

**2018 West Bend Little League
11 - 12 Year Old Bylaws
Majors Division – Spring League**

- The Majors Division is for all players of league age 11 or 12. A player who is not league age 11 but in the 5th grade has the option of participating in this league. Players who fall into this category and have not completed at least one year of Midwest or equivalent player-pitch baseball should be encouraged to play in the Midwest Division based on their tryout performance. To qualify for Majors, the player must score in the top 50% of Major age players. Players younger than league age 10 will not be permitted to play in Majors.

- The number of teams in the Majors Division will be dependent upon the amount of players signed up. Rosters will be made according to Little League International guidelines. In event of late signups, the player will be added to the team that has the fewest players. If there is more than one team with the fewest players, the League Director and the Player Agent will determine placement. If all teams have equal players, then a team will be determined randomly.

- Each Major Manager will commit to holding a minimum of 2 practices a week during the preseason with a maximum of 5 practices. During the season, each manager will commit to holding a minimum of 1 practice per week with a maximum of 3 per week. Each player can be required to attend a maximum of 2 practices scheduled in one week. After a player has attended 2 practices in any given week, additional excused absences from practice will not result in any game time penalty. Unexcused absences should not be tolerated without just cause.

- All teams will make the post-season playoffs. Each conference will be seeded individually. Specific brackets will be designed once the number of teams has been determined. Tie breakers will be as follows:

- o Overall record
- o Head-to-head record
- o Conference record (if applicable)
- o Runs allowed per defensive inning played
- o Coin toss

Playoff games will adhere to all league rules including time limits. The championship game will have no time limit. In the event that there are two conferences, the home team will be decided by a coin flip. If there is only one conference, home/away will be decided by seeding.

- **Stealing:** runners are allowed to leave their base(s) at the time **the pitch crosses the plate.**

- Drop third strike is in effect.

- All playing rules can be found in the 2018 Little League Rule Book with the following exceptions:

- o All teams will use roster batting. All players in attendance for the game will be in the batting order. Late players may be inserted at the end of the lineup as long as the game is not beyond the fourth inning.

- o Players **must play a minimum of three complete defensive innings** in a complete 6 inning game. The innings do not have to be consecutive.

- o **The slash bunt is illegal**. This is not to be confused with a drag bunt. The definition of a slash bunt is where the batter initiates a bunting stance, pulls off as the pitcher delivers the ball and then takes a full swing at the ball in an attempt to 'slash' the ball past a drawn infield. Once a batter initiates a bunt, he/she must either bunt or take the pitch. If the opinion of the umpire is that the batter is trying to perform a slash bunt, the umpire can call the player out. If this happens, the umpire is asked to consult with the league director for disciplinary action against the manager.

- o Exaggerated fake bunting with the intent of distracting the pitcher or players is poor sportsmanship and will not be tolerated. If this does happen both benches will get a warning and the next time it happens an out will be issued. This is a bit of a subjective rule, but one that can be understood. A fake bunt on a 3 – 0 count is part of baseball and something pitchers need to learn how to handle. This rule is designed to promote proper sportsmanship.

- **Pitching rules:**

- o A minimum of 6 outs must be pitched by player(s) 11 years of age. This requirement must be met by the end of the 4th inning. Any 10 year olds playing Majors count as an 11 year old regarding this rule.

- o There is no re-entry for a pitcher who has been removed from the mound and replaced to re-enter as a pitcher later in the game.

- o Pitch count rules will be followed. Pitch count logs need to be kept up-to-date and be returned to the league director at the end of the season. Periodic inspection of these books will be done by the League Director. It is imperative that these books are used properly. If repeated misuse or incorrectly filled out books are found, the manager/coaches will be referred to the Little League Board for action which could include suspension from coaching.

- o Players who catch for 4 innings or more cannot pitch at all that day. Also, any player pitching more than 40 pitches in a game cannot catch that game.

- o A pitcher reaching a rest threshold during the middle of a batter is allowed to finish the at bat and then revert back to the rest threshold just crossed.

- o A player may NOT pitch in three consecutive days regardless of their pitch count.

- Courtesy runners for the catcher with 2 outs **must be used** to help keep games moving. The courtesy runner will be whoever made the last out.

- **One foot in the box:** Batters are required to keep at least one foot in the box while taking signs. Penalty: a warning will be given by the umpire as a delay of game infraction. Subsequent infractions will result in a strike being called on the batter. There are going to be reasonable exceptions to this. This rule is to cover the normal pitch-catch-throw back to pitcher process in which there are no steals, passed balls or anything else going on to require the batter to vacate the box.

- **Intentional walks:** At the start of a batter with a fresh count, a pitcher/coach may declare they want to intentionally walk the batter without throwing a pitch. Four pitches would be counted in the pitch count book for the walk.

- **Length of games:** No new inning can begin after 1 hour and 45 minutes. Playoff/tournament games will also be played this way. **EXCEPTION:** Championship game will not have any time limit. Any time spent in a rain delay will NOT be added into the time limit. If an early game is delayed and is hard against the start of another game, the early game should be suspended and concluded either on another diamond (if umpires are available) or another day.

Slaughter Rule – If a team is up by 15 runs after three innings (or is home team is up by 15 after 2 ½ innings) the game is considered over. It is 10 runs after four innings.

- **Tie games:** If the game is tied at the end of 6 innings or at the end of regulation time limit, the game will continue by use of a “California” tie breaker system. Each team will begin their inning with 1 out and a runner on 2nd base (whoever made the last out). The game will continue this way until a winner is determined. If a game is scheduled after your game, the tie game should be either (1) moved to an open diamond provided umpires are available or (2) suspended and rescheduled to finish later. Only the Director has the authority to declare a tie.

- Cancelled games must be rescheduled within 48 hours by the home team by calling 414-801-8247 or emailing the Director (August Lubinski - augustlubinski@gmail.com). If a game is not rescheduled, the league director will work with the league master scheduler to schedule the game. All effort must be made to play all the games. **Games stopped for any reason may be rescheduled and must be played from point of suspension.**

- Game results will be reported by a game report form and sent via email to the director no more than 48 hours after the game. The electronic form will be provided to the coaches.

- Managers need to place emphasis on rotation of players through infield **and** outfield positions.