

2017

MEDIA LITTLE LEAGUE

BASEBALL OPERATIONS DOCUMENT

**Objective of the League**

The objective of the Media Little League shall be to implant firmly in the children of the community the ideals of good sportsmanship, honesty, loyalty, courage and respect for authority so that they may be well adjusted, stronger and happier children and will grow to be good, decent, healthy and trustworthy citizens.

**Purpose of this Document**

To document rules and procedures that are considered important enough to be strictly adhered to by all board members, managers / coach's, general members and players of Media Little League. This document is to be approved prior to each baseball season. This document is to be reviewed by the Baseball Operations Committee of Media Little League each year. With prior approval from the President a draft of this document is to be presented to and approved by the Board of Directors at a meeting to be held not less than one month previous to the first scheduled game of the season.

**Scope of this Document**

Media Little League is chartered by Little League International (LLI). As such Media Little League adheres to all rules and procedures of LLI. The rules and procedures within this document shall in no way conflict with the Rules, Regulations and Policies of Little League International (LLI) or the Media Little League Constitution. The local rules and procedures within this document shall expire at the end of each fiscal year and are not considered part of the Media Little League Constitution. Wherever inconsistent the Rules, Regulations and Policies of LLI or the MLL Constitution will prevail over this Baseball Operations document. Once a rule conflict is identified it should be corrected in the next version of this document.

**I. The Leagues** - The Media Little League shall consist of the following leagues:

Little League (Majors) Division

Major League

Minor League Division

American League

National League

Continental League

Rookie League (Coach Pitch)

Tee Ball Division

Tee Ball League

A. Major League

This is the highest most competitive level of Little League baseball, with teams comprised primarily of 11 and 12 year old children. On a highly limited basis, using a skills evaluation and specific parental consent, a small number of 10 year olds may be considered eligible to play in the Major leagues. The teams are assembled using a confidential draft selection process, using a number of skills-based evaluation information to maximize parity among the teams. *Normally* players remain on the same team from year to year until their little league eligibility ends. There are post-season playoff games to determine a league champion.

B. American League

The American League is comprised of players primarily 10-12 years old. The Player Agent and league Commissioner will determine the number of 9 year olds eligible to play in the American League based on a skills evaluation and specific parental consent. The teams are assembled using a confidential draft selection process using a number of skill evaluation information to maximize parity among the teams. Players do not remain on the same team from year to year. There are post-season playoff games to determine a league champion.

C. National League

The National League is comprised of players primarily 9 years old. Based on the number of teams and registered players, along with the results of previous manager's evaluations and player's tryout results, a sizable number of 8 year old players will be assigned to this league. These teams are assembled using a modified draft process determined in advance by the Player Agent. Players do not remain on the same team from year to year. Scores and records are kept. Because

of player's ages, certain rules are modified to ensure safety and the highest level of play. There are post-season playoff games to determine a league champion.

D. Continental League

The Continental League is primarily for 7 year olds with a year of Rookie League experience, those 8 year olds not assigned to the National League and 9 year olds with limited baseball ability. On a highly limited basis, including skills evaluation and specific parental consent, a small number of 6 year olds as determined by the Player Agent may be considered eligible to play on a Continental League team. Players do not remain on the same team from year to year. Rules are modified; a pitching machine is used to pitch to the batters. Scores and records are kept. There are post-season playoff games to determine a league champion.

E. Rookie League (Coach Pitch)

The Rookie League is primarily for 6 year olds with a year of Tee Ball experience and those 7 year olds without Tee Ball experience. Rookie League is designed as an extension of the Tee Ball League continuing the introduction of baseball to learn the fundamentals of hitting and fielding. In Rookie League, players hit a ball pitched by a coach. Scores and records are not kept.

F. Tee Ball League

The Tee Ball league is for players 4 and 5 years old and those 6 year olds without Tee Ball experience. Tee Ball is designed as an introduction to baseball for those who want to learn the fundamentals of hitting and fielding. In Tee Ball, players hit a ball off a batting tee. The primary goals of Tee Ball are to instruct children in the fundamentals of baseball and to allow them to experience the value of teamwork. Scores and records are not kept.

## II League Structure

A. Major League

Number of Teams – will be determined by the Player Agent with the consent of the President and league Commissioner and will be based on the number of players registered and eligible to play in the Major League. The ideal number of players per team will be twelve (ages 10, 11 and 12) per team. There should never be more than 13 players per team.

Age Requirements – All 11 and 12 year olds are eligible. All candidates who are league age twelve (12) must be drafted to a Major League team. Exceptions can only be made with written approval from the District Administrator, and only if

approved at the local league level by the Board of Directors and the parent of the candidate. These ineligible 12 year olds will be entered into the American League draft. A maximum of six (6) of the highest rated 10 year olds are eligible for the Major League draft as determined by the Player Agent and with the consent of the President, Player Agent, league Commissioner and player's parent(s). If any one of the six highest rated 10 year olds chooses not to be eligible for the Major League Draft then the total eligible number of 10 year olds eligible decreases. Eligible 10 year old players must be drafted in one of the first three (3) rounds of the Major League draft. Each team may draft only one eligible 10 year old player. Players below league age 10 are not eligible for the Major League draft.

B. American League

Number of Teams - The American League will consist of enough teams to include at least eleven (11) and no more than fourteen (14) players on each team to accommodate the number of players that meet the age requirements in the following paragraph.

Age Requirements - All 12 year old players not eligible for the Major League must be drafted by an American League team. All 10 year old players and 11 year old players that were not drafted into the Major League are eligible to be drafted by an American League team. The Player Agent can, and normally will, make several 10 year old and some 11 year old players ineligible for the American League draft based on "safety concern" and/or baseball ability level. These 10 and 11 year olds will be placed on National League Teams. The Player Agent will determine the number of the highest rated 9 year olds that are eligible for the American League draft with the consent of the President, league Commissioner and the player's parent(s). If any one of the highest rated 9 year olds chooses not to be eligible for the American League Draft then the total eligible number of 9 year olds eligible decreases. Players below league age 9 are not eligible for the American League draft.

C. National League

Number of Teams - The National League will consist of enough teams to include at least eleven (11) and no more than fourteen (14) players on each team to accommodate the number of players that meet the age requirements in the following paragraph.

Age Requirements - All 9 year olds are eligible to play in the National League. As determined by the Player Agent some 8 year old players will be eligible for the National League. The only criteria for selection of 8 year old players into the National League is baseball ability. Only 8 year old players who attend the pre-season Player Evaluations (Tryouts) are eligible to play in the National League. As determined by the Player Agent those 10 and 11 year olds lacking the basic

skills necessary to safely play in the American League will play in the National League. Unless a specific exception is granted by the Player Agent, with the consent of the President, league Commissioner and player's parent(s), there shall be no 7 year old players in the National League. Any 7 year old that is determined to be eligible for the National League must be selected in the first round of the 8 year old draft.

D. Continental League

Number of Teams - The Continental League will consist of enough teams to adequately accommodate the number of players registered.

Age Requirements - ages 7 and 8. By approval of the League Commissioner, Player Agent and the player's parent(s), 6 year olds who have demonstrated an exceptional baseball ability may be eligible for the Continental League. As determined by the Player Agent those 9 and 10 year olds lacking basic skills necessary to safely play in the National League will play in the Continental League.

E. Rookie League

Number of Teams - The Rookie League will consist of enough teams to adequately accommodate the number of players registered.

Age Requirements - age 6. First time players age 7 may play Rookie League with the approval of the league Commissioner, Player Agent and the players' parent(s).

F. Tee Ball League

Number of Teams - The Tee Ball League will consist of enough teams to adequately accommodate the number of players registered.

Age Requirements - ages 4 and 5. First time players age 6 may play Tee Ball with the approval of the league Commissioner, Player Agent and the players' parent(s).

### III. Regular Season Team Selection Process

- A. The Player Agent shall chair meetings called to select players and shall interpret these and associated rules and make other necessary judgment decisions. In this respect the Player Agent shall carry out the policies of the Board of Directors for the President. Where there is no existing policy or precedent, the Player Agent shall make the ruling decision. While the Player Agent should seek the advice and counsel of the President, his/her decision shall be final unless reversed by a majority vote of the Board of Directors. If the Player Agent is perceived to have a

conflict of interest in making a decision (whether that conflict is identified by him/herself or the President) then that decision shall be yielded to the league Commissioner for which that decision most directly effects. If the league Commissioner also has a conflict of interest then the decision becomes the Presidents.

B. The Leagues

- i. Major League - determined by a “draft” in accordance with Section IV of this Baseball Operations document. An alternate draft format (ie-full re-draft) may be used if so determined by a majority vote of the Board of Directors. The most foreseeable reason for an alternate draft format would be an increase in the number of teams. A decrease in the number of teams should normally be dealt with by re-entering those returning players into the draft.
- ii. American League - determined by a “draft” in accordance with section IV of this Baseball Operations document.
- iii. National League – teams are assembled using a modified manager selection draft process determined in advance by the Player Agent with the assistance of the league Commissioner using available information including prior year’s post season Player Evaluations (as completed by their respective managers), pre-season Player Evaluations and their own knowledge of the players skill levels. The primary goal of the selection process is to create teams of players with a similar overall skill level.
- iv. Continental League – teams are assembled using a modified manager selection draft process determined in advance by the Player Agent with the assistance of the league Commissioner using available information including prior year’s post season Player Evaluations (as completed by their respective managers), pre-season Player Evaluations and their own knowledge of the players skill levels. The primary goal of the selection process is to create teams of players with a similar overall skill level.

Grouping of players together at the request of their parents will be limited and will be at the discretion of the Player Agent and league Commissioner. Requests will be reviewed and an effort made to honor requests however competitive balance of the teams is the primary goal of the draft and this competitive balance must be maintained when considering parent requests. The draft process will proceed by age group, starting with 8 year olds, then 7 year olds and finally 6 year olds. Each team will have approximately the same number of 8 year olds, 7 year olds and 6 year olds and there will be no more than eight players of the same

age group on a team. Each additional player added to the Continental League after the draft will be assigned to a team solely at league Commissioner or Player Agent discretion.

- v. Rookie and Tee Ball Leagues - determined by the Player Agent with the assistance of the league Commissioner with the goal of grouping players together at the request of their parents and/or coaches. These accommodations should be limited if it is felt that a team or team(s) is gaining a meaningful competitive advantage from such requests.

C. Returning Players

Only eligible players on a Major League team's roster during the previous season shall return to the same roster. Returning Major League players may re-enter the draft on an "exception" basis. Exceptions can only be made upon the request of the players' parent(s) and with the consent of the Player Agent, league Commissioner and President. Other player transactions may be considered upon the request of the players' parent(s) and with the consent of the Player Agent. The Player Agent shall determine equitable compensation for the team from which the player is departing (ie-slotted draft pick). No other leagues allow for the automatic return of players from the previous season.

D. Managers and Coaches

A Managers Committee will select managers for any open Major League Manager positions. This committee shall be chaired by the Major League Commissioner and shall consist of the Major League Commissioner (1 vote), the Vice President (1 vote) and the Directors of Baseball (1 vote). NOTE: If any of the Major League Manager candidates are also members of the Managers Committee they shall not participate in the selection process. The recommended candidate for the open manager position(s) shall be presented to the President for appointment and subsequent approval by the Board of Directors.

Selection of candidates for the manager's positions in the Minor Leagues shall be the responsibility of the League Commissioners. These candidates shall be presented to the Directors of Baseball for discussion and approval. All Minor League manager candidates shall be presented to the President for appointment and subsequent approval by the Board of Directors.

The Commissioner may not "manage" a team in the league in which he or she is a Commissioner but they may assist the manager (coach) of a team in the league in which they are the Commissioner.

## The Leagues

- i. Major League – One Manager is selected for each team. Coaches may not be selected prior to the Major League draft. Only the Manager is selected ahead of time and only the Manager can attend the Major League draft. Manager “flipping” (which is the transfer of a Major League Managers post to another adult whose child is not on the team prior to the draft) is only allowed with the consent of the Managers Committee. If the “flip” is allowed the Player Agent has the option of penalizing the affected team (ie-losing an early round draft pick) if the “flip” is deemed to benefit the team.
  - ii. American League – One Manager is selected for each team. Coaches may not be selected prior to the American League draft. Only the Manager is selected ahead of time and only the Manager can attend the American League draft.
  - iii. National and Continental Leagues – One Manager and one Coach (optional – at the discretion of the league Commissioner) is selected prior to the draft. Only the Manager can attend the National and Continental League draft.
  - iv. Rookie and Tee Ball Leagues – One Manager and an unlimited number of Coaches are allowed (the number of Coach’s per team may be limited by the league Commissioner if it is felt to adversely affect league parity).
- E. Attendance at a meeting for selecting players (the draft) shall be limited to:
1. a. Team Manager only - Majors, American, National and Continental  
b. Team Manager and one Coach – Rookie and Tee Ball
  2. Player Agent
  3. President
  4. League Commissioner
  5. Information Officer

Additional attendees shall be allowed only at the request of the Player Agent, and with the approval of the President. These additional attendees must be board members and their presence must be related to their experience and knowledge of the draft process and not for the benefit a particular team or teams.



- F. Only managers can make commitments for the selection of players for their team. In the event a manager is unable to attend the draft a delegate who has been identified to the Player Agent by the absent manager, preferably in writing, as having full authority to make player selection commitments on the manager's behalf will be recognized.

#### IV. Player Selection

- A. The Player Agent, with assistance from the President and league Commissioner, will discuss and settle any open rules of questions prior to the start of the draft.

- B. Player Slotting

- 1. Major League

Managers Child(ren) - If the manager has a child(ren) eligible to play in the Major League and wants their child(ren) to be on the team he/she is managing then the player(s) will be "slotted" into an appropriate round of the draft. This "slotting" should take place prior to the draft (preferably a day or more before) as determined by the league Commissioner and Player Agent. The "slottings" should be communicated to all Major League managers prior to the draft. The managers should have an opportunity to dissent the "slottings" in the company of one another directly to the Commissioner and Player Agent; however, the final decision remains with the Commissioner and Player Agent.

Siblings - A brother or sister of a returning player or of a player already selected in the current years' draft will be assigned to the same team as the sibling. This rule can be waived if the siblings parent(s) so choose. This "slotting" should take place before the draft begins for sibling of returning players and immediately following the selection of the 1<sup>st</sup> sibling if both siblings are in the current years' draft.

- 2. American and National Leagues

Manager's Child(ren) – If the manager has eligible children playing in the American or National Leagues and want their children to be on the team they are managing then the players will be "slotted" into an appropriate round of the draft. This "slotting" should take place prior to the draft (preferably a day or more) as determined by the Player Agent and league Commissioners. The "slottings" should be communicated to all American and National League managers prior to the draft. The managers should have an opportunity to dissent the "slottings" in the company of one another directly to the league

Commissioner and Player Agent; however, the final decision remains with the Commissioner and Player Agent.

Siblings - A brother or sister of a player previously selected in the current years' draft will be assigned to the same team as the sibling already on or drafted by a team. This rule can be waived if the siblings parents so indicate. This "slotting" should take place immediately following the selection of the 1<sup>st</sup> sibling drafted.

3. Continental, Rookie and Tee Ball Leagues

Manager and/or Coach's Child(ren) – If the manager and/or coach have eligible children playing in the Continental, Rookie or Tee Ball Leagues and want their children to be on the team they are managing / coaching then the players will be assigned to the their team.

C. Major League Draft

1. Assuming there will not be a total re-draft the Major League draft order will be made on the basis of the Major League final regular season standings (based on the winning percentage , exclusive of any playoff or non-scheduled games) of the previous season.
2. Should a total re-draft be conducted in the Major League all returning players from the Major League must be re-evaluated to insure a fair evaluation by all managers. Should a returning player not attend evaluations that player may not be selected in the draft by his manager from the previous year.
3. The managers will select in inverse order of their team's final regular season standings from the previous year. Managers involved in a tie at the end of the previous season will determine selection position based on the seeding position determined for the post season playoffs. All subsequent rounds will follow the same procedure with selections being made in same order as the first round,
4. Immediately following the pre-season Player Evaluations (Tryouts) the Player Agent should identify any 11 and 12 year old players that do not want to be in the Major League draft or who the Player Agent determines should not be in the Major League draft due to safety concerns (*subject to LLI rules*). Prior to the draft the Player Agent will then establish a minimum number of 12 year olds required to be drafted by each team. *LLI rule dictates that no more than eight 12 year olds are to be selected to each team.*
5. All eligible players not selected into the Major League must be drafted into the American League.

6. Prior to the draft (preferably a day or more) the Player Agent will provide all managers a list of eligible players sorted alphabetically by age.

#### D. American League Draft

1. Each year a full re-draft will take place in three separate parts starting with the 12 years olds, followed by the 11 year olds and finally the 9 & 10 years olds.
2. Immediately prior to each of the three age specific drafts a draw of numbered slips will be conducted to determine which team selects 1st, 2nd and so on. Within each of the three drafts the selection order will reverse in serpentine fashion (ie - the manager with the 1<sup>st</sup> selection in round 1 get the last selection in round 2 and so on) by round.
3. Prior to the draft (preferably a day or more) the Player Agent will provide all managers a list of eligible players sorted alphabetically by age. Those players registering late for any reason (and consequently not on the draft list provided) will be added to the list manually just prior to the draft. Those players selected into the Major League will be crossed off this list manually by the managers just prior to the American League draft.

#### V. Age Cutoff

Reference herein to ages shall be understood to mean the player's age as stipulated by Little League, Inc. in Williamsport, PA.

#### VI. Player Replacement

- A. If a team does not have a sufficient number of players from their roster to play a specific game, a roster spot for that game only may be filled by a player from a lower league with the consent of the player's parent(s). All efforts should be made to use a player from a lower league that does not have a game at the same time. All efforts should also be made to use an older player from the lower league (ie – A Major League team should look for an American League player age 11 as a replacement in lieu of an American League Player age 10). The temporary replacement player may not pitch. Should a sufficient number of players become available after the game has started the minor league {replacement} player must play in the game and meet the minimum playing time requirements.
- B. Players permanently lost by a team may be permanently replaced by a player designated by the Player Agent from the next lower league. The replacement player must be of the same or older league age. No player may be permanently advanced to a higher league after the 13<sup>th</sup> game of the lower leagues schedule.

## **VII. Team Uniforms**

Major League - All major league teams, as identified by their “sponsors”, are assigned a primary color which shall not change from one year to the next without the approval of the President and a majority vote of the Board of Directors. As new sponsors are assigned to Major League teams they are to be assigned the team color of the sponsor they are replacing or be assigned a new color selected by the Director of Uniforms with the approval of the President. Team caps should be entirely the primary color assigned to the team sponsor with the M (for Media) to match the accent color on the jersey for all teams. Team socks should be entirely the primary color assigned to the team sponsor. If the Director of Uniforms chooses to “trim” the socks with a secondary color(s) than all teams must have the same trim design. Secondary jersey colors should be limited to the logo, numbers, sleeve and / or collar trim. If jersey trim is used than all teams must have the same trim design. Pants for all teams are to be solid white. Only the Director of Uniforms will determine the secondary color scheme. Managers, coaches and anyone else associated with the team shall not choose color schemes. The primary color assigned to any additional team(s) added in the future will be recommended by the Director of Uniforms with the approval of the President. If a team or teams is eliminated in the future then all remaining teams shall retain their primary color from the previous season.

Minor and Tee Ball Leagues – All team colors will be determined by the Apparel / Equipment Director with approval of the President. Multi-Color combinations may be used in order to better differentiate the many teams. White pants should be used for all teams. Consistent colors schemes within a league should be used whenever possible.

League issued or league approved uniforms must be worn at all times during games. This includes league issued hats worn properly (bill to the front), league issued shirts tucked in at all times, white pants, league issued socks and rubber soled baseball shoes or sneakers. Uniforms shall not be modified in any way by individual players. There shall be no patches, decals or stickers, other than Media Little League approved patches, decals or stickers, affixed to the uniform, hat or batting helmet.

## **VIII. Rules**

Major and American Leagues - The official playing rules and regulations as published by Little League Baseball, Incorporated, Williamsport, Pennsylvania, shall be used in the Major and American Leagues.

National, Continental, Rookie and Tee Ball Leagues - The official playing rules and regulations as published by Little League Baseball, Incorporated, Williamsport, Pennsylvania, shall be used in the National, Continental, Rookie and Tee Ball Leagues. Local rules have also been adopted for the National, Continental, Rookie and Tee Ball

Leagues. These local rules are a part of this Baseball Operations document and are attached as Appendix A. The local rules shall in no way conflict with the Rules, Regulations and Policies of Little League Baseball, Incorporated, nor shall they conflict with the Media Little League Constitution. Wherever inconsistent, a provision in the Constitution will prevail over a provision in the Local Rules.

## **IX. Pitching**

As a chartered Little League we abide by all the rules established and maintained by Little League Baseball, Inc. We can, upon written approval by Little League Baseball, Inc. incorporate additional rules which do not supplant existing rules.

Major League, American and National Leagues - The league Commissioner is responsible to communicate to all managers prior to the start of the season the importance of protecting pitchers from injuring themselves. Little League baseball has established pitching rules that must be strictly followed and enforced. It shall be the league Commissioners responsibility to insure that each manager knows and understands the Little League baseball pitching rules. In addition to the written Little League pitching rules other specific areas to monitor are the amount of preparation a pitcher gets before pitching in a game, the overall number of pitches a player pitches and the amount of pitching a player engages outside the parameters of Little League baseball.

## **X. Practices**

All managers are required to conduct practice sessions prior to and during the season. The league Commissioner with the assistance of the Director of Baseball is responsible for creating a sufficient and equitable number of practice times and venues for each team.

## **XI. Schedules**

The regular season schedule for all leagues will be decided upon by the league Commissioner prior to the start of the regular season.

## **XII. Play-Off Games**

The play-off format will be determined by the league Commissioner prior to the start of the regular season with the consent of the President. The league Commissioner must communicate the play-off format to the league Managers prior to the start of the regular season. The rules of play for all playoff games shall follow the regular season rules such league played under during the Regular season, including but not limited to rules governing playing time and pitching. These rules can be modified (ie-Tournament Rules used for Pitching) by the league Commissioner with the consent of the President and after soliciting feedback from the league Managers. Any changes must be clearly communicated by the league Commissioner to the league Managers prior to the start of the playoffs.

### **XIII. Game Day Responsibilities**

- A. All weekday games shall start at 6:00 p.m. promptly. An effort should be made to start early season games 15 minutes early in an effort to complete them prior to dusk. Weekend game times will vary.
- B. Pre-game Warm-ups (applicable to the Major, American & National Leagues) – the Visiting team is assigned a batting cage for 1 hour prior to the start of the game. The Visiting team is also designated the game field for 15 minutes immediately before the start of the game (to be completed 5 minutes before the scheduled game start time). The Home team is assigned the game field to conduct warm-up (including batting practice) prior to the start of the game, leaving the final 15 minutes for the Visiting Team to conduct fielding practice. The two managers may consent with one another to alter this process as conditions dictate.
- C. Home team bench is along 3<sup>rd</sup> base foul line. The Visiting team bench is along the 1<sup>st</sup> base foul line.
- D. Home team is responsible to provide the umpire with 2 new game balls and to prepare the field of play (field maintenance, field lining and bases). The Home team should have field preparation complete before the visiting team begins their pre-game field warm-ups.
- E. Home team is responsible for postgame field grading and for returning bases and equipment to their place of storage. This includes, but is not limited to dragging the infield and raking the pitching mound, base paths and home plate areas. Whenever possible and/or needed, the pitching mound and batters boxes should be sprayed with water in an effort to firm the soil and limit the amount of dust present for the next game.
- F. The Visiting team is responsible for final removal of litter on and around the field they just played. This includes, but is not limited to, emptying the trash cans and replacing the trash bags.
- G. Major and American League Home team managers (or someone they designate) are responsible to stay at the complex to watch over and assist the snack bar volunteers. This designated person may not leave the complex until all other snack bar volunteers have departed.
- H. All rained-out, postponed or tied games shall be played on next open date. Such games will preempt practice sessions and be played in order of their postponement, rainout or tie unless otherwise agreed to by all affected managers and the league commissioner. The Home team is also responsible for obtaining a field and umpire(s) for postponed games.

- I. Home team manager shall be official scorer.
- J. Game scores shall be communicated to the Information Officer after each game by the winning manager.
- K. Home and Visiting team managers are responsible to document their teams pitch counts as prescribed by the league Commissioner.
- L. It shall be the responsibility of all coaches to monitor the field and adjacent areas for distracting or dangerous activity by the players, parents or others on and around the field area. This is particularly true of dugouts and areas near benches.
- M. It shall be the responsibility of each team to provide complete snack bar coverage for assigned time slots. The time slots for weeknight games will be from 5:30 to 8:30. The time slots for weekend games will be determined by schedule, but will be for a period of time up to 3 hours. The time slots will be at times when the team is not scheduled to play so that the team parents can watch their children's games in their entirety. The Snack Bar Administrator will assign and monitor the time slots. It will be the team managers (or designated team parent) responsibility to insure that their team has sufficient help in the snack bar for their entire assigned time slot. Any changes to the assigned time slots may only be made with the notification and approval of the Snack Bar Administrator.
- N. One Board member will be assigned to the snack bar for each date of the season to ensure that the snack bar has sufficient coverage. The assigned Board Member will work with the Snack Bar Administrator, the commissioner of the league for the team assigned to the snack bar and the coach of the assigned team to fill resource needs in the snack bar if a sufficient number of volunteers are not present. Either the assigned Board Member, the Snack Bar Administrator or the league Commissioner will call the coach of the assigned team to provide additional volunteers if needed.
- O. The entire Media Little League complex is a **NO SMOKING** facility. It shall be the responsibility of all Managers, Coaches and Board Members to enforce this policy at all times.

#### **XIV. Tournament Teams**

- A. District 19 Tournament Teams (9/10 year old team, 10/11 Year Old and 11/12 year old team)
  - 1. Manager will be decided by a majority vote of the President, Director(s) of Baseball (one vote comes from the Director of Baseball position regardless of the number of people in that role) and Commissioner of the applicable league (Major League Commissioner for the 10/11 and 11/12 District Teams and

American League Commissioner for the 9/10 District Team). Every effort should be made to select these managers by the start of the regular season. Barring extraordinary circumstances the selection of managers should take place no later than May 1<sup>st</sup>. The 9/10 and 10/11 District teams should strive to have 12 rostered players. The 9/10 District team should field the strongest 10 year old candidates available.

2. Players will be decided by a nomination and vote process involving the regular season managers of the league from which a majority of the players will be selected (Major League Managers for the 10/11 and 11/12 District teams and American League Managers for the 9/10 District Team). The Tournament Team Manager also gets one vote for the team they are managing. This is an additional vote only if the Tournament Team manager is not a regular season manager in the league from which the majority of the players will be selected. This vote process will determine the first 10 players selected to each team. The remaining players will be chosen by the Tournament Team Manager. The Manager does have the discretion to allow the vote to extend to additional players. The Manager also decides the total number of players selected onto the team.
3. The Tournament Players selection meeting will be conducted by Major League Commissioner for the 10/11 and 11/12 District teams and by the American League Commissioner for the 9/10 District Team. Attendance at the selection meeting will be limited to the President, appropriate League Commissioner, Tournament Team Manager of the team being selected and the regular season managers of the league from which a majority of the players will be selected (Major League Managers for the 10/11 and 11/12 District teams and American League Managers for the 9/10 District Team). A regular season coach may substitute for a manager at the selection meeting only with prior approval of the President, Tournament Team Manager and League Commissioner. Failure to obtain prior approval for a coach to attend the meeting in lieu of the manager will result in forfeiture of that teams vote.
4. Should any of the District 19 Tournament Teams advance beyond the Sectional level of the playoffs and overnight travel is required, Media Little League may partially reimburse each of the player's families for the cost of one hotel room per family for each night required to participate in the Little League Tournament. Hotel receipts must be provided in order to receive this hotel reimbursement. The maximum total reimbursement for each District 19 Tournament Team will be \$5,000. Additional amounts above \$5,000 must be approved by the President.



B. Other Post Season Teams

1. Manager will be decided by the President, Player Agent and Commissioner of the applicable leagues, at least two weeks before the end of the regular season.
2. Players (it is recommended and it is the goal of Media Little League that the team consist of a minimum of 12 players but up to 14 players are permitted) will be decided by a nomination and vote process involving the regular season managers from which most of the players will be selected. The Post Season Team Manager also gets one vote for the team they are managing. This is an additional vote only if the Post Season Team manager is not a regular season manager in the league from which the majority of the players will be selected. This vote process will determine the first 10 players selected to each team. The remaining players will be chosen by the Post Season Team Manager. The Manager does have the discretion to allow the vote to extend to additional players.
3. Every effort should be made to have players selected and placed on teams appropriate to their Little League baseball age and not play up (on older age teams). This will keep the best players on the respective age group team, field the strongest age group team to compete against the same age players and result in the best experience possible for other post season team players.

C. Financial Responsibility

1. All post season players both tournament and "other" will be assessed a league fee of \$ 100 per player. It is the post season' team's manager's responsibility to collect the post season fee from each player on his roster prior to the first scheduled post season game.
2. For each post season team Media Little League will provide uniforms, equipment and registration fees for up to three post season tournaments.
3. The post season team manager may also request additional funds from each player in addition to the Media Little League costs identified above to offset additional team costs.

**Most Recent Document Dates:**

- **January 4, 2017 – Initial Draft for Board review**
- **– 2<sup>nd</sup> Draft for Board review**

- – **Final Draft for Board review**
- – **Changes reviewed by Board**
- – **Voted and accepted by a majority of the Media Little League Board of Directors**

Accepted by: \_\_\_\_\_

Name (print): Del Bittle

Title: League President

Date: \_\_\_\_\_

**APPENDIX A**

**LOCAL RULES**

**OF THE**

**NATIONAL, CONTINENTAL,**

**ROOKIE**

**AND**

**TEE BALL LEAGUES**

**MEDIA LITTLE LEAGUE**  
**2017 RULES OF THE NATIONAL LEAGUE**

1. No bunting.
2. No intentional walks.
3. No infield fly rule.
4. A pitching machine shall be used for the first 3 innings of all games from the start of the season up to and including games played the first two weeks (14 days) of the season (**No Exceptions**). A coach for the team batting will operate the pitching machine. A fielder will be positioned adjacent to the pitching machine.
5. A ball striking the pitching machine is a dead ball. Batter is awarded first base; all base runners advance one base.
6. No walks will be issued with the pitching machine. All pitches from the machine will be called balls or strikes. Three strikes, called or swinging, is an out. Balls outside the strike zone, although being called balls by the umpire, do not result in a walk, they just result in extra pitches being made until the ball is hit or strike three is called.
7. The speed for the pitching machine will be established prior to the season. All teams will use the same speed. The pitching speed may be adjusted as the season progresses but if the speed is adjusted, all teams will be informed of the new speed and will use the new speed.
8. A Runner may advance **only** one (1) base when stealing 2<sup>nd</sup> or 3<sup>rd</sup> base (**Encourages Throwing**). Only three (3) steals per inning will be allowed. Double steals are permitted and counted as 2 stolen bases. The defensive team will keep track of the number of steals each inning. Runners must stay on the base until the ball crosses the plate, runner that leaves early must be returned to the base. Runner may not advance on throws to the base they occupy prior to the pitch. In an effort to promote fundamental fielding and throwing, when a runner makes an attempt to advance to the next base on a hit ball and the fielder overthrows the base being advanced to, the runner CAN NOT advance beyond that base. If the defensive team retrieved the overthrown ball and “makes a play” on another runner, then (and only then) all runners may again advance.
9. **No stealing home.**
10. Everyone must play in the field at least 9 defensive outs in a game and all players must play an infield position at least one inning per game.

11. Batting orders include all players in attendance and are established at the beginning of the game. Players showing up after the first pitch are added at the end of the batting order (Little League Rule 4.05).
12. Managers are responsible to give each player an opportunity to play each position during the season, in order to encourage player development.
13. No more than five (5) runs may be scored in a half inning, except the 6<sup>th</sup> inning in which 3 outs must be made by the defensive team in order to end the inning. Little League Rule 2.00).
14. Sliding is permitted **feet first only** (unless diving back to a base) if a runner slides headfirst, they will be called out. (Little League Rule 7.08 (a) (4))
15. **Plays at the plate and at all bases:** For the protection of both catcher or fielder and base runner, if a play at the plate or base is imminent, the runner must slide or attempt to get around a fielder who has the ball and is waiting to make the tag. The base runner does not have to slide if it is unlikely that a play at home or at a base will be made. (Little League Rule 7.08 (a) (3))
16. Managers, Coaches (**and** Umpires) must keep the pace of the game moving, particularly in making player changes between innings. Pinch runners (Courtesy Runners) are allowed for the catcher with 2 outs. The player who made the last batted out will be the pinch runner.
17. Pitchers get a maximum of 6-warmup pitches either between innings (approximately 1 minute). When a mid-inning pitching change is made the umpire shall allow the pitcher as many warm-up pitches as deemed necessary by the manager.
18. Pitcher cannot return to pitch, once taken out (Little League Rule VI (b)). A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
19. Only one Manager or one Coach is allowed on the field during the playing of the game or for a pitcher conference. Parents are not allowed in the field of play between innings or during the game.
20. Pre-game Team Warm Ups: **Visiting Team:** Batting practice in the batting cage nearest the first base dugout. Fielding practice from 15 minutes to the scheduled start of the game. **Home Team:** Batting practice on the field. Fielding practice up to 15 minutes prior to the start of the game. **Games start promptly at the scheduled starting time.**

21. Time Limit: No new inning will start within 15 minutes of the scheduled start time of the next game (this rule does not apply if no games proceed). Innings started 15 minutes prior to the start time of the next game will be completed. Games are official after three complete innings. Games called due to rain or darkness without completion of the full inning will revert back to the last complete inning for final score unless both coaches decide to finish game at a later point.
22. The Safety Code for Little League, located on the back page of the Little League Rule Book, shall be followed at all times by everyone.
23. In the event of bad weather, **games cannot be canceled PRIOR to 4:30PM**. In the event an agreement cannot be reached between the home team manager and the visiting team manager to call the game, the commissioner will decide. The commissioner will reschedule canceled games in the first available open time slot following the cancellation, including Sundays.
24. If a team expects to have less than nine players available for a game, arrangements should be made in advance to have Continental League players available to play. If Continental League players are asked to play a National League game they shall play even if nine or more National League players are available to play. Managers are encouraged to find league age 8 year olds players from the Continental League. League age 6 year old players are not allowed to play in the National League.
25. Home team is responsible for:
  - Two game balls
  - Preparing the field; including chalk lining the base paths and batters boxes.
  - Setting up pitching machine.
  - Breakdown of field, including making sure all bases and equipment are put away, the infield is dragged and base paths and strip leading to the pitcher's mound are RAKED (NOT DRAGGED) Pitcher's mound should be watered if necessary.
  - Manager or someone he/she trusts needs to hang around the complex until the snack bar is closed.
26. Visiting team is responsible for:
  - Post-game clean-up. This means cleaning up papers, cups, etc. left on the playing field and in both dugouts.
  - Empty ALL trash cans around the National field, batting cages and in front of snack bar. Also picking up any litter around this area.
27. All managers and coaches will be required to umpire (or find responsible umpires) several games during the season. Please remember that these are volunteers. The umpire's rulings are final. At no time during a game should the umpire's calls be

argued or commented on from the dugout. Any questionable calls should be discussed with the umpire out of earshot of the children. If an umpire hears comments about his calls from any coach out of the dugout, he/she may issue a warning to the coach. After one warning, the behavior continues, the coach may be ejected. Any ejected coach is suspended for one game. If a coach gets ejected from more than one game he/she is banned from coaching the rest of the season. The only people allowed in the dugout are the manager and up to two coaches. Absolutely **NO FOOD**, except gum and sunflower seeds, permitted in dugouts. Each team is expected to clean the dugout after each game.

### **Pitching**

- During the part of the season when the pitching machine is being used, pitchers can only pitch one inning each. This is to help develop as many pitchers as possible for the season.
- Pitcher must be replaced when three batters are hit in one inning or four batters during the game.
- Pitch count rules apply (Little League Rule), please review handout and procedure for tracking pitch count for players and the days rest required.

### **National League Strike Zone**

- The strike zone should be very liberal and consistent. The recommended strike zone should be top of shoulder height to bottom of knees and three-inches on each side of the plate. Encourage players-to swing and not look to walk.
- Pitch count rules are governed by current Little League rules.

**MEDIA LITTLE LEAGUE**  
**2017 RULES OF THE CONTINENTAL LEAGUE**

1. League Overview

- Instructional, fun league with exposure to competitive games for 7- and 8-year-olds and 6-year olds with exceptional baseball ability.
- Instruction follows baseball skills curriculum approved by MLL.
- Teams with 12 to 14 players per team.
- Limited consideration of player assignments to honor player requests (car pools, neighbors, coaches, etc).

2. Manager/Coach Responsibilities

- Provide leadership and instruction to players.
- Be committed to attending scheduled practices and games.
- Coordinate with team parent (phone chain, snack bar shifts, fund raiser, etc).
- Background check is required

3. Game Day Team Responsibilities

- Away Team
  - Before game, set up pitching machine
  - Before game, set up bases and get helmets
  - Warm-ups 5:30-5:45
  - Provide 3 game balls
  - After game, put away bases and helmets, pick up any trash, and empty trash cans
- Home Team
  - Warm-ups 5:45-6:00
  - Provide 3 game balls
  - After game, put away pitching machine and rake field

4. Game Rules

- All games must use pitching machine, 6 hittable pitches maximum per batter or 3 swinging strikes.
- Coaches
  - Defensive team has two outfield coaches to maintain order and safety; coaches must not interfere with any batted or thrown ball. All coaches must remain behind outfielders.
  - Offensive team has one coach feeding the pitching machine and two base coaches. Base coaches are not permitted to touch any runner while the ball is in play. A 4<sup>th</sup> coach can be positioned behind the catcher to help speed up the game; this coach should retrieve balls that elude the catcher and return them to the pitching machine coach.



- Defense – Play 10 fielders (not 9) with additional fielder in the outfield. All players should stay in their natural positions for every pitch (eg, no outfielders used as extra infielders or cheating in on weaker hitters, field markers, line, etc. will be used to mark normal position, ~10 feet from the infield dirt). The pitcher can play on either side of the pitching machine. The catcher must be in full gear (ie, shin guards, chest protector, face mask, and protective cup). Encourage fielders to complete the play for each batted ball, even if the runners will obviously be safe. Players must rotate positions each inning and each player must play at least 4 innings in the field. Also a player cannot play more than 3 innings per game at an infield position. Be sensitive to balancing each player’s time amongst the different positions.
  
- Batting
  - All players are to be listed in the batting lineup (even if they are not currently in the game defensively). The entire lineup must bat in order. Keep the game moving!
  - Every batted ball must be run out. On balls hit into the outfield, runners may advance extra bases. Runners not halfway to the next base at the time an infielder is in possession of the ball must return to the previous base. Instruct players not to return to bases while the ball is in play as they may still be tagged out. No extra bases on overthrows.
  - A ‘safety base’ (ie, 2 adjacent bases) will be used to help prevent collisions at first base. The first baseman should use the inside base; the batter should use the outside base. Please instruct your players not to slide into first base (unless they are returning to the base).
  - No intentional bunting or stealing is permitted.
  - To speed time between innings, a pinch runner should be used for the catcher when there are two outs in the inning.
  
- Game formats
  - Regular Season Games – These 6-inning games (as time permits) are scored. The hitting team will bat until either 3 outs are made or 5 runs are scored. In the next inning, the batting order will resume with the next hitter in the lineup. Each batter will receive a maximum of 6 pitches (unless the 6<sup>th</sup> pitch is fouled). If the batter misses on the 6<sup>th</sup> pitch, the batter is out. No inning should be started after 1½ hours of play. Winning team should submit game summary to Commissioner and MLL website within 24 hours.
  - Playoff Games – These games follow the same format as the Competitive games, but must continue after 1½ hours in the case of a tie game. Playoffs should be double elimination with the regular season standings used to seed the teams in the playoff bracket. Consideration for single elimination playoffs may be made by a Commissioner’s

decision Winning team should submit game summary to Commissioner and MLL website within 24 hours.

- Game flow – Start games at scheduled times and manage the transition between innings (batting order, position assignments, catcher’s gear, etc). Keep the game moving to give players maximum playing time and help prevent boredom.
- Call-up – Please refer to section VI Player Replacement. Coaches will be provided a call-up list from the Rookie League. No call-up shall be allowed from Tee Ball.

5. Skill Development

- MLL training curriculum
- Practices
- Coaching clinics
- Parent involvement

6. Sportsmanship

- Players – Unsportsmanlike conduct should not be tolerated. Players should show respect to other players (no name-calling or making fun of other players). Players should also be respectful of all equipment (no throwing of bats, helmets, etc). After each game, teams should line up and shake hands.
- Coaches and parents – Conflicts (regarding rules or otherwise) may arise at some point in the season. Any conflict should be addressed by the opposing managers without yelling and/or cursing. Please set a good example for the players and encourage your players’ parents to do likewise. The League will not tolerate any form of unsportsmanlike conduct.

7. Safety

During a game only the batter is allowed to have a bat. No other players are allowed to hold or swing a bat. . In case of injury, first aid items (including ice) can be obtained from the snack bar or equipment room.

8. Rainouts

No decisions should be made before 5:00 on weeknight games. The manager of the home team should make the decision in consultation with the opposing manager. The Commissioner must be informed of all rainouts. All makeup games are to be rescheduled at the opposing managers’ mutual discretion (with approval from the Commissioner).

9. League Support

- Snack bar – Support the snack bar rather than bringing snacks to the field.
- Slugfest – This season’s only fundraiser.

## **MEDIA LITTLE LEAGUE**

### **2017 RULES OF THE ROOKIE LEAGUE**

Rookie League is designed as a progression step between Tee Ball and the Continental League. Scores and records are not kept. The primary purpose of the Rookie League should be a continued focus around fundamentals of baseball. Eligibility in this league is contingent on having completed at least one year of Tee Ball and being six years of age. Parent and Tee Ball commissioner have the option to keep a six year old in Tee Ball and absolutely no four or five year olds are permitted in the Rookie league. In addition to teaching the fundamentals of baseball, safety must be taught and most importantly the players should have fun learning and playing baseball. Clinics should be set up for the managers and coaches so that the managers and coaches can teach the children proper running, throwing, fielding and batting technique that will be stressed and taught throughout their entire time in Media Little League. (One teaching method that was successful in the past was taking a break between innings to set up stations to teach baseball fundamentals. The commissioner set up a schedule so that all teams were teaching the same fundamentals at the same time.)

1. Home team sets field up (Equipment is in the shed nearest the Tee Ball field)
2. All games will be played at the MLL Complex Practice Field. Away team breaks down field, including emptying trash can and replacing trash bag.
4. Games last three innings: 3 at bats, 3 fielding. A continuous batting order is used and all players should bat each inning. Players on the bench should be seated in the order they would bat in order to help speed up the games.
5. Every child plays the field and bats. Give each player an opportunity to play all positions.
6. Before the start of each game the teams will work on the fundamentals of the game for 20 minutes. The teams will be split up to work on the fundamental station training. Coaches from both teams will man stations and teach fundamentals. The commissioner will set up a schedule so that all teams are teaching the same skills at the same time.
7. Players need to understand outs. If a player is put out at a base they should leave the base and return to the dugout. This differs from Tee Ball, outs should be enforced
8. All children should be on the bench and NO child should have a bat in their hands on the bench. The only child with a bat should be the current batter.
9. In the event of bad weather, games cannot be cancelled before 4:30 PM. The Manager of the home team should make the decision in consultation with the opposing Manager. The Commissioner must be informed of all rainouts. The Commissioner will reschedule

cancelled games in the first available open time slot following the cancellation, including Sundays.

**MEDIA LITTLE LEAGUE**  
**2017 RULES OF THE TEE BALL LEAGUE**

Tee Ball experience is designed as an introduction to baseball. Scores and records are not kept. The primary purpose of Tee Ball should be an introduction to the fundamentals of baseball. In addition to teaching the fundamentals of baseball, safety must be taught and most importantly the players should have fun learning and playing baseball. Clinics should be set up for the managers and coaches so that the managers and coaches can teach the children proper running, throwing, fielding and batting technique that will be stressed and taught throughout their entire time in Media Little League. (One teaching method that was successful in the past was taking small groups of players into the outfield during their defensive half of the inning to teach baseball fundamentals. The commissioner may set up a schedule so that all teams were teaching the same fundamentals at the same time.)

1. Home team sets field up (Equipment is in the shed nearest the Tee Ball field)
2. Away team breaks down field, including emptying trash can and replacing trash bag.
3. Games last three innings: 3 at bats, 3 fielding. A continuous batting order is used and all players should bat each inning. Players on the bench should be seated in the order they would bat in order to help speed up the games.
4. Every child plays the field and bats. Give each player an opportunity to play all positions. Coaches should keep a list of all players and rotate positions each inning and carry this over game to game. This will ensure that all players get an opportunity to play all positions
5. In order to develop good swing techniques all players must hit from a tee from the beginning of the season up to and including games played May 15<sup>th</sup>. After May 15<sup>th</sup> coaches may pitch to players that have the ability to hit pitches thrown by a coach. Players with limited hitting ability may continue to use a tee throughout the entire season.
6. Before the start of each game, or during the defensive portion of their inning, the teams or portions of the teams will work on the fundamentals of the game for 20 minutes. The teams will be split up to work on the fundamental station training. Coaches from both teams will man stations and teach fundamentals. The commissioner may set up a schedule so that all teams are teaching the same skills at the same time. For example, a skill/drill of the week will be rotated for all 12 weeks of the season. This clinic would be sure to reinforce the proper technique for these skills and may also have web links to insure the proper instruction from all managers. Skill of the week would be as follows:

Swing – Weeks 1, 6 and 10

- Throwing – Weeks 3,8 and 12 (make an L, throw at coaches nose, step and throw through, snap the wrist)
  - Fielding – Weeks 2,7 and 11
  - Base running – Week 5
  - Catching – Weeks 4,9 and 12 (propose supplying each team with one to two dozen tennis balls to help kids get used to catching properly and not fearing being hurt)
7. Players need to understand outs. If a player is put out at a base they should leave the base and return to the dugout. Enforce after May 15<sup>th</sup>.
  8. All children should be on the bench and NO child should have a bat in their hands on the bench. The only child with a bat should be the current batter. All base runners must wear a batting helmet. All fielders must wear a cap (bill facing forward). Defensive coaches should plan for more experienced hitters at bats by rotating less experienced players in the field for safety concerns at their discretion
  9. In the event of bad weather, games cannot be cancelled before 4:30 PM. The Manager of the Home team should make the decision in consultation with the opposing Manager. The Commissioner must be informed of all rainouts. Friday nights will be left open for make up games due to rainout (up to decision of both coaches if they wish to make up the games). Commissioner will write practice schedule.
  10. Coaches should enforce that players stay in their position when ball is put in play and eliminate “ganging up” on a batted ball. Use “draw your circle” technique for each player, stay in your circle, if the ball is in a teammates circle stay out.