, the defensive team must get the third out OR bring the ball to home plate to prevent more runs from scoring during continuous game action. For example, in a half inning, if the offensive team has scored three runs, has bases loaded, no outs, and the batter hits the ball, all runs scored by the time the third out is made or the player in possession of the ball steps on home plate. In this case, if the batter scores, he has driven in four runs, therefore seven runs scored that half inning. The five-run rule does not apply in the sixth inning.
3. Time limits on games shall only be imposed if there is another game scheduled after the subject game. In such situations, no new inning shall begin 1 hour 45 minutes after scheduled start time. (For clarification, an inning starts immediately after the last out of the previous inning.) If a new inning starts with five (5) minutes or less left before the 1 hour, 45 minute time limit, that inning, if it is not the fifth inning, shall be declared the last inning (if the game is an official game). The five run rule is lifted the last inning of games regardless if a time limit is imposed or not. Any last inning started with five (5) minutes or less before the 1 hour 45 minute time limit shall be limited to 10 minutes for each half inning; the umpire in chief shall invoke Little League Baseball Official Regulations and Playing Rules 4.15(6) to rule a forfeit against any team that employs tactics designed to delay or shorten the game. (If the 10 minute time limit expires during an at bat, the batter may complete his at bat, along with any continuous action resulting from said at bat. A player is said to be at bat when he/she enters the batter box and the pitcher is in possession of the ball. Defensive managers will be allowed a maximum of one visit to the mound in the ten minute half inning. All other visit rules stated in rule 8.06 continue to apply. If the manager changes pitchers, the time required to do so (the time from when the manager calls for the new pitcher to when the ball is again made live) will not count toward the ten minutes.) To speed the game up, if a catcher for any next half inning is on base, they can be substituted for a courtesy runner (not mandatory) so the catcher will be ready immediately when the next half inning begins. The courtesy runner shall be the player that made the last (most recent) out in the offensive line up. The catcher can be replaced by the courtesy runner in any out situation and at any time while the catcher is running the bases when time is requested by a manager and granted by the umpire for this purpose. Managers are encouraged to have a player ready to act as catcher for a pitcher warming up in the next half inning if the game catcher is not ready to assume his position or if the courtesy runner is not used.

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4. Games shall be limited to two extra innings. The “five run half inning” rule does not apply to extra innings. A game may end in a tie.
5. Teams shall bat through the entire roster.
6. 12 year olds cannot pitch. Reference Official Playing Rule: VI.
7. Pitching regulations are defined in Official Regulation VI – Pitchers and must be followed. For this division, 10 year olds are allowed to pitch a maximum of 75 pitches per day and 11 year olds are allowed to throw a maximum of 85 pitches per day.
8. The division champion shall be determined by a single-elimination tournament. Final regular season conference standings shall determine the tournament seed for each team. In case of a tie, the over-all record shall determine seeding. The criteria listed in the General Section, item 12 shall be used to determine additional tie-breakers.
9. The single-elimination tournament shall follow all regular season rules with the exception that pitchers may pitch a maximum of 75 pitches a day (10 year olds) or 85 pitches a day (11 year olds) and that if 46 or more pitches are thrown, 2 calendar days rest must be observed and if 21-45 pitches are thrown, 1 calendar day rest is required and if less than 21 pitches are thrown no rest is required; Cannot pitch in consecutive games unless less than 21 pitches were thrown or if prior game was last regular season game and proper number of rest days have been observed.
10. The manager of the single-elimination tournament champion team shall be eligible to be a coach of the 9/10 Year Old AllStar team.

7.7 Baseball Majors

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

1. Time limits on games shall only be imposed if there is another game (different teams - not doubleheader) scheduled after the subject game. In such situations, no new inning shall begin 1 hour 45 minutes after scheduled start time. (For clarification, an inning starts immediately after the last out of the previous inning.) To speed the game up, if a catcher for any next half inning is on base, they can be substituted for a courtesy runner (not mandatory) so the catcher will be ready immediately when the next half inning begins. The courtesy runner shall be the player that made the last (most recent) out in the offensive line up. The catcher can be replaced by the courtesy runner in any out situation and at any time while the catcher is running the bases when time is requested by a manager and granted by the umpire for this purpose. Managers are encouraged to have a player ready to act as catcher for a pitcher warming up in the next half inning if the game catcher is not ready to assume his position or if the courtesy runner is not used.
2. Pitching regulations are defined in Official Regulation VI – Pitchers and must be followed. For this division, 10 year olds are allowed to throw a maximum of 75 pitches per day and 11/12 year olds are allowed to throw a maximum of 85 pitches per day.
3. Games shall be limited to two extra innings. A game may end in a tie.
4. The division champion shall be determined by a single-elimination tournament. Final regular season conference standings shall determine the tournament seed for each team. In case of a tie, the over-all record shall determine seeding. The criteria listed in the General Section, item 12 shall be used to determine additional tie-breakers.
5. The single-elimination tournament shall follow all regular season rules with the exception that pitchers may pitch a maximum of 75 pitches a day (10 year olds) or 85 pitches a day (11/12 year olds) and that if 46 or more pitches are thrown, 2 calendar days rest must be observed and if 21-45 pitches

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are thrown, 1 calendar day rest is required and if less than 21 pitches are thrown no rest is required; Cannot pitch in consecutive games unless less than 21 pitches were thrown or if prior game was last regular season game and proper number of rest days have been observed.

6. The single-elimination tournament champion shall represent KentLL in the District 10 Tournament of Champions.
7. The KentLL President and the KentLL Board of Directors shall review potential AllStar Manager candidates and address potential issues the last week of the regular season.
8. Upon approval of the KentLL President and the KentLL Board of Directors, the Division AllStar team managers shall be as follows:
 - a. The manager of the 1st place regular season (overall record) team for shall have a choice to manage any of the following AllStar teams: Baseball Majors (11/12 Year Old) tournament team, Baseball 10/11 Year Old tournament team, Baseball 9/10 Year Old tournament team.
 - b. The manager of the 2nd place regular season (overall record) team shall have a choice to manage any of the AllStar teams not chosen by the 1st place manager
 - c. The manager of the 3rd place regular season (overall record) team shall have a choice to manage any of the AllStar teams not chosen by the 1st or 2nd place managers.
 - d. Should one or more of the above managers decline to manage an AllStar team, then refer back to the regular season standing and offer the AllStar team(s) left over to the managers with the best regular season (overall) team record in consecutive order. If no manager(s) will take the team(s), appointment(s) shall be made by the KentLL board of directors.
9. The regular season standings (overall record) shall determine the draft order for the following season. The draft order will be in the reverse order of finish with the last place team drafting first. In the event of a tie, see the tie-breaker rule 12 under the General section to determine order of finish.

7.8 Baseball Juniors/Seniors

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

1. Metal cleats are allowed. Reference Official Playing Rule: 1.11 (h).
2. Skull caps are not allowed. Reference Official Playing Rule: 1.17.
3. The ten-run rule will be enforced. Reference Official Playing Rule: 4.10 (e).
4. A 2 hour 15 minute time limit shall be placed on all district games. No inning may begin after 2 hour 15 minutes from scheduled game start time. However, KentLL intra-division games shall be played to completion with no time limit, unless there is another game scheduled after the subject – in such cases the game shall end no later than 3 hours after the scheduled game start time.
5. Pitching regulations are defined in Official Regulation VI – Pitchers and must be followed. For these divisions, any aged pitcher is allowed to pitch a maximum of 95 pitches per day.
6. The Baseball Juniors/Seniors division champions shall be determined by the overall won/loss record within KentLL. If two or more teams have identical records, head to head then the overall won/loss record (including District 10 games) shall be used to break ties. If two or more teams are still tied, rule 6.1.12 shall be used. Any end of season KentLL tournament shall not be used to determine overall standings unless such tournament games are used as tie breakers per rule 6.1.12.
7. The single-elimination tournament shall follow all regular season rules with the exception that pitchers may pitch a maximum of 95 pitches a day and that if 46 or more pitches are thrown, 2 calendar days rest must be observed and if 21-45 pitches are thrown, 1 calendar day rest is required

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and if less than 21 pitches are thrown no rest is required; Cannot pitch in consecutive games unless less than 21 pitches were thrown or if prior game was last regular season game and proper number of rest days have been observed.

8. The managers of the Baseball Juniors/Seniors 1st place teams shall be the AllStar managers for their respective divisions. Should a manager decline, the 2nd place team (and so on) shall be the manager of the AllStar team. If all managers decline, a manager shall be appointed by the KentLL Board of Directors.
9. Because these divisions do not have titled players, the draft order for the following season shall be random.

7.9 Softball Machine Pitch

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

1. Use a mechanical arm pitching machine.
2. Use an 11" soft impression softball.
3. Maximum runs/inning and swings/batter as agreed to at District 10 Coaches meeting.
4. Team scores shall not be kept.
5. Stealing bases is not permitted.

7.10 Softball Minors

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

1. Games shall consist of six innings. Each half inning shall end when three outs have been made or 10 batters have completed their at bats whichever comes first. If the 10th batter puts the ball in play, the inning shall immediately end, with no further advance by any runner, when the catcher has control of the ball at home plate. The umpire shall rule the play over immediately to avoid any runners colliding with fielders. The 10 batter rule shall apply for all innings-the ball is brought to home plate count. In this case, if the batter scores, he has driven in four runs, therefore seven runs scored that half inning. The ten-batter rule does not apply in the sixth inning.
2. Time limits on games shall only be imposed if there is another game scheduled after the subject game. In such situations, no new inning shall begin 1 hour 45 minutes after actual start time (and games must start within 15 minutes of scheduled start time). (For clarification, an inning starts immediately after the last out of the previous inning.) If a new inning starts with five (5) minutes or less left before the 1 hour, 45 minute time limit, that inning, if it is not the sixth inning, may be declared the last inning (if the game is an official game). The 10th batter rule is lifted for this inning.
3. Games shall be limited to two extra innings. The 10 batter rule shall apply to extra innings. A game may end in a tie.
4. Four innings (three and one-half innings if home team is ahead) constitute a complete game in case the game is called because of rain, darkness, etc.
5. Two adult base coaches are allowed.

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6. Teams shall bat through the entire roster.
7. The Softball Minors division champion shall be determined by the overall won/loss record within KentLL. If two or more teams have identical records, the overall won/loss record (including District 10 games) shall be used to break ties. If two or more teams are still tied, rule 6.1.12 shall be used. Any end of season KentLL tournament shall not be used to determine overall standings unless such tournament games are used as tie breakers per rule 6.1.12.
8. The manager of the Softball Minors 1st place teams shall be the 9/10 AllStar manager. Should this manager decline, the 2nd place team (and so on) shall be the manager of the AllStar team. If all managers decline, a manager shall be appointed by the KentLL Board of Directors.

7.11 Softball Majors/Juniors

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

1. Time limits on games shall only be imposed if there is another game scheduled after the subject game. In such situations, for Softball Majors: no new inning shall begin 1 hour 45 minutes after the actual start time (and games must start within 15 minutes of scheduled start time). For Softball Juniors: no new inning shall begin 2 hours 15 minutes after the actual start time (and games must start within 15 minutes of scheduled start time). (For clarification, an inning starts immediately after the last out of the previous inning.)
2. The Softball Majors/Juniors division champions shall be determined by the overall won/loss record within KentLL. If two or more teams have identical records, the overall won/loss record (including District 10 games) shall be used to break ties. If two or more teams are still tied, rule 6.1.12 shall be used. Any end of season KentLL tournament shall not be used to determine overall standings unless such tournament games are used as tie breakers per rule 6.1.12.
3. The Softball Majors Division tournament team managers shall be as follows:
 - a. The manager of the 1st place regular season team shall have a choice to manage the Softball Majors (12 Year Old) tournament team or the Softball 10/11 Year Old tournament team.
 - b. The manager of the 2nd place regular season team shall manage the tournament team not chosen by the 1st place manager
 - c. Should one or more of the above managers decline to manage a tournament team, then refer back to the regular season standing and offer the tournament team(s) left over to the managers with the best regular season team record in consecutive order. If no manager(s) will take the team(s), appointment(s) shall be made by the KentLL board of directors.
4. The manager of the Softball Juniors 1st place teams shall be the Softball Juniors AllStar manager. Should this manager decline, the 2nd place team (and so on) shall be the manager of the AllStar team. If all managers decline, a manager shall be appointed by the KentLL Board of Directors.
5. For Softball Majors, the regular season standings (overall record) shall determine the draft order for the following season. The draft order will be in the reverse order of finish with the last place team drafting first. In the event of a tie, see the tie-breaker rule 12 under the General section to determine order of finish.
6. Because Softball Juniors does not have titled players, the draft order for the following season shall be random.

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7.12 Fall Ball

Fall Ball is for instruction and training in the fundamentals of baseball and softball to improve players' skills and to prepare them for the next season. The Fall Ball divisions shall use the current edition of the Little League Baseball/Softball Official Regulations and Playing Rules, the KentLL Bylaws, and the District 10 supplemental rules. The Fall Ball divisions shall also abide by the following additional supplemental rules:

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

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

1. Teams shall be formed based on age and neighborhood school. The registrar shall attempt to find a competitive balance in the division.
2. Fall Ball season begins in early September and ends in late October. Games shall be on Saturdays with additional weekday games in early September while daylight permits.
3. Game length and time limits shall follow spring season rules for each age appropriate division.
4. Teams shall bat through the entire roster.
5. Any player may pitch a maximum of two (three for Juniors and Seniors) consecutive innings.

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8 Tournament Teams

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

The following tournament teams will represent KentLL in the post-season (below):
(Must win each tournament to advance.)

Teams	Tournaments
Baseball 9/10 Year-Old	District, State
Baseball 10/11 Year-Old	District, State
Baseball Majors	District, State, Region, World Series
Baseball Juniors	District, State, Region, World Series
Baseball Seniors	District, State, Region, World Series
Softball 9/10 Year-Old	District, State
Softball 10/11 Year-Old	District, State
Softball Majors	District, State, Region, World Series
Softball Juniors	District, State, Region, World Series

A tournament team may choose to use a set of regular season uniforms or they may choose to purchase their own uniforms (at their expense). If KentLL uniforms (shirts, pants, belts) are used, they must be returned immediately following the conclusion of the team's tournament play. If uniforms are purchased by the tournament team, the colors shall be red, white, and navy blue.

KentLL will allow tournament teams to use KentLL fields and equipment (catcher's gear, batting helmets, first-aid kit). All other expenses related to tournament teams including, but not limited to transportation, lodging, and meals shall be the responsibility of the individual team members and coaching staff.

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

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

8.1 Manager Selection

1. Tournament team managers are assigned per rules 7.7, 7.8, 7.10, and 7.11.
2. Tournament team managers serve upon approval of the KentLL President and KentLL Board of Directors.
3. Tournament team managers without tournament managing/coaching experience are advised to choose at least one coach with tournament experience.
4. Tournament coaches are selected by the tournament team manager and must be approved of the KentLL President and KentLL Board of Directors. Tournament coaches must have been managers or coaches in the division of the tournament team during the regular season. In addition, they must have participated on the playing field in at least 50% of their team's regular season games.

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8.2 Eligible Players

The following players are eligible as tournament team candidates:

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

The roster size of all tournament teams shall be 11 – 14 players at the tournament team manager’s discretion.

8.3 Baseball/Softball Tournament Team Selection Process, except Baseball 9/10 Year-Old Tournament Team

1. Managers shall meet with the KentLL Player Agent and/or Division Director and/or President to select players for their respective division’s tournament team no sooner than the evening of the date stated by Little League that tournament teams can be announced (usually June 15).
2. The tournament team manager shall announce to the other managers prior to the nomination and voting process how many players (11 – 14) he/she will carry on the roster.
3. The tournament team manager may select the final two players. The tournament team manager shall announce to the other managers prior to the nomination and voting process if he/she will select the final two players or use the nomination and voting process.
4. Each manager shall nominate all league age players from their team that desire to be on a tournament team to the appropriate age-level tournament team. The managers shall present batting and pitching statistics (as determined by the Division Director) that support each player’s nomination. These statistics shall be provided to all managers concerning players nominated for consideration on the tournament team one week prior to the selection meeting. This information is confidential and shall not be shared with anyone outside the tournament team selection process.
5. Once nominations are complete, each manager in the division shall vote for the twelve most deserving nominees.
6. The voting shall be conducted in rounds. In each round, those players receiving unanimous votes shall be placed on the roster.
7. Ties shall be broken by continued discussion and new votes.
8. Unanimous selection is desired; however, the KentLL Player Agent, Division Director, or President may cast votes in the event a decision cannot be reached.
9. If a player selected to a tournament team must withdraw for any reason, the tournament team manager may select a replacement player from the pool of nominated candidates.

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8.4 Baseball 9/10 Year-Old Tournament Team Selection Process

Because of the large number of 9/10 year old players in Baseball Majors/Minors AAA, tryouts must be held to select the tournament teams.

1. Two weeks before the end of the Baseball Majors/Minors AAA regular season, the KentLL Baseball AAA Division Director shall notify the current 1st and 2nd place managers of each Baseball Minors AAA conference of their responsibilities during the tryouts.
2. Two weeks before the end of the Baseball Majors/Minors AAA regular season, the KentLL Baseball Majors and AAA Directors shall deliver to all Baseball Majors/Minors AAA managers' copies of the "Tournament Team Candidate Evaluation Form.
3. All Baseball Majors/Minors AAA managers shall complete a Tournament Team Candidate Evaluation Form (see sample below) commenting on the playing ability of each 9/10 year old player on their team. This form shall be returned to the KentLL Player Agent one week before the end of the Baseball Majors/Minors AAA regular season. Each manager shall indicate on the form which 9/10 year old players are truly qualified to tryout for the tournament team. A maximum of three 9/10 year old players can be nominated from each team; nominating less than three players is permissible, nominating more than three players requires approval from the Division Player Agent. All managers shall notify each player and parent that he/she nominated with information about the tryouts.
4. The KentLL Player Agent shall compile the "Tournament Team Candidate Evaluation Form" and give the results to the Baseball Majors AAA Director before the Baseball Minors AAA championship game.
5. The KentLL Player Agent and Baseball AAA Division Director shall conduct the tryouts following the Baseball Minors AAA championship game.

The evaluators for the 9/10 year old tournament team shall be one of the Baseball Minors AAA 1st place managers (determined by the Baseball Minors AAA Division Director), one of the Baseball Minors AAA 2nd place managers (determined by the Baseball Minors AAA Division Director), and two Baseball Majors managers selected by the Majors Division Player Agent, the Player Agent and Minors Division Director

6. Following the tryout and using the Tournament Team Tryout Evaluation Form (see sample below) input from the evaluators, the 9/10 Year Old Tournament Team Selection Committees shall cut the tournament team player candidate roster to between 20 and 26 players for each tournament team. Those players who make the cut will be notified by telephone as soon as possible. The number and initials of each player making the first cut shall also be posted at www.KentLL.org.
7. Two evaluation games will be played by the remaining candidates. The selection committee shall rank all players and form two teams of similar ability for their tournament team. Players shall be given the opportunity to play their primary position during the evaluation games.
8. At the end of the second game, the tournament team manager shall announce prior to the voting process how many players (11-14) he/she will carry on the roster and if they want the option to chose the final 1-2 players. The 9/10 Year Old Tournament Team Selection Committee will select players for the Tournament Team by voting for the 9-14 most deserving players they feel are best qualified to be on the 9/10 Year Old Tournament Team. Players receiving unanimous votes are placed on the team.

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9. Further rounds of voting are conducted with unanimous players being placed on the team until the required number of players is on the team or there are no more unanimous players voted for, whichever comes first.
10. Ties are broken by discussion and new votes.
11. Unanimous selection is desired; however, the KentLL Player Agent, Division Director, or President may cast votes in the event a decision cannot be reached.
12. Players selected for the tournament team shall be notified no later than the following day. The number of each player making each 9/10 Year Old Tournament Team shall be posted at www.KentLL.org.
13. If extenuating circumstances don't allow this process to be followed as written, this process may be adjusted as required with the approval of the KentLL President, Baseball Majors Director, Baseball Minors AAA Division Director, and Player Agent(s). The revised process shall be posted www.KentLL.org.
14. If a player selected to a tournament team must withdraw for any reason, the tournament team manager may select a replacement player from the pool of players that made the first cut.

8.5 Tournament Team Conduct

Tournament team managers and coaches are responsible for learning all tournament rules and for teaching their players and their player's parents these special rules.

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

Players selected to tournament teams cannot play in another youth baseball program once tournament play has begun until the tournament team has been eliminated per current year Official Regulation and Playing Rules, Tournament Rules and Guidelines, Participation in Other Programs.

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9 Awards

1. Each player shall receive a current year KentLL pin. All pins shall be presented to players by their manager by the conclusion of the final KentLL tournament game of the season.
2. Each player on the 1st and 2nd place team in the regular season (division and conference) shall receive a trophy. Trophies shall be presented to players immediately before the division tournament championship game.
3. Each player in the championship game of their end of the season tournament shall receive a medal. Medals shall be presented to players immediately after the tournament championship game.
4. Players selected to tournament teams shall receive a hat or visor. Hats or visors shall be presented to players prior to their first District tournament game.
5. Each player on a tournament team that wins their District tournament shall receive a plaque. Plaques shall be presented to players at the Annual Membership meeting in September.