

WVLL COACHES RULES 2010

SECTION 1: ALLOWED IN DUGOUT

The only people allowed in the dugout during the game are the players, manager and two (2) coaches of record. A parent may supervise the players on the bench from a position outside the dugout in the event that only one coach is present.

SECTION 2: STEPPING DOWN (removed 3/2010)

SECTION 3: FIELD PREPARATION

Both teams are responsible for getting the field ready. Each team must have a representative present (1) one hour prior to game time for field prep, no exceptions. The "home" team has the 3rd base dugout, and is responsible for getting and returning the bases to the storage area. Both teams are responsible for field clean up after the game as well. Each team is to remove all garbage from the dugouts and the bleacher areas following games.

SECTION 4: FIELD WARM UP

Home team has the field thirty (30) minutes prior to game for infield warm ups and the visiting team has the field fifteen (15) minutes prior to game for their infield warmup. Saturday games when there is only twenty (20) minutes scheduled between games, each team will only get approximately 10 minutes each. In the cases where the time between games is less than that specified, the time available will be shared equally.

SECTION 5: LATE PLAYER

Players coming late to a game can be added to the bottom of the batting order.

SECTION 6: UMPIRE

The umpire is in control of the game. Managers and coaches can be ejected by the umpire. Ejection means leaving the confines of the park. "Judgement calls" made by the umpire cannot be changed. (Examples: out, safe, ball, strike)

SECTION 7: BASE COACHING

Managers and coaches are allowed to base coach. It will be the decision of the manager if a player may base coach. If a player does base coach, they must be in full uniform, including a batting helmet. Any two (2) adults are allowed to coach the bases in the minors.

SECTION 8: EJECTED FROM THE GAME

Any manager or coach who is ejected from any ball game shall be subject to review by a grievance committee for possible disciplinary action. On the second occurrence there will be an automatic suspension for the remainder of the reason per grievance committee review.

SECTION 9: WARMING UP PITCHERS

Managers, coaches and coach approved adults will be allowed to warm up the pitchers between innings and in the “warm up” areas down the foul lines.

Umpire must enforce warm up rules between innings and new pitchers (New pitchers throw 8 warm up pitches and returning pitchers throw 5)

SECTION 10: DURING GAMES

Players, managers and coaches are to stay in the confines of the playing field during their games. Concessions are off limits during your ball game.

SECTION 11: DRESS CODE

Managers and coaches must not wear conventional baseball uniforms or shoes with metal spikes but may wear a cap, slacks/shorts and shirt.

SECTION 12: SUBMITTING GAME RESULTS

The manager of both teams must submit game results with highlights, It shall be turned in immediately after the game. (Drop box located by concession stand) or emailed to the appropriate designated person for updating game standings.

SECTION 13: LINE UP SHEETS

Managers/coaches are to note on their line up sheets, their pitchers league age and number of innings that has pitched for that week. At the conclusion of the game, the “head” umpire will verify the number of innings pitched by all players in the game. The umpire and both managers will “sign off” on the umpire’s lineup sheet prior to turning it in to the league.

SECTION 14: SPONSOR FEE

Official team rosters and team sponsor fees must be turned in to league officials by opening day. If this date does not work for a manager/coach, then an alternate date must be set. This is the responsibility of the manager/coach to set with league official. Sponsor fee for a Major/Minor/Rookie and Juniors teams is \$300.00. Under the discretion of the board, teams that do not pay their sponsor fees WILL NOT participate in the City Tournaments.

SECTION 15: EQUIPMENT

Managers and coaches are responsible for the safety of their players. They need to make sure all equipment is in proper working order. If any piece of equipment is below standards, make sure players do not continue to use this piece of equipment and league officials should be notified of needed equipment.

SECTION 16: SELECTION OF MANAGERS/COACHES

Managers and coaches must be approved by the league President and the Executive Board of Directors. WLL reserves the right to approve and disapprove team coaches. Managers/coaches that do not secure a sponsor fee for their team or participate in league fundraising activities may not be asked to manage/coach in the future seasons and may not be eligible to coach in post season. Managers/coaches must attend at least one of the two field maintenance days; the team will forfeit their games until that commitment has been fulfilled.

SECTION 17: MANAGER/COACHES RESPONSIBILITY FOR PLAYER SAFETY

Managers and coaches will not permit players to climb on fences, dugout walls or stand on benches in dugouts. (For obvious safety reasons).

SECTION 18: ABUSIVE LANGUAGE

ABSOLUTELY NO swearing or abusive language will be used by managers, coaches, umpires, players, spectators. (Managers/coaches are responsible for their spectators).

SECTION 19: DRUGS/ALCOHOL

Any manager, coach, umpire, player who reports to a game and is under the influence of drug/alcohol will automatically be suspended for the season.

SECTION 20: UNIFORM COLLECTION (deleted 3/2010)

SECTION 21: OPENING CEREMONY

The league expects all of the teams to be represented on "Opening Day" ceremony. Managers/coaches please plan accordingly.

SECTION 22: FUND-RAISERS

WVLL has only one fundraiser using children per year as permitted by National Little League. Each player is expected to participate in our fundraiser. Fundraising is our main source of income for the year. Detailed information will be provided to each manager/coach as to what the year's fundraiser will be. WVLL and teams can host other fundraising events throughout the year but cannot use players for any of these events and cannot utilize fundraising dollars to benefit an individual team in the name of WVLL or Little League baseball. All fundraisers must be approved by the President and the WVLL Executive Board prior to the event.

SECTION 23: BACKGROUND CHECK

All managers, coaches and parent helpers (anyone coming into contact with children in WVLL baseball on a consistent basis) will be required to fill out the necessary forms for the league to complete a background check. WVLL reserves the right to not allow someone to manage/coach due to the information obtained through this check.

SECTION 24: PLAYER AGENTS

Player agents need to know all issues as they arise between players and coaches.

SECTION 25: GRIEVANCE BOARD/COMMITTEE

Grievance committee needs to be formed to handle any issues regarding players, coaches, managers, rules etc. (Board representation, parent/coaches/player agents/league coordinators).

Revised 3/2010

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**WVLL DRAFT RULES
2010**

SECTION 1: Copies to Managers and Coaches

Copies of these rules will be given to managers and coaches prior to tryouts.

SECTION 2: Notification of Managers and Coaches

Managers and coaches must notify the Player Agent of their Draft Options at least 7 days prior to first tryout date in order to use the coach's/managers automatic pick. If done within 7 days of tryouts, their player(s) will be protected only until their first pick, after that any team could pick them (notification must be in writing). A coach's or manager's automatic pick will be announced prior to the first tryout date.

SECTION 3: Manager or Coach Steps Down (removed 3/2010)

SECTION 4: Draft Order

Draft order for the year 2010 will be determined by all team names placed in a hat, the order of the draft will be drawn from the hat. The draft will then proceed in this order (round 1 = 1-7, round 2 = 7-1 round 3 = 1-7, etc successive rounds). Draft order for 2011 has not been determined but shall remain the same pending board review

SECTION 5: Persons allowed at Draft

During the draft only managers and their coach, president, vice president, player agent, secretary, or other support staff if approved by the President, shall be present.

SECTION 6: Players Not Ready “NR”

•Major League – Managers have the option to list up to (5) players as “NR” (not ready for major league play) next to the player’s number. If a majority of league managers rate a player as “NR” (Not Ready), they will be returned for the minor league draft. At that point, the Player Agent will contact the NR players parents and they will be given the option of three (3) choices. They may return to their previous minor league team, they may reenter the draft, or they may be a hat pick during the regular Minor League Draft.

•Minor League – Managers have the option of using the “NR” rating next to player numbers of (7) - (8) year olds that they evaluate as not ready for minor league play. If a majority of league managers rate a seven (7) – (8) year old as “NR” (not ready) the parents will be encouraged to register the child for drafting purposes into the rookie league (6-8) as per WVLL local rules.

SECTION 7: Maximum Number of Players by Age

At the beginning of the draft proceedings, managers will verify the number of players currently registered with the player agent. (2/13/02). Only those players registered as of the draft night will count as returning players for drafting purposes. At this time, team size will be determined based upon numbers registered and tried out. Players that did not re-enter or register, may be signed after the draft and retain their roster spot. Returning players ages will be announced and verified.

MAJORS – The limit of eight players who are league age 12 will apply. (Note: The limit on 12 year olds who can pitch in a week remains).

MINORS – The limit of seven players of the same age will apply.

•Note: Any variances will be reviewed and approved by the WVLL board of directors.

SECTION 8: Automatic Picks

Protected picks will be as follows: if rule #2 was complied with:

- 1.Managers option (Son/Daughter) – Automatic (4th) fourth round pick.
- 2.Coach’s option (Son/Daughter/Sibling of a player on the team)
 - a.Major League
 - 12 year old who received all star tryout previous year – 1st round.
 - 12 year old “Non All Star” – 2nd round.
 - 10/11 year old who made minor league All Star Team – 1st round.

- 10/11 year old who received Minor League All Star tryout – 2nd round.
- 11 year old “Non All Star” – 3rd round.
- 10 year old – Coach Option “Playing up” – 3rd round.

b.Minor League

- 10 year old who received All Star Tryout previous year – 1st round.
- 10 year old who is Non All Star previous year – 2nd round.
- 9 year old – 3rd round.
- 8 year old – 4th round
- 7 year old – Manager or Coach Option – 5th round.

2. Brother/Sister Combinations/Second Sibling selection – Two (2) rounds following the selection of the first.

3.Any player that was a previous minor or major league all-star on a team not WVLL whose parent wants to be considered for coach option shall be viewed the same as if the player on a team previously within WVLL - 1st round.

SECTION 9: Manager or Coach Change Teams (removed 3/2010)

SECTION 10: Protected player switching teams (removed 3/2010)

SECTION 11: Manager or Coach Does Not Have a Child Playing

A manager or coach who does not have a child playing in the league, and has had 2 years or more of continuous service as a manager or coach of record (Not a 3rd coach) can designate a player to apply as a coach option. A manager or coach, who has not stepped down, cannot use this rule during the current season if the prior year designated player remains on the current roster.

SECTION 12: Player Compensation (removed 3/2010)

SECTION 13: Bonus Picks (revised 3/2010)

Bonus picks will only pertain when a team does not have a full coaching staff at the time of draft. Bonus picks will be handled by the league president.

SECTION 14: Expansion Teams (removed 3/2010).

SECTION 15: Time Limit

Each team is given three (3) minutes to place their picks. Failure results in player agent’s random selection from remaining players.

SECTION 16: Draft to the Same Team (removed 3/2010)

SECTION 17: Registered Players That Did Not Tryout

Registered players that did not try out will be chosen by a “draw of the hat”, draft lottery in draft order by teams still needing to fill (to the designated number) rosters on draft night. This supplemental phase will be conducted by the player agent at the conclusion of the regular phase of the draft.

Once all teams have obtained an equal number of players, any players remaining will be selected randomly and placed on teams randomly at the draft.

SECTION 17a: Returning Registered Players (removed 3/2010)

SECTION 18: Players That Register After the Draft

Players that register after drafts have been completed will be assigned to a player pool to be distributed to teams still needing to fill rosters. A supplemental draft lottery will be conducted by the player agent(s) one week prior to the start of the season. This lottery will be preceded by a catch and throw try out session of 7-8, 9-10, 11-12 year olds to determine “NR” status. All players (Minors and Majors) will be picked from a hat in draft order of teams needing players to fill rosters (Player agent(s) will pick names for those coaches not present). WVLL will allow new players to register up until opening day and will be placed on a team if vacancies exist. A will call list will be maintained after opening day.

SECTION 19: Major Draft is Always before Minor Draft

Major League draft night is always prior to Minor League draft night, in the event that there are NR players to bump down to the Minor leagues.

SECTION 20: Rookie League Player Placement

Rookie League will not conduct a draft. Coaches will determine the number of players on their team. If there are extra players without a team, they will be placed by hat pick onto teams needing players up to the maximum allowed as designated by WVLL Executive board.

Revised 3/2010 WVLL

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**WVLL LOCAL RULES
2010**

SECTION 1: DURATION OF RULES

WVLL rules need to stand for a minimum of two (2) years. The only way for a rule to be changed before the 2 year time period is by a 2/3 majority vote. Date will be removed once two (2) years have lapsed.

SECTION 2: BATTING LINE UP

Each team will bat all players (example: 12 player batting order). The order shall be established before the game.

SECTION 3: MINIMUM NUMBER OF PLAYERS

A team must start a game with a minimum of nine (9) players but can finish a game with eight (8) players.

SECTION 4: UNIFORMS/JEWELRY

Only those uniforms issued by WVLL will be worn by all players as per section 1 of National rule book. The league (WVLL) shall provide all players with conventional uniforms. The official Little League Shoulder Patch must be affixed to the upper left sleeve of the uniform blouse in all divisions of play. This rule applies to regular and summer season play.

No jewelry is to be worn by players during their game.

SECTION 5: STANDING BEHIND THE BACKSTOP

Nobody is to be directly behind the backstop during the game (managers, coaches, spectators).

SECTION 6: HARASSMENT OF UMPIRES

It is the responsibility of the manager to see that there is no harassment of the umpires by their coaches, players, spectators.

SECTION 7: HORN OR NOISEMAKERS

No horns or noisemakers are allowed at the ballpark during games.

SECTION 8: TEN (10) RUN RULE

All games where a team is leading by ten (10) runs or more, and has completed five (5) innings, a ten run rule will be enforced. This will be considered a complete game.

SECTION 9: SWINGING OF BATS IN THE ON DECK AREA

Only one (1) player will be allowed in the “on-deck” area (caged area) at a time. There will be no swinging of bats. Players caught swinging a bat during their game anywhere other than the area of the batter’s box, during their turn at bat, may cause an out to be counted against their team.

SECTION 10: ABUSE OF EQUIPMENT

Abuse of any equipment, whether it is their personal equipment or not, will be warned. If the abuse continues, or is flagrant, the player will be ejected from the game.

SECTION 11: SLIDING - - HEADFIRST

For safety reasons, intentional headfirst slides are not allowed while advancing (dives back to the base are allowed), the player will be called out.

SECTION 12: SLIDING - - TO AVOID CONTACT

A runner will be called out if the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make a tag. There is no “Must Slide Rule”. The rule is “slide” or “attempt to get around”. If the fielder does not have the ball, and there is a collision, you CAN NOT call the runner out.

SECTION 13: REMOVING HELMETS WHILE RUNNING THE BASES

Helmets are to be kept on while running the bases. An out will be called if a player intentionally removes their helmet while running the bases.

SECTION 14: REPLACING INJURED BATTER OR BASE RUNNER

If a batter gets hurt while batting and cannot continue, the player that made the last out shall replace them. A catcher may be pinch run for with two outs to get gear on to speed up games. (The pinch runner will be the batter who was last out).

SECTION 15: TWO HOUR TIME LIMIT ON ALL GAMES (revised 3/2010)

On all games there is a (2) hour time limit from your official scheduled start time. If you start the last inning at 1:50pm you will finish that inning. The team scheduled after you will be warming up and ready to begin play immediately.

SECTION 16: PITCHING REQUIREMENT (AS PER NATIONAL LITTLE LEAGUE)

****NEW 2010 PITCHING RULES READ BELOW ****

WVLL REQUIRES THE FOLLOWING RULE REGARDING UNDER AGE PITCHING.

Major League – All major league teams are required to pitch a player under league age twelve (12) a minimum of six (6) batters per week (Sunday – Saturday) unless there is only (1) game per week. Forfeiture of game if this does not occur.

Minor League – All minor league teams are required to pitch a player under league age ten (10) a minimum of six (6) batters per week (Sunday – Saturday) unless there is only one (1) game per week. Forfeiture of game if this does not occur. Eleven (11) and twelve (12) year old players are ineligible to pitch in the minor league.

REGULATION VI- Pitchers: As per National rules

a. Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game).

b. Junior, Senior, Big League Divisions only: A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game but only once per game.

c. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position (Other than catcher).

13/14 y/o--95 per day

11/12 y/o--85 per day

9/10 y/o--75 per day

7/8 y/o--50 per day

These rules apply to league age kids 14 and under:

**If a player pitches 66 or more pitches in a day; 4 calendar days of rest must be observed.

**if a player pitches 51-65 pitches in a day; 3 calendar days of rest must be observed.

**if a player pitches 36-50 pitches in a day; 2 calendar days of rest must be observed.

**if a player pitches 21-35 pitches in a day; 1 calendar day of rest must be observed.

**if a player pitches 1-20 pitches in a day; no calendar days of rest are 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.

These rules can be found on pages 38/39 of the rule book.

Exception: If a pitcher reaches the limit imposed in Regulation VI (c.) for his/her league age while facing a batter, the pitcher may continue to pitch until the batter reaches base or is put out. Note 1. Intentional walk: Before a pitch is delivered to the batter, the catcher must inform the umpire-in-chief that the defensive team wishes to give the batter an intentional base-on-balls. The umpire-in-chief waves the batter to first base. The ball is dead and four pitches will be added to the pitchers total pitch count.

Each league must designate the scorekeeper or another game official as the official pitch count recorder.

The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed. The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI (c.). The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI (c.). However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19.

A player who has attained the league age of twelve (11 or 12) is not eligible to

pitch in the Minor league.

A player may not pitch in more than one game in a day. (Exception: In the Big League Division, a player may be used as a pitcher in up to two games in a day).

NOTES:

1.The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender shall be notified immediately.

2.Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility.

3.In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

Note: The use of this regulation negates the concept of the "calendar week" with regard to pitching eligibility.

SECTION 17: PITCHING - - HIT BATTERS (removed 3/2010)

SECTION 18: PITCHING - - VISITS BY MANAGER OR COACH

A manager or coach can visit a pitcher two (2) times in one (1) inning, but on the third (3rd) visit the pitcher must be replaced. On the fourth (4) visits to one pitcher during a single game, the pitcher must be replaced.

SECTION 19: PITCHING - - BALKS

There are no balks; if there is an illegal pitch a ball will be called.

SECTION 20: MAXIMUM RUNS ALLOWED PER INNING

Minor and Rookie leagues (1/15/2008) No team is allowed to score more than five (5) runs in a single inning. Once the (5) fifth run scores the inning is over (5) five runs or three (3) outs whichever comes first.

Major league No limit on runs scored per inning.

SECTION 21: PLAYING REQUIREMENT:

Minor and Rookie league – All players must be played in the field every other inning.

Major league – All players must be played in the field every other inning.

SECTION 22: BASE COACHES

Rookie league – Must have one adult on the mound, operating the pitching machine at all times. May have two coaches in the field and two base coaches. Rookie league is an instructional league.

Minor league – The manager may designate any two (2) adults to coach 1st and 3rd bases. A player may coach first or third base but must be a member of that team and be in full uniform, including a batting helmet.

Major league – It is the manager's option whether to have an adult or player as the 1st base coach. A player may coach first or third base but must be a member of that team and be in full uniform, including a batting helmet.

SECTION 23: SIBLINGS

Siblings 8 and 10 year old do need to try out for respective teams to deem safety/capability issues. This can be done with player agent or in draft tryouts.

SECTION 24: ROOKIE LEAGUE RULES

Rookie league (machine pitch) players will be allowed (5) machine pitches or (3) strikes, whichever comes first. All other minor league rules will stand for rookie/machine pitch. All rookie/machine pitch bases will be set up per Little League regulation for minors/majors fields.