



# Kent Little League Bylaws

## 2025 Kent Little League Bylaws Committee

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The committee met in November 2024 to review and revise the 2025 Bylaws. The Kent Little League Bylaws were approved by the Kent Little League Board of Directors on **December 12, 2024**.

### 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 will be used), etc.

Because of the rule 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.

The Bylaws of Kent Little League do not apply to inter-league play. For inter-league play, the Little League Baseball/Softball Official Regulations and Playing Rules shall apply.

- 1. General Policy.....
  - 1.1 Volunteer Requirements.....
  - 1.2 Background Checks and Eligibility Review .....
  - 1.3 Abuse Awareness Training .....
  - 1.4 Refund Policy.....
- 2. Seasons of Play for Baseball and Softball: .....
- 3. Divisions of Play .....
- 4. Selection, Appointment and Discipline of Managers and Assistant Coaches .....
- 4.1 Manager Responsibilities .....
- 4.2 Requirements to Manage.....
- 4.2 Manager Selection Process and Requirements.....
- 4.3 Assistant Coach Selection .....
- 4.4 Manager Training.....
- 4.5 Manager/Coach Discipline.....
- 5. Parent Volunteers .....
- 5.1 Parent Involvement .....
- 5.2 Parent Conduct .....
- 6. Team Formation.....
  - 6.1 Tee Ball, Single A, Softball Minors B .....
  - 6.2 Evaluation Divisions - Baseball Minors AAA/AA and Softball Minors A .....
  - 6.3 Drafted Divisions -Majors, Juniors, Seniors .....
  - 6.3.1 Draft Method.....
  - 6.3.2 Contraction and Expansion .....
  - 6.3.3 Player Draft Re-Entry .....
  - 6.3.4 Player Vacancy .....
  - 6.3.5 Team Manager Responsibility .....
  - 6.3.6 Player Code of Conduct: .....
- 7. Safety .....
- 8. Fields.....
  - 8.1 Pregame preparations: .....
  - 8.2 Postgame teardown and repair: .....
- 9. Equipment .....
- 10. Supplemental Playing Rules .....
- Pitchers and catchers: .....

- 10.2 Baseball Minors Tee Ball .....
- 10.3 Baseball Minors A .....
- 10.4 Baseball Minors AA.....
- 10.5 Baseball Minors AAA .....
- 10.6 Baseball Majors .....
- 10.7 Baseball (50/70)/Juniors/Seniors.....
- 10.8 Softball Minors B, Minors A, Majors, Juniors, and Seniors .....
- 10.9 Fall Ball .....
- 11. Tournament Teams .....
- 11.1 Manager Selection.....
- 11.2 Eligible Players .....
- 11.3 Baseball/Softball Tournament Team Selection Process .....
- 11.4 Conduct During Tournaments .....
- 11.5 Tournament Team Financing .....
- 12. Awards .....
- 13. Umpires (Not Applicable: Teeball , Minors A Baseball, Softball Minors B ).....
- 13.1 Starting a Game: .....
- 13.2 Pausing a Game: .....
- 13.3 Umpire Misconduct/ Discipline:.....
- 14. Revisions .....

## 1. General Policy

It is the intent of Kent Little League (Kent LL) to accommodate any player who wants to play baseball or softball, lives within the Kent LL boundaries (established by Little League Inc.), 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 Kent LL by organizations with which Kent LL is obliged to cooperate. The number of teams in each division is limited to the field capacity. 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 Kent LL function.

EXCEPTION: Alcohol or tobacco products may be consumed at Kent LL adult-only functions. Kent LL 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. Kent LL has adopted supplemental rules (Bylaws) (contained herein) that augment the Official Regulations and Playing Rules. These Supplemental Rules are mandatory during regular season (Fall and Spring), 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 do not allow any of the processes in these Bylaws to be followed as written, said process(es) may be temporarily adjusted as required with the approval of the Kent LL President and the Kent LL Board of Directors. The temporary adjusted process(es) shall be posted at [www.KentLL.org](http://www.KentLL.org).

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

**Player Age:** A player's league age for the current season is his/her age as of the playing season. Age requirements are per Little League International specifications for [Baseball](#) and [Softball](#). See Little League Proof of Age Requirements document for details on acceptable proof of age documents that **must** be submitted at registration (<http://www.littleleague.org/learn/forms.htm>).

**Player Residence Location:** The player must live within the Kent LL boundary (see boundary map at [www.KentLL.org](http://www.KentLL.org)) at least 51 percent 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 Residency and School Attendance Eligibility Requirements document for details on acceptable proof of residency documents that must be submitted at registration (<http://www.littleleague.org/learn/forms.htm>).

Players who move outside of Kent LL boundaries may continue to play for Kent LL provided a Regulation II (d) waiver has been submitted and approved by Little League, Inc. The proof of residency shall be kept with the waiver until the player no longer plays for Kent LL. Per Little League rules, if a player playing under a Regulation II(d) waiver does not play the following year, that player is not eligible to play for Kent LL unless that player establishes residency again within the Kent LL boundaries.

Kent LL strives to provide the safest playing environment possible. (See Section 7.0 Safety) No player shall be subjected to abusive language, harassment, severe or injurious discipline, anger of the coaches or their teammates, etc.

## **1.1 Volunteer Requirements**

The safety and well-being of all participants in the Little League® program is paramount. To ensure safety and maintain compliance with the Little League International Child Protection Program, all volunteers are required to:

1. Submit a volunteer application and pass an annual background check.
2. Complete the Little League Abuse Awareness training course each year.
3. Avoid all one-on-one interactions with minors.
4. Adhere to mandatory, non-retaliatory reporting of suspected sexual abuse within 24 hours.

## **1.2 Background Checks and Eligibility Review**

Kent Little League (Kent LL) requires an annual nationwide background check for all volunteers and personnel, in line with Little League Inc. Regulation 1(c) 8 & 9. (Annual is defined as October 1st to September 31st,)

Volunteers must complete and submit a Little League Volunteer Application, provide government-issued photo identification, and pass a J.D. Palatine (JDP) background check prior to assuming any duties.

The president shall name one or more Kent LL board of directors to perform background checks under the direction of the president.

In compliance with the regulation 1(c) 8 & 9, If there is any charge on the potential volunteer, it will be indicated by a red flag on the JDP Platform. The local league must first determine if this charge is permitted by Little League Regulation. If the charge is not grounds for immediate dismissal, the local league may present this information to either the league president or local board to determine if this individual is fit to participate in any manner in the league.

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), traffic 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 Kent LL president or board of directors are final. Electronic records are automatically deleted after 6 months.

## **1.3 Abuse Awareness Training**

Per Little League Inc. all volunteers are required to complete the free Abuse Awareness training through [Little League University](#) in accordance with the Player Safety Child Protection Program.

## 1.4 Refund Policy

The registrar shall process the refund based on costs incurred and timing of requests per the guidelines below. All refund requests will incur an administrative fee equal to 20% of the registration fee.

Registration Fees:

- a. Refund requests made prior to any costs being incurred by Kent Little League shall be accepted, but will be subject to an administrative fee
- b. Refund requests made after player specific expenses, such as hats or uniforms, has been incurred by Kent Little League shall be accepted, minus the costs incurred plus an administrative fee
- c. Refund requests after player has attended an event such as evaluations, tryouts, or roster posted will not be honored

Non-Volunteer Fees:

Prior to any event such as evaluations, tryouts, or roster posting, non-volunteer fees may be honored but subject to an administrative fee of 20%.

- d. Once a roster has been posted, all non-volunteer fees are non-refundable.

## 2. Seasons of Play for Baseball and Softball:

Spring Season	Open to all youth who properly register and meet age and residency requirements per Section 1.0.
Summer Season	Reserved for players selected from the Spring Season to play on All-star teams and represent Kent LL in district, state, region, and world series tournaments.
Fall Season	Open to all youth who properly register and meet age requirements in section 1.0. This season is intended for skill development and improvement and is based on the following spring League Age.

### 3. Divisions of Play

Kent LL offers the following baseball and softball divisions. At each level of play, players may petition to play up or down depending on previous experience.

<b>Baseball Divisions</b>			
<b>Division</b>	<b>Gender</b>	<b>Ages</b>	<b>Age Comments</b>
Tee Ball	Boys and Girls	4, 5, 6	
Minors (Single) A	Boys and Girls	6, 7, 8	Coach/machine pitch with a safety ball where introduction to traditional 3-out baseball. No score keeping or umpires.
Minors AA	Boys and Girls	8, 9	Player pitch and umpires are introduced. Game scores are kept and winners are declared. Prior to team formation, if time allows, evaluations are conducted with the intent of building balanced teams
Minors AAA	Boys and Girls	10, 11	This is an evaluation division intended to build balanced teams
Majors	Boys and Girls	10, 11, 12	The majors division is a competitive division where teams are formed by a draft. To play in this division you must attend an evaluation and be drafted to a team. If you are not drafted at this level after evaluation you will be placed on a team within the appropriate division.
50/70	Boys and Girls	12,13	This is a transitional program to prepare for Jr's using a 50-foot pitching distance and 70-foot base paths.
Juniors	Boys and Girls	12,13, 14	Advanced, competitive play using a 60' 6" pitching distance and traditional 90' basepaths
Seniors	Boys and Girls	14, 15,	Advanced, competitive play using a 60' 6" pitching distance

		16	and traditional 90' basepaths. Players must be ready to add more skill and strategy to their game. Defensive awareness along with knowing where to make the play and how to run the bases becomes a more critical part of the game
<b>Softball Divisions</b>			
<b>Division</b>	<b>Gender</b>	<b>Ages</b>	<b>Age Comments</b>
Tee Ball	Girls	4, 5, 6	
Minors B	Girls	6,7,8	At this level of play, we continue to focus on learning the basics while utilizing coach pitch or a pitching machine to the players using a soft safety ball. Players 6 years old can play with one year of tee ball. Teams will interlock with other little leagues in District 10.
Minors A	Girls	9, 10, 11,	At this level, we introduce player pitch while increasing to 35 feet. Skills continue to be developed in all areas with the addition of stealing. This is an evaluation division intended to distribute players of all skill levels evenly across teams.
Majors	Girls	10, 11, 12	At this level, we continue player pitch while increasing the pitching distance to 40 feet. This is an evaluation division intended to distribute players of all skill levels evenly across teams.  The majors division is a competitive division where teams are formed by a draft. To play in this division you must attend an evaluation and be drafted to a team. If you are not drafted at this level after evaluation you will be placed on a team within the appropriate division .
Juniors	Girls	12, 13, 14	At this level, we continue player pitch while increasing the pitching distance to 43 feet. Players must be ready to add more skill and strategy to their game. Defensive awareness along with knowing where to make the play and how to run the bases becomes a more critical part of the game
Seniors	Girls	14, 15, 16	Advanced, competitive play, players must be ready to add more skill and strategy to their game. Defensive awareness along with knowing where to make the play and how to run



			the bases becomes a more critical part of the game as lead offs are allowed starting at this level.
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## 4. Selection, Appointment and Discipline of Managers and Assistant Coaches

Managers serve at the pleasure of the KLL Board of Directors, under supervision of the Coaching Coordinator and may be removed at any time pending a vote of the KLL Board of Directors.

### 4.1 Manager Responsibilities

Managers are responsible for the following:

1. Strive to ensure the physical and emotional safety of all players on their team.
2. Strive to ensure the proper moral and ethical conduct of players, coaches, players' parents, and himself/herself.
3. Know, teach, and follow all rules and regulations as set forth by Little League, Inc., and Kent LL with the understanding this is to improve the players understanding and skill level of the game.
4. Strive to ensure 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 Kent LL Board of Directors.
5. Strive to ensure that they are contributing to keep Kent LL property, equipment, and fields in good working order and condition.
6. Attend all required manager meetings (Kent LL and District10) and training classes.
7. Accept all decisions of Kent LL Board of Directors and/or President as final.
8. Look for ways to improve Kent LL and convey them to the Kent LL Board of Directors.
9. Ensures a completed medical release form for each player is on file with the manager and on file with the safety director.
10. Make sure that a signed parent behavior form (signed by parents/guardians) is on file with the division player agent.

### 4.2 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. A completed manager application form is on file with the VP of Baseball or Softball.
2. A completed volunteer application form is completed for the current year
3. A completed background check is on file with the league.
4. Attended the manager training classes conducted by the coach coordinator or designee.
5. Attended the Kent LL directed safety class.
6. Complete the Abuse awareness training and be able to provide the certificate if requested.

7. Complete the Little League Diamond Training online course and be able to provide the certificate if requested.
8. 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 Kent LL. Conditions for receiving a waiver are:
  - a. The manager was selected after the class(es) was held.
  - b. Job requirements prevented attendance at required class(es).
  - c. Illness prevented attendance at required class(es).

## 4.2 Manager Selection Process and Requirements

1. Each manager candidate shall be interviewed by the manager selection committee, time permitting.
2. Upon completion of the interviews, the manager selection committee shall submit their recommendations to the Kent LL Board of Directors for approval.
3. Manager positions are for one-season only. Having previously been a manager in Kent LL is not a guarantee of a managing position in any subsequent season.
4. All candidates for Baseball/Softball Majors teams manager must meet the following minimum qualifications:
  - a. Served one year as a Kent LL Minors manager, or Two consecutive years as a Kent LL BMinors coach, or
  - b. Served one year as a Kent LL Majors manager or coach, or equivalent experience as a manager or coach (must provide proof).

## 4.3 Assistant Coach Selection

1. Each manager shall select up to two coaches
  - a. Non-drafted teams:
    - Minor league managers may pick one assistant coach prior to team formation and a second after team formation.
    - If desired, managers may declare one assistant coach prior to team formation to ensure they are placed on the same team. This must be communicated to the registrar prior to team formations. Once rosters have been posted, requests will not be honored unless there was an error made by Kent Little League.
  - b. Drafted teams:
    - Coaches for a drafted team may not be chosen prior to the draft except in accordance with the current Little League Operating Manual and Little League Official Regulations & Playing Rules.
    - Kent LL Board may override and remove selected coaches.
2. All Managers must declare their coaches in writing to the registrar.
3. If not already completed during registration, each assistant coach shall complete and submit the following:

- a. Kent LL Manager Application
- b. Little League Volunteer Application Form, background check, abuse awareness training and diamond training

#### **4.4 Manager Training**

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

Any potential manager shall attend the First-Aid Training for Coaches given under the direction of the Kent LL Safety Director or designee. (Assistant Coaches are encouraged to attend.) This training is mandatory for all team managers unless they have formal training as a healthcare professional, firefighter, or law enforcement officer.

#### **4.5 Manager/Coach Discipline**

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

A coach or assistant coach who has allegedly engaged in misconduct while on or off the field will not be permitted to participate in any league related activities until the investigation has been completed, and the decision of the disciplinary committee has been made final. Kent Little League has a zero tolerance policy for any form of abuse or harassment against any individual who is participating in a Kent Little League sanctioned activity.

Investigations will be conducted by a disciplinary committee (the President shall break any tie votes). Decisions of this committee are final.

Infractions include, but are not limited to:

- Foul language, as determined by the investigative committee.
- Yelling at or intimidating a player, umpire, parent, or volunteer.
- Following the umpire off the field
- Inappropriate behavior
- Use of tobacco products at a practice and/or game
- Drinking alcohol at or before a practice and/or a game - includes having the odor of alcohol on the person or breath.
- Failure to follow Kent LL Bylaws

## 5. Parent Volunteers

### 5.1 Parent Involvement

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, who waived the non-volunteer fee, be involved with the everyday operation of Kent Little League. Parent involvement helps all of the kids playing in Kent Little League. Therefore, all parents shall be accountable for one of the areas of responsibility on their child's team. Each parent shall have something to do that will foster team spirit and take burdens off the managers' shoulders. Areas where team parents should help include, **but are not limited to**, the following:

- Team Safety Officer (should be Manager)
- Assistant Coach
- Concessions Support
- Fundraiser support
- Pre-game field preparation and post-game field repair.
- Field Maintenance and clean up days
- Score keeper (Game changer preferred)
- Team Parent

The parents are required to select an area to volunteer for prior to the beginning of the season via registration. The team manager will be provided with the team parent volunteers listing the areas of interest. However, depending on each team's volunteer list, parents may be requested to support areas not originally requested to help the team and league be successful.

### 5.2 Parent Conduct

Parents must exhibit good sportsmanship at all times, especially from the stands. Coaching from the stands is not allowed, but encouraging players is. Negative comments **will not** be tolerated.

## 6. Team Formation

The most important consideration in assigning players to teams is the assignment of players to the level of play they are best suited for and to distribute the available player talent so that all teams, in all divisions of Kent Little League are competitive. To help ensure fairness to all teams and players, requests shall not be accepted from managers, coaches, parents, and players.

*Note: All players who request to evaluate up to the next division that is outside of their league age and are not placed on a team in that division will be placed on a team within their appropriate league age.*

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

### 6.1 Tee Ball, Single A, Softball Minors B

Teams in this division are formed using the following criteria:

1. Equal distribution of age.
2. Neighborhood School Residence (Available only if entered during registration)

## **6.2 Evaluation Divisions - Baseball Minors AAA/AA and Softball Minors A**

To help ensure parity (similar age and skills distribution) among all teams, teams in this division are required to attend an evaluation and teams are formed using the following criteria:

1. Equal distribution of age
2. Evaluation results

*NOTE: If a player in this division is unable to attend an evaluation, they will be given an average score for team formation purposes.*

*NOTE: AA evaluations will be time permitting. If in the event Kent LL cannot host evaluations for this Division, teams will be formed based on age distribution.*

## **6.3 Drafted Divisions -Majors, Juniors, Seniors**

The Baseball/Softball Majors, Juniors, and Seniors divisions is a draft division and all players must attend tryouts each year. If a player does not attend a tryout, they cannot be assigned to a drafted team. Tryouts are conducted under the direction of the program VP and player agent or their designee. .

*Note: If a 12 year-old does not want to play Majors, a waiver must be completed and submitted to the president and District 10 Administrator for approval to play in AAA/Minors A. If approved, these players cannot pitch*

*Note: Juniors and Senior teams drafts may be replaced with evaluations only per board discretion based on number of registered players and team count.*

*Note: 12 year-olds may be considered and drafted to juniors only if the skill level is assessed as appropriate for the division.*

The President or Vice President, and the Secretary or Registrar should be at the draft to assist, and to record and verify the final results.

### **6.3.1 Draft Method**

- Plan A shall be followed.
- For a player to be eligible for draft, they must have attended 50% of the scheduled evaluations
- All returning Majors players must be drafted
- All eligible 12 year olds must be drafted. The number of 12 year olds on each team must be as equal as possible
- No manager shall draft more than four 10 year-olds.

### **6.3.2 Contraction and Expansion**

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.

#### **Expansion Method**

If the league needs to expand the number of teams at the Majors Division level, Kent LL will follow Expansion Option Three.

#### **Reduction Method**

If the number of teams is to be reduced at the Major League level, the Board of Directors decides which team is to be eliminated from the division. They will take into consideration the number of returning players per team and teams without a returning manager as well as any other league formation considerations.

Option B will be used per the Little League Official Rules and Regulations Local League Maintenance of Rosters section:. All current Majors Division players affected must be reassigned to a Majors Division team through a regular draft wherein, if a number of returning Majors Division players has not been drafted by the time that same number of draft picks remain, those returning players must be the only players eligible from that point forward in the draft.

### **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:

A player or parent that has a problem with a manager/coach must take the following actions, in the order listed:

1. Discuss the situation with the player's team coaching staff.
2. If no resolution is reached, the manager and parent(s) shall notify the division Player Agent.
3. If the Player Agent is unable to resolve the situation, the Player Agent shall notify the Kent LL Board of Directors.

4. The Kent LL Board of Directors shall address the situation and attempt to solve the problem fairly for all.
5. If the player or parent still has a complaint with the manager or coach, the player or parent may petition the Kent LL Board of Directors in writing, no later than ten days prior to first tryout, for permission to reenter the next season's draft.

The Kent LL 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.

Any 11 year old player re-entering the draft incurs the risk of not being drafted.

### **6.3.4 Player Vacancy**

See section 6.2.2 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 Replacement procedure shall follow the Little League Operating Manual, Replacements section.

If a titled player is injured prior to the first regularly scheduled game, the manager must notify the Player Agent. The parents or legal guardians of the player must give the 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, Baseball Director, and 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 an 11 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.*

### **6.3.5 Team Manager Responsibility**

- Attend both tryouts to evaluate all players within their division
- Have adequate knowledge of the players attending tryouts and who are eligible to be drafted. OR Obtain assistance from another individual and/or Player Agent/appropriate Director.
- Each manager may have two individuals assist him/her during the tryout sessions, provided that the Player Agent/Baseball Director appropriate VP are notified. Each manager may have one individual assist him/her during the draft. However, that assistant shall not sit in the "draft room." Each Manager shall have 3 minutes to make his/her selection. If after 3 minutes have passed and no

selection is made, the manager may be required to forfeit their selection for that round and the next manager's selection clock starts.

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 Kent LL team according to the process defined in the Little League Operating Manual. After review and approval by the Kent LL Board of Directors, that player shall be eligible for the draft.

### **6.3.6 Player Code of Conduct:**

Each manager is responsible for providing players with the Player Code of Conduct Agreement, which outlines the principles and expectations of Kent Little League. By signing, players acknowledge that they understand these expectations and agree to abide by them, knowing that violations may result in disciplinary action. Parents or guardians must also sign, confirming their understanding and support of the player's commitment.

If a player allegedly violates the agreement, a Kent Little League Misconduct Investigation will be conducted by the disciplinary committee.

## **7. Safety**

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

### **Official Regulations and Playing Rules:**

- ALL male players MUST 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 recommended that female catchers also wear pelvic protection. See the Little League Safety Code for more information.
- It is recommended that all softball infielders wear a protective infielders face mask.
- The player catching balls for a coach/manager hitting infield practice or fly balls MUST wear a catcher's helmet during games and practices.
- Plate umpires MUST wear the same protective equipment as required for catchers, including a helmet for all umpires under age 18. No exceptions are allowed.
- Head first slides are not allowed except when returning to a base. Penalty - the player is automatically out.  
\*Reference Official Regulations and Playing Rules: JUNIORS / SENIORS / BIGS DIVISIONS EXCEPTION: Head first slides are allowed, but not encouraged.
- 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 or Safety Director.
- Each incident or accident must be documented and reported to the Safety Director within 24 hours of its occurrence.
- Each manager MUST have a Kent LL supplied first aid kit at all practices and games. Managers MUST check supply levels prior to practices and games and replenish as required.



- When there is lightning and/or thunder, all practices and games must stop immediately and everyone must go to a safe location. (See Appendix A – Lightning Safety Guidelines in the Official Regulations and Playing Rules)
- Managers and parents will utilize safety and security policies as they pertain to dropping-off and picking up of players at all practice and game fields.
- Equipment shall be stored in an orderly manner in the dugouts to prevent hazards. Guests are NOT allowed in the dugout area or on the field during games.
- Each manager must inspect equipment for wear and tear before each practice or game and repair or replace Kent LL defective equipment. Ensure that all player-supplied equipment meets Little League regulations and requirements.
- Volunteers performing duties within the concession stands will be briefed on the regulations and operating guidelines employed within the stand. A food handlers certificate is desired but not required.
- All batters, base runners, and youth base coaches shall wear a batting helmet.
- During games, managers will ensure that players not currently participating in the game remain in the dugout.
- 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.
- Breakaway bases or throw-down bases must be used on all fields for all divisions for practices and games.
- One adult must be present in the dugout at all times when players are in the dugout.

## **8. Fields**

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 Kent LL approved fields for insurance reasons.

No pets are allowed on any fields used by Kent LL, unless otherwise posted.

### **8.1 Pregame preparations:**

The home team shall take the lead role for each game preparation. The home team will coordinate with each of the team's field prep volunteers for field preparation.

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.

On inclement weather Saturday's, a minimum of one representative from each team must show up 2 hours prior to the day's first game to help prepare the field for the day's games.

## 8.2 Postgame teardown and repair:

Each team shall provide two volunteers to repair the infield and outfield immediately after the last game of the day on that field. 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, tamping around bases, home plate, pitcher's mound, and outfield with dirt from the "Field Repair Dirt Pile". A wheelbarrow, shovel, and tamper are available in the equipment container. Pick up all trash from dugouts, and spectator areas and empty all trash cans.

Note: Absolutely no field work (raking, dragging, etc.) is allowed on any field rented from King County Parks and Kent Parks.

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

## 9. Equipment

Kent LL issued equipment (catchers gear, first aid kit, etc.) are the property of Kent LL and must be returned at the conclusion of the season.

\*The number fourteen (14) has been retired and will not be used on any jersey in Kent Little League. Any existing jersey with the number 14 currently in use will have that jersey retired and removed from use.

### 9.1. Part Numbers

Baseball part numbers	Softball Part Numbers
2BBSLG = juniors/seniors	Minors B 10" - SF10Y1
2BBG = majors/AAA/AA	Minors A 11" - 2A311FY

SAF-5S = minors. (A)	Majors & up 12" - 2A312FLY
SAF-BST = Tee ball	

## 10. Supplemental Playing Rules

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

**Note:** *When a division participates in an interlocked schedule, the interlock supplemental rules take precedence, and the KLL supplemental rules do not apply.*

### 10.1 General Rules

This section is applicable to all Kent LL divisions except as noted.

1. All divisions shall use the current edition of the Little League Baseball/Softball Official Regulations and Playing Rules and the Kent Bylaws to govern play unless specifically noted in the supplemental rules stated in latter sections of these bylaws.
2. The home team shall occupy the third base dugout unless otherwise labeled on the dugouts at the field.
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. Scorekeeping:
  - a. managers must ensure there is a designated scorekeeper for all baseball divisions AA and up, and softball Minors A and up.

#### Scorekeeper responsibilities include:

- i. Keep accurate hardcopy records of games, including pitch count (in applicable divisions) of each pitcher appearing in the game. (Game changer is an acceptable alternative to paper books.)
- ii. Reconcile runs and pitch count each half inning with the opposing team’s scorekeeper.
- iii. The home team scorekeeper is the official scorekeeper and is responsible for ensuring that the scorebooks (home and visiting teams) are reconciled between innings.
- iv. The home scorekeeper shall record the game start time as stated by the plate umpire in the home scorebook.
- v. Home team manager shall record the game results on the Kent LL 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.*

Games:

**Definitions:**

1. Scheduled game: A game as it appears on the game schedule.
2. Regulation game: See Official Regulations and Playing Rules.
3. Called game: A game that did not start at its scheduled time.
4. Suspended game: A game that started but did not become a regulation game.
5. Makeup game: A called or suspended game that has been rescheduled.
6. All games shall be played on Kent LL scheduled fields, or designated fields when playing interlock.
7. Games shall be scheduled Monday through Saturday during the Spring and Fall seasons. (Exceptions may be made by the Kent LL Board of Directors).
8. Games shall not be scheduled during Spring Break (Monday through Saturday), but makeup games may be scheduled during this time if both teams have enough players. (Exception: District 10 Interlock games will be subject to the District 10 calendar and games may be played during these break periods).
9. Games shall not be scheduled during Memorial Day Weekend (Friday through Monday), but makeup games may be scheduled during this time (except Sunday) if both teams have enough players.
10. Games per week are counted Monday through Saturday and include scheduled games and makeup called games, but not makeup of suspended games.

**Calling and suspending games:**

Only the managers of the two teams scheduled to play make the decision to start or call a game. The umpire-in-chief (plate umpire) makes the decision to suspend a game after the game has begun, reference Official Regulations and Playing Rules. Managers and coaches shall NOT influence the Umpire-in-Chief's (plate umpire's) decision.

Reasons for called and suspended games include, but not limited to:

- When a field is too wet to play safely
- When there is insufficient light to safely play
- Player shortage (not applicable to T-Ball, Softball Minors Band Baseball Single A): If a team has at least eight players and one manager or coach, the game must be started (unless it is called for a legitimate reason) at the scheduled time. When a team cannot field nine players (due to school events, etc.), the game shall be rescheduled.

**Calling games due to weather or field condition:**

The managers shall not call games sooner than 2 hours prior to the scheduled 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 can call a game no sooner than 3 hours prior to game time: the Kent LL Baseball Director, the Kent LL Player Agent, the Kent LL President, VP of Baseball, VP of Softball, or the Kent LL Fields Director. It is at the option of the aforementioned board members, whether or not they need to be at the field to call the game.

Every reasonable effort must be made to make fields playable when they are scheduled. Rescheduled games put a burden on Kent LL, teams, umpires, and managers. If this process is not followed, one or both teams shall forfeit.

**Making up games (not applicable to Baseball Tee Ball or Minors A):**

The Kent LL Game Scheduler shall publish a list of dates/fields that can be used for makeup games. In addition, any game-suitable field used for a practice can be bumped for a makeup game.

The managers of any game that is called/suspended shall have 48 hours to choose a primary and secondary date/field for their makeup game.

The date chosen should be within 4 to 14 calendar days of the called/suspended game or as soon as possible thereafter.

If the managers cannot agree on a make-up date within the 48-hour period, the Kent LL Game Scheduler shall assign the makeup game at the earliest available slot, based on team availability regardless of number of games scheduled for each team in that week.

Any game not played shall be counted as a loss for both teams unless there are no open dates/fields available.

*Exception: Any manager that can show by email trail that he/she made a concerted effort to reschedule a game (minimum of 3 attempts), but the other manager refused, that manager shall be awarded a win by forfeit.*

The home team is responsible to email the two makeup game choices to the Kent LL Game Scheduler. Forfeits: Forfeits are allowed for refusing to play. Reference Official Regulations and Playing Rules.

**Pitching regulations (not applicable to Baseball A Minors or Tee Ball):**

Pitching regulations are clearly defined within Official Regulations and Playing Rules. Managers must ensure they keep track of and can make available all pitching records to Umpires, Opposing Manager and League Officials, if requested. Kent LL officials reserve the right to audit pitching records and take appropriate action to ensure regulations are being followed. The disciplinary action for the manager for not following the pitch count rules (including days of rest) are as follows:

1st offense: 1 game suspension.

2nd offense: may result in a suspension for the rest of the season.

*NOTE 1: Pitch count violations are grounds for protest.*

*NOTE 2: 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.*

**Protests:**

Protests shall be made in accordance with Official Regulations and Playing Rules.

Protests against violations or interpretations of the playing rules or the use of an ineligible player are to be submitted to the President within 24 hours.

No protests shall be considered involving an umpire's judgment.

Pitch count violations are grounds for protest (not applicable to Baseball A Minors).

**Pitchers and catchers:**

1. Catchers should wear full catcher's gear. Reference Official Regulations and Playing Rules. Players warming up pitchers must wear, at a minimum:
  - a. a catcher's mask with a throat protector AND
  - b. a catcher's helmet (not a skull cap).
2. 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. This player shall wear protective gear as described in section 14.b.1 and 14.b.2.

**Infield and fly ball practice:**

The player catching balls for a coach/manager hitting infield practice or fly balls MUST wear a helmet during games and practices.

Final standings and tournament seeding and tie-breakers for tournament seeding shall be determined by the following:

**Complete Season:** When a season ends with all games having been played by contending teams, the champion shall be determined based upon the overall win-loss record. In cases with teams having identical Kent LL division overall win-loss records, the champion shall be determined by the following order of precedence:

1. Best record of head to head competition.
2. Least number of runs allowed between the tied teams.
3. Most runs scored between the tied teams.
4. A coin flip will determine the champion.

**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. Best record of head to head competition.
3. Least number of runs allowed between the tied teams.
4. Most runs scored between the tied teams.
5. A coin flip will determine the champion.

### **Multiple games in a day:**

When another game is scheduled to follow a game (usually only on Saturdays), and the game currently being played is running late, the team members and spectators (includes manager, coaches, players, parents, and other spectators) of the teams scheduled to play in the following game will not make comments to the umpire or other participants of the game currently being played to end the game. If that is done, the manager will receive a warning. If it happens again, the manager of that team may be suspended for one game.

Managers of teams playing a game following a game should begin warming up their players so that they will be ready to play if the previous game runs late. It may be that there is only time to do an abbreviated infield practice before the next game begins.

All games should start at the scheduled start time.

### **End of Season Tournaments:**

At the discretion of the Kent LL Board, all divisions may either participate in a single elimination championship tournament or participate in a Division 10 level Championship Tournament. Multiple factors will be taken into account to reach a decision on what is best for the league in any particular season. No end of season tournament games will end in a tie.

## **10.2 Baseball Minors Tee Ball**

All divisions of Baseball will follow sanctioned rules, including interlock rules provided by D10 and the Official Little League Rule Book. In addition these special rules will apply.

### **Game Duration:**

Games duration will be 45 minutes from the official start time of the game.

### **Defense:**

A defensive player making a play to any base ahead of the runner suspends play. **End of an Inning:**

The half-inning is complete after the last batter in the lineup bats.

When the last batter comes to the plate, this runner will circle all the bases.

### **Batting:**

The batting order will be the entire team roster. Changing the batting order from game to game is required to vary the base running experience.

A hit ball is a "fair" ball that moves six feet from the batters tee.

### **Other special rules:**

The KLL Baseball Director, VP of Baseball, VP of Softball, or KLL Coaching Coordinator has the authority to modify rules during the season as needed to increase the safety of the players and coaches, or enhance the players experience. All changes require the approval of the President and/or Player Agent.

### **10.3 Baseball Minors A**

All divisions of Baseball will follow sanctioned rules, including interlock rules provided by D10 and the Official Little League Rule Book. In addition these special rules will apply.

Games shall consist of five innings or 1 hour and 45 minutes. No new inning shall begin after 1 hour and 25 minutes.

Each half inning shall end when three outs have been made or five runs have been scored , whichever comes first.

The five-run rule does apply in the last inning.

No games shall be rescheduled. Games shall be played with whoever shows up – combine players with other teams necessary to allow the game to be played.

Extra innings shall not be played.

Stealing bases is not permitted.

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 least one inning per game. All players shall play defensively for a minimum of three innings per game. Managers should build batting rosters so each player achieves the same number of at bats, or as close as possible over the season.

There is no ten-run rule.

The manager and coaches may be on the field to instruct the players.

There shall be no walks.

If the batter has had five 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.

### **10.4 Baseball Minors AA**

All divisions of Baseball will follow sanctioned rules, including interlock rules provided by D10 and the Official Little League Rule Book. If schedules are not interlocked, these additional rules apply:

#### **Game duration:**

- Games shall consist of five innings or 2 hours whichever comes first. No new inning shall be started after 1 hour and 45 minutes of game play. The five run rule does not apply to the last inning of play.



- Each half inning shall end when three outs have been made or five runs have been scored, whichever comes first.
- 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.
- Three innings (two and one-half innings if the home team is ahead) constitutes a complete game if the game is called because of rain, darkness, etc.

**Game Rules:**

- Five balls are required for a walk.
- Stealing home on a passed ball or overthrows to pitcher is not allowed.
- Other base runners can advance at their own risk.

### **10.5 Baseball Minors AAA**

All divisions of Baseball will follow sanctioned rules, including interlock rules provided by D10 and the Official Little League Rule Book. If schedules are not interlocked, these additional rules apply:.

- **Game Duration:**
- An inning that begins more than 2 hours and 10 minutes after the scheduled game start time will be declared the last inning. The five run rule is lifted for this inning. No new inning shall begin more than 2 hours 15 minutes after scheduled start time. (For clarification, an inning starts immediately after the last out of the previous inning.)

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.

### **10.6 Baseball Majors**

All divisions of Baseball will follow sanctioned rules, including interlock rules provided by D10 and the Official Little League Rule Book. If schedules are not interlocked, these additional rules apply:.

There shall be no time limit on games.

Games shall be limited to two extra innings. A game may end in a tie.

### **10.7 Baseball (50/70)/Juniors/Seniors**

All divisions of Baseball will follow sanctioned rules, including interlock rules provided by D10 and the Official Little League Rule Book. If schedules are not interlocked, these additional rules apply:.

A 2 hour 15 minute time limit shall be placed on all district games. No inning may begin after 2 hours 15 minutes from scheduled game start time. However, Kent LL 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.

## **10.8 Softball Minors B, Minors A, Majors, Juniors, and Seniors**

Softball follows sanctioned rules including interlock rules provided by D10 Interlock rules and the Official Little League Rule Book.

## **10.9 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 Kent By-Laws, and the District 10 Supplemental rules. The Fall Ball divisions shall also abide by the following additional supplemental rules. When rules in the Bylaws conflict with these Fall Ball Supplemental Rules, the Supplemental Rules shall take precedence.

Fall Ball divisions shall be formed based on the age distribution of registrations received and neighborhood schools to the best of our ability. Players who played in BB Majors the prior Spring season shall be divided as equally as possible amongst all teams. The registrar shall attempt to find a competitive balance in the division with the use of any electronic tools available (Such as Sports Connect). **Player's age is determined by what his/her playing age will be for the following season.**

Fall Ball season begins late August and ends around late October. Games shall be on Saturdays with additional weekday games in early September while daylight permits.

Game length and time limits shall follow spring season rules for each age appropriate division, Division 10 Interlock Rules, and the Official Little League Rule Book. In addition these rules will apply

Last game of the day, or if no game follows, there is no time limit.

Called/suspended games will not be rescheduled.

Trading Games is NOT allowed.

Any player may only pitch a maximum of two (three for Juniors and Seniors) consecutive innings.

Maximum of 5 runs scored per half inning, including last inning.

Official Regulations and Playing Rules for each fall ball team and league shall be based on the youngest player playing on that team or in that league.

If a Plate Umpire fails to show, a Parent shall call the plate from behind the pitcher unless they have the proper umpiring equipment to be at the plate.

Coaches are permitted to be on the field during play to instruct their players.

Game scores are not reported and there are no Standings (Win-Loss Record).

## 11. Tournament Teams

As a chartered organization of Little League, Inc., Kent LL is entitled to form teams to participate in Little League sanctioned tournaments. Kent LL 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 Kent LL in the postseason (below):

Teams	Tournaments
Baseball 8/9/10 Year-Old	District, State
Baseball 9/10/11 Year-Old	District, State
Baseball Majors (10/11/12 years old)	District, State, Region, World Series
Baseball Juniors (13/14 years old)	District, State, Region, World Series
Baseball Seniors (15/16 years old)	District, State, Region, World Series
Softball 8/9/10 Year-Old	District, State
Softball 9/10/11 Year-Old	District, State

Softball Majors (10/11/12 years old) Softball Juniors (13/14 years old)	District, State, Region, World Series Series District, State, Region, World Series
Softball Seniors (15/16 years old)	District, State, Region, World Series

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

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

### **11.1 Manager Selection**

Tournament team managers serve upon approval of the Kent LL President.

Tournament team managers without tournament managing/coaching experience are advised to choose at least one coach with tournament experience.

Tournament coaches are selected by the All Star Selection committee from eligible coaches and must be approved by the Kent LL President.

The Kent LL President and the Kent LL Board of Directors shall review potential All Star Manager candidates and address potential issues.

Upon approval of the All Star Manager committee and final approval by the Kent LL President, All Star team managers shall be as follows:

#### Manager Selection

Regular season managers and coaches from any division may apply to coach an All-Star team. All regular season coaches in good standing will be considered and voted on by the Board to become All-Star managers. The decision of the Board is final and cannot be appealed. Managers shall choose their own coaches from any eligible Board approved manager or coach from the league.

Should one or more of the above managers decline to manage an All Star team, the Kent LL President will appoint a manager.

Only coaches who have been approved by the board of directors and coached more than 50 percent of the season games are eligible to be coaches on a tournament team.

## 11.2 Eligible Players

The following players are eligible as tournament team candidates:

Tournament Team	Eligible Players
Baseball 8/9/10 Year-Old	All eight, nine and ten-year-old Baseball Minors AAA players, and nine and ten-year-old Baseball Majors players.
Baseball 9/10/11 Year-Old	All nine, ten and eleven-year-old Baseball Minors/Majors players.
Baseball Majors	All ten, 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 8/9/10 Year-Old	All eight, nine and ten-year-old Softball Majors/Minors players.
Softball 9/10/11 Year-Old	All nine, ten and eleven-year-old Softball Majors/Minors players.
Softball Majors	All ten, eleven and twelve-year-old Softball Majors players.
Softball Juniors	All twelve, thirteen, and fourteen year old Softball Juniors players.
Softball Seniors	All fourteen, fifteen, and sixteen year old Softball Seniors players.

The roster size of all tournament teams shall be determined by the Little League Baseball/Softball Official Regulations and Playing Rules.

## 11.3 Baseball/Softball Tournament Team Selection Process

Players interested in playing on a tournament team also known as All-Stars must meet Little League's ["Residency and School Attendance Player Eligibility Requirement"](#) and all players, with exception of Senior Division, must have participated in eight (8) regular season games by the start of Tournament Play within District 10 to be eligible.

### **Selection Process:**

1. All-Star interest letters will be sent to tournament age divisions/players. Anyone interested in All-Stars shall complete the interest form and be assessed for any tournament team.
2. Kent LL shall determine the tournament team divisions based on player interest.
3. Kent LL will hold All-Star assessments on a designated date determined by the Little League International .
4. Managers shall meet with the Kent LL Player Agent, Vice President of Baseball or Softball, and President to select players for their respective division's tournament team no sooner than the evening of the date stated by Little League International that each respective tournament team can be announced.
5. Selection of players will begin with the uppermost division then move to the lowest division.
6. Players not selected to a tournament team will receive an email or phone call by a league representative.
7. Tournament teams shall be announced 24 hours after non-selected players are contacted. Teams shall be announced on or after the official announcement date. Announcements will be posted at [www.kentll.org](http://www.kentll.org) and social media.

If any player is unable to make the All Star evaluation the parents of the player may arrange for the player to submit a video to evaluate their skills. This must be coordinated and approved by the KLL Board prior to the evaluation date set.

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 Kent LL President, Vice President of Baseball and the Vice President of Softball. Process changes will be posted to the KLL website 2 weeks prior to any change being made.

### **11.4 Conduct During Tournaments**

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. The Player Agent and Division Director shall meet with Manager, Coaches, Parents and Players at a special meeting to review expectations of conduct while representing Kent Little League. Managers are responsible for their teams conduct and actions.

Kent Little League expects all managers, coaches, players, parents, and fans to exhibit excellent sportsmanship at all times. This includes cheering both teams regardless of outcome.

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

### **11.5 Tournament Team Financing**

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, **with Board approval**). Uniforms are purchased by the tournament team, and the colors shall be red, white, and navy blue. Hats will be provided by Kent LL to tournament team players and coaches.

Kent LL will allow tournament teams to use Kent LL fields and equipment (catcher's gear, batting helmets, first-aid kit).

While participating on a tournament team is a very rewarding experience for players, managers/coaches, and parents, it is also very time consuming and expensive for managers/coaches and for parents of players. Unfortunately, Little League, Inc. and Kent LL offer little in financial reimbursement to those involved in tournaments, therefore, each tournament team should appoint a fundraising volunteer to lead any fundraising efforts required by the team to travel to tournaments out of state.

There shall be no financial assistance from Kent LL for participation in the District 10 tournament.

There shall be no financial assistance from Kent LL for participation in the Washington State tournament.

Kent LL shall provide up to \$2,000 per tournament team that advances to the Northwest Regional tournament. If more than three Kent LL tournament teams advance to the Northwest Regional tournament, Kent LL shall provide a total of \$6,000 split evenly between all Kent LL tournament teams participating in

Northwest Regional tournaments. All funds provided by Kent LL to tournament teams to participate in the Northwest Regional tournament must be used for player and team expenses only and must be approved by the Kent LL Board of Directors. All other expenses shall be paid by the players' families. Funds provided by Kent LL to tournament teams are contingent upon availability of funds in the Kent LL budget.

Kent LL shall provide the same amount of funding with the same conditions specified above for teams advancing to the World Series.

## **12. Awards**

Regular Season:

- Each player shall receive a current year Kent LL pin. All pins shall be presented to players by their manager by the conclusion of the final game of the season.
- Each player on the 1st and 2nd place team in the regular season shall receive an award. Awards shall be presented to players at the conclusion of the championship game.

Tournaments:

- Each player on a tournament team shall receive a plaque if the team wins the District 10 Tournament.

## **13. Umpires (Not Applicable: Teeball , Minors A Baseball, Softball Minors B )**

Kent Little League shall provide a Home Plate Umpire and a Base Umpire. If Both Umpires are minors, then the home team shall provide a Game Coordinator. (Reference the Official Regulations and Playing Rules section 9.03 (d) for requirements and responsibilities.

### **13.1 Starting a Game:**

Umpires will not start the game until an Umpire Game Coordinator is identified (unless there is an umpire 18 years or older on the game crew).

## 13.2 Pausing a Game:

Umpires will stop the game until coaching staff adhere to rules regarding maximum number of coaches per team and staying in the dugout when the game is underway. Exceptions to this rule include base coaches, requests for time outs and mound visits, and injury support.

## 13.3 Umpire Misconduct/ Discipline:

Instances of umpire misconduct shall be communicated to the umpire director and the umpire. If an allegation of umpire misconduct is made, a subcommittee of Board Members, headed up by the Umpire Director, will be assembled to address the allegation. The decision of the subcommittee will be final and binding as long as it does not violate any Kent LL bylaw.

Discipline may include a Warning, Suspension, or Request Not to Return, depending on severity of misconduct. In general the following process will be followed for deciding the level of discipline for umpire misconduct. Discipline can be started at any level depending on the severity of the incident and the below process is a guideline for consistent and equitable enforcement of this section.

### Levels of discipline:

- First Offense= Verbal Warning (Will be documented for tracking purposes)
- Second Offense= Written Warning
- Third Offense= Suspension (Length of suspension will be decided by the disciplinary team. Minimum of one week)
- Fourth Offense= Do Not Return issued for the remainder of the season

Note: Discipline can be initiated at any level based on the severity of the incident. The levels above are the minimum for each alleged offense. This format will also serve as guidance to the disciplinary team to ensure consistency when administering disciplinary action.

### Umpire Misconduct may include but is not limited to any of the following:

- Consistent inability to arrive to start games promptly.
- Lack of basic knowledge of rulebook & rules enforcement with unwillingness to learn.
- Poor attitude towards players, coaches, other umpires, parents, board members, guests.
- Discussions regarding internal Little League business with external sources.
- Altering strike zone or rules enforcement based on perception or biased towards particular players, coaches, teams, etc.
- Constantly dropping game assignments without best attempts to fulfill responsibility.
- Failure to abide by Little League International's rules, regulations or Child Protection Program.



## **14. Revisions**

February 2014

December 2015

December 2018

November 2021

November 2023

December 2024