 **WYLIE LITTLE LEAGUE, INC**

**P.O.Box 7564 Abilene, Texas 79608-7564**

 **LITTLE LEAGUE & JUNIOR/SENIOR LEAGUE**

**LOCAL RULES 2025**

Revised March 11, 2025

**A. GENERAL**

1. It is the intent of the Wylie Little League, INC (WLL) to strictly comply with the official regulations and playing rules as published by Little League International. If anything within the published WLL local rules contradicts the rules and regulations set forth by Little League International, the Little League rules will prevail.

2. The league official (Board Member on Duty) appointed for a game will represent the League in all decisions. The league official should not have a player member in the lineup if at all possible.

3. No alcoholic beverages or consumption of alcoholic beverages will be allowed at any practice session or game sponsored by Wylie Little League or Intermediate, Junior/Senior League.

4. No fighting, profanity, or equipment/facility abuse will be allowed by players, managers, coaches or fans during any League practice session or game, or on any League practice or game facility.

5. No smoking, dipping or chewing of tobacco will be allowed in the dugout or on the field during a game. The use of tobacco products is prohibited in the Rules and Regulations of Little League Baseball, Inc., and managers and coaches must set the proper example for our young people.

6. No public display of anger or verbal abuse toward an umpire, player, parent, manager, coach or league official will be tolerated from anyone associated with or participating in Wylie Little League, Intermediate, Junior/ Senior League.

The actions, on or off the field, of players, managers, coaches, umpires, and league officials must be above reproach. Any player, manager, coach, umpire, or league representative who is involved in a verbal or physical altercation, or an incident of unsportsmanlike conduct, at the game site or any other Little League activity including through online or social media, is subject to disciplinary action by the Board of directors.

7. The suspension for the offenses above may be as follows:

a. 1st Offense: Offender will be suspended from that game and the next scheduled game.

b. 2nd Offense: Offender will be suspended from the league for the remainder of the season.

8. The Executive Committee has the authority to discipline or suspend for the offenses above or any other offenses that would be detrimental to the League. If a majority of the Executive Committee is not available or has a conflict of interest, all league commissioners who are available to meet and do not have a conflict of interest will be included to make a ruling.

9. Any manager, coach or player ejected from a game for any reason will be subject to review by the Executive Committee before being eligible for All-Star selection.

10. Uniforms, including hats, for all leagues must be selected from the WLL approved offerings. No upgrades are permissible. Shirts will include the player’s name above the number on the back. Sponsor’s name will be on the jersey. Little League approved helmets will be furnished upon request. Players may use their own personal helmets provided they conform to the following guidelines: helmets must meet Little League specifications. Team helmets are prohibited.

11. Illegal bats-Only those bats that are approved for play as determined by the most current version of the Little League Rule Book will be allowed. Punishment for use of an illegal bat will be determined by the most current version of the Little League Rule Book.

**B. COMPETITION COMMITTEES**

1. Competition Committees for each league (Little League, Intermediate, and Junior/Senior League) will be formed to address matters of competition and fair play. The Competition Committee will be proactive in such matters so that decisions are made before actual play takes place. The President, Executive Vice-president, League Vice-presidents, Player Agent and other Executive Board Members will serve on the Competition Committees, but none will serve on the committee in the league in which they may manage, coach or have a player member. Each committee should be comprised of at least three members. If time is critical, any one member of a league Competition Committee may rule on behalf of the entire committee. Members may also serve on the Protest Committee; however the Competition Committee does not replace the Protest Committee. Protests will be addressed in accordance with Rule 4.19.

**C. BOARD MEMBER ON DUTY(BMOD)**

1. The BMOD is an individual that is scheduled to be at the ballpark during games and is responsible for the following:

1. Game balls to start the game, during the game, and insuring all game balls are returned to the stairway following the last game(AA & up)
2. Referencing the local rules and/or Little League rules to settle any disputes that may arise during play. \*A copy of both is available in the concession stand\*
3. Periodically checking trash can levels throughout the complex, emptying and replacing liners as needed, hauling all trash to the dumpsters after the last game. \*Dugout cans and liners are the coaches responsibility\*
4. Bathroom checks-toilet paper, trash, etc
5. Monitoring weather conditions and making the call when games should be delayed or cancelled. \*WeatherBug App lightning meter feature should be used to monitor lightning strikes, once inside 10 miles all games should be stopped and the complex cleared until no lightning strikes have occurred for 30 minutes within a 10 mile radius\*
6. BMOD for the last games of the day/night are ultimately responsible for insuring all lights have been turned off, all doors, gates, equipment sheds, etc have been locked and the ballpark is secure.

**D. MANAGERS / COACHES AND RESPONSIBILITIES**

1. Managers must be a minimum of 21 years old. Coaches must be a minimum of 18 years old.

2. All managers will be appointed by the President and approved by the Executive Committee each year prior to the player draft. The coaches will be selected by the team manager and approved by the Executive Committee. For machine pitch, any person operating a pitching machine must be approved in advance by the Executive Committee.

3. All managers, coaches or other individual with access to the fields will have a completed current-year Volunteer Application Form on file with the President of the League. 4. If an approved manager or coach will not be available for a scheduled game, the manager must inform the Competition Committee of the name of an individual acting as manager for that game and that individual must have a completed current-year Volunteer Application Form on file with the President of the League. In the event an approved manager or coach is not available for a scheduled game and a suitable substitute is not named, the game will be forfeited.

5. Managers must immediately report to the Player Agent all injuries that will result in any missed playing time, regardless of severity. Additionally, any absence(illness, team abandonment, etc) extending beyond 1 consecutive game must be reported to the Player Agent. Failure to do so will be cause for corrective action against the manager.

6. Field preparation and clean-up is the responsibility of the participating teams. The following outlines team responsibilities:

**A. Before the First Game**

1. If the field prep team does not get the field game-ready, **home and away** teams must work together to get this done in time for the game. This includes getting bases in place, chalking foul lines, and watering all dirt surfaces.

2. Home and away teams are responsible for water in their respective dugouts.

3. The **Board Member on Duty (BMOD)** is responsible for game balls(AA & up) to start the game and during the game. They are located on the stairway behind the concession stand.

**B. After the First Game**

1. **Both home and away teams** will clear their dugouts of trash and pick up obvious messes left behind in the stands.

2. **Both home and away teams** will drag the field and insure all dirt surfaces are ready for the following game. They will also use a broom to brush dirt from the grass back onto the dirt around the infield and home plate.

**C. Before the Second Game**

1. **BMOD** is responsible for game balls to start the game and during the game. They are located in the concession stand.

2. All dirt surfaces should be watered down before play begins.

**D. After the Second Game**

1. **Both home and** **away team** will drag the field and rake **dirt** batter's boxes and pitcher's mound. All dirt surfaces should be thoroughly watered. Also, use a broom to brush dirt from grass back onto dirt around the infield and home plate.

**2. Both home and away teams** will clear their dugouts and stands of trash; remove and replace liners from the trashcan in the dugout and remove and replace liners from the trashcans adjacent to their stands.

**7. If only one game is played on a field, managers/coaches are responsible for both First Game and Second Game duties.**

**8. Failure to comply with any of the above items may result in suspension of the team manager.**

9. **Soft toss is not allowed** against any fence surrounding the playing fields.

10. For AAA, Major, Intermediate, Junior, and Senior League conference games, the official scorekeeper and scorebook will be provided by the league. The score and statistics of the game become official 15 minutes after the completion of the game. Any questions about the scoring must be raised within the 15-minute time limit. For AA Minor League, Single A and Rookie Leagues, the home team will provide the official scorekeeper.

**E. RESCHEDULING OF GAMES**

1. Regularly scheduled games cancelled due to weather, or suspended due to weather or expiration of game time limit and not an official game, will be made up on the earliest date available after approval from the Board of Directors with at least one day’s notice. (The next day is considered one day’s notice.) An open date in the schedule without regularly scheduled games will be considered the first available opening, pending Board approval. Continuation & makeup games for Majors & AAA scheduled on Saturday or Sunday will only be played on certain pre-determined weekends, those dates will be noted on the schedule at the beginning of each season. Under extenuating circumstances, the Board of Directors reserves the right to schedule makeup games on additional weekends if it is necessary to complete the schedule. If this rescheduling forces a four game week, the respective Competition Committee will determine the date of the make-up.

2. A team failing to field a team for a rescheduled game will receive a loss. The score will be 6 to 0. The opposing team must show up for the game and show that they can field a team at game time according to the rules. Inability to field a team because of a school-related event will not be considered cause for a forfeit. Under otherwise extenuating circumstances, a manager may petition for an alternate date. The manager must notify the respective League Commissioner no later than 24 hours prior to the rescheduled game. The commissioner will forward that request to the respective Competition Committee. The decision of the Competition Committee will be final. Pitcher availability is not considered an extenuating circumstance.

3. It is important that all games be played at their scheduled time. Games will not be rescheduled based on convenience.

**F. GAME TIME LIMITS**

1. The official game time will be maintained by the official scorekeeper. In the absence of an official scorekeeper, the home plate umpire will maintain the official game time. It is the responsibility of each team manager to synchronize their watches with the official scorekeeper and/or umpire prior to the game start time.

2. In accordance with Rule 4.10, a regulation game consists of 6 innings(Intermediate, Junior, Senior 7 innings). If a game is called, it is a regulation game if 4 innings have been completed(5 innings Int, Jr, Sr), the home team is leading after 3.5 innings(4.5 Int, Jr, Sr) have been completed, or the home team scores 1 or more runs in its half of the 4th inning(5th inning Int, Jr, Sr) to tie the score. Major league games will have a time limit of 1 hour and 40 minutes. Leagues below Majors will have a time limit of 1 hour 30 minutes. Int/Junior/Senior time limits will be determined by District 5, all participating teams will be notified of these guidelines before the first game.

**Majors/AAA Minors**

If a game has played regulation innings and met time limit, the game will be called and a winner declared (assumes one team is leading.) If the game is tied after 6 innings or hasn’t reached regulation innings at the time limit, then play will resume subject to the following guidelines: No inning will begin after 1 hour and 40 minutes in the first of 2 games scheduled on that field or 10:00pm in the second game on that field. If, in Game 1, after 1 hour and 40 minutes, or in Game 2, after 10:00 pm the game is not a regulation game, play will be suspended and the game will be completed as outlined in the current version of the Official Regulations and Playing Rules of Little League Baseball and the Local Rules of Wylie Little League. Regular season games ending in a tie will not be continued.

**AA Minors**

If a game has played regulation innings and met time limit, the game will be called even if the score is tied. No inning may begin after the expired time limit of 1 hour and 30 minutes. While every effort will be made to get the 3.5 minimum innings (if home team is leading) in for AA games, because of the special consideration of young throwing arms, games may become ‘official’ after 3 complete innings.

**Single A Minor League (Machine Pitch)**

A new inning will not be started after 1 hour and 15 minutes of play. All games will end at 1 hour and 30 minutes. An inning starts when the last batter in the bottom of an inning has been put out or crosses home plate.

**Rookie League (Coach Pitch)**

A new inning will not be started after 1 hour and 15 minutes of play. All games will end at 1 hour and 30 minutes. An inning starts when the last batter in the bottom of an inning has been put out or crosses home plate.

3. No inning will begin after 10:00 PM for Little League or 10:30 PM for Junior/Senior Leagues. All leagues will complete the inning they are in at the time limit, unless the home team is ahead and at bat. If the game is not a regulation game as defined in Rule 4.10, the game will be completed as outlined in the current version of the Official Regulations and Playing Rules of Little League Baseball and the Local Rules of Wylie Little League. Minor league games will be considered regulation at the game time limit if, due to the five run rule, the team that is behind is not able to catch-up.

**G. PLAYERS AND PLAYING TIME**

1. No player may be removed from a team without approval from the Executive Committee.

2. No game will begin if either team is unable to place 9 players on the field at the start of the game. In accordance with Rule 4.17, Local League Option, a game may not be completed with less than 8 players. If during a game either team is unable to place 9 players on the field due to injury, illness, or ejection, the game may continue with 8 players, however an out will be called when the absent player’s spot in the lineup comes to bat. If during a game either team is unable to place 8 players on the field, this shall not be grounds for automatic forfeiture but shall be referred to the Board of Directors for a decision.

2. Pool Players-Majors & AAA

a. The intent of this rule is to allow Major League and AAA teams to maintain the appropriate number of players in the event a player or players are unable to play on a short or long term basis. This rule will apply to Major League and AAA conference games. Pool players will meet all guidelines regarding minimum playing time.

b. The Player Agent, with approval from the Executive Committee, shall create a pool for each division that will be drafted by each team at a date and time before the season starts for filling in rosters in the event of an extended illness, injury, team abandonment by a player, or if a team knowingly will be unable to have enough players to field a team for a particular game. Pool players for Major League will come from AAA players age 10-11, and pool players for AAA will come from AA players age 9-10. This pool of players will be recommended by the managers with permission from each player’s parents. Players in this pool will not leave their team, but will fill in on game nights for a team that cannot fill the appropriate roster requirement. Pool players will be drafted by the coaches of the division in which they will be playing as a pool player. It is the intent of the league to manage long term absences and to help out teams who suddenly are without multiple players for specific games, but not to micro-manage teams who have a player out for one game.

 c. All injuries must be reported immediately to the Player Agent. Additionally, any illness or absence extending beyond 1 game must immediately be reported to the Player Agent. Managers will be responsible for giving regular updates to the Player Agent on the player’s condition. In the event it is determined a player will miss 3 or more consecutive games, they will be replaced with a pool player beginning with the 3rd game missed. Teams in this situation must rotate their pool players and may not use the same 1 or 2 pool players each game. Injured or ill players that miss 7 continuous days(ex. Monday-Sunday) must present a release from a Physician to the Player Agent before returning to play consistent with Little League guidelines.

d. In the event a player abandons a team, as defined by consistently missing practices and/or games, that manager shall immediately alert the Player Agent. The Player Agent, with consent of the Executive Committee, will decide regarding player removal. If the player is removed from the team, the abandoned team must add a drafted pool player to participate in games immediately and for the rest of the season. Teams in this situation must rotate their pool players and may not use the same 1 or 2 pool players each game.

e. In the event a team will knowingly be able to field less than 10 players for a single game and wants an insurance player, a pool player may be used for that game. The Manager must notify the Player Agent when using a pool player (or players).

f. Pool players are prohibited from pitching but may play any other position in the field and bat any position in the lineup. All pool players must meet minimum play requirements.

g. The Player Agent must be notified anytime a pool player is being used.

h. Managers that are found to be in violation of these rules shall be subjected to the following levels of punishment.

 1. 1st Offense-Written warning

 2. 2nd Offense-Suspension for the next scheduled conference game

 3. 3rd Offense-Suspension for the remainder of the season

3. Guest Players may be used by Rookie, A, AA, Intermediate and Jr/Sr(Int, Jr, Sr subject to change per District 5 guidelines) as needed to have 9 players to start or complete a game. AAA and Major may use guest players in non-conference games. Guest players must come from a team in the same division, and they may only play in the outfield and must bat last.

4. Consistent with the current version of the playing rules as defined by Little League International, each player must play a minimum of six outs defensively and come to bat at least one time in each game he/she is eligible. If it is discovered that a player has not played the league minimums, the player(s) involved shall start the next scheduled game, play any previous requirements not completed and the requirement for this game before being removed. If this was an intentional attempt by the manager to gain an advantage, the manager shall for the:

a. 1st Offense: Receive a written warning.

b. 2nd Offense: Receive a suspension for the next scheduled game.

c. 3rd Offense: Receive a suspension for the remainder of the season.

5. Home run balls will be presented to the player immediately following the game by a league official.

6. League Age is the player’s age as calculated by the most current version of Little League International guidelines.

7. No player in WLL will be permitted to be drafted on to two (2) teams, in the same division or separate divisions, during the same Little League calendar year.

**H. ROOKIE LEAGUE (T-Ball/Coach Pitch) GUIDELINES**

1. Only players with a league age of 5 or 6 are eligible for the Rookie League.

2. The manager or coach of the batting team will pitch to their team.

3. The catcher will return every caught or stopped ball to the pitcher. If the pitch goes behind the catcher, a coach should be positioned to retrieve the ball and return to the pitcher.

4. The batting team will bat through its entire batting order each inning.

5. Batters will receive 6 pitches or 4 swings at the ball, whichever occurs first. If the batter has not put the ball into play following 4 swings or 6 pitched balls, the player will hit off a batting tee. (If the batter fouls on the 4th swing or 5th pitched ball, he shall receive another pitch until he hits a fair ball or swings for a strike, at which time the tee will be placed for the batter.) The tee will be placed on home plate and the batter shall hit the ball. If the tee is hit or the ball is hit foul, the ball will be reset until a fair ball is hit.

6. Batters may advance to first base only on balls hit in the infield. Runners may advance one base. Batters may advance to second base only on a ball hit into the outfield. The outfield is the grass beyond the infield dirt on the minor/major fields. Runners on base may advance an additional base only on a ball batted into the outfield. Players will not advance on an overthrown ball. If a batter or base-runner is put out, that batter or base-runner will return to the dugout, but play will continue regardless of how many outs have been recorded. If not put out, the last batter may advance around the bases to home plate. All preceding runners will advance to home plate.

7. Base stealing is not permitted.

8. When on defense, all players will be placed on the field with normal infield positions (including catcher) and remaining players placed in a reasonable outfield position. Two pitchers may be used, 1 on each side of the coach pitcher. Position rotation is highly recommended. Managers should minimize the time between half-innings. Defensive assignments should be planned in advance to keep the game moving. Rotation of positions should occur at the beginning of each half- inning only. Players should remain at that position for the entire inning.

9. Safety (cushioned) balls will be used in the Rookie League. Batting tees (for use as needed during games) will be kept at the Wylie Little League complex.

**I. SINGLE A MINOR LEAGUE (Machine Pitch) GUIDELINES**

1. Only players with a league age of 7 or 8 are eligible for Single A Minor League.

2. The home team will be responsible for providing a home plate umpire and the visiting team will be responsible for providing a base umpire.

3. The home team is responsible for setting up the pitching machine and placing it back in storage after the final game.

4. Pitching machine instructions:

a. A pitching machine must be used by both teams unless no machine is available. The pitching machine will be placed 38 feet from home plate.

b. The pitching machine will be set at the speed that best delivers the ball in a manner that allows for the best trajectory of the ball to home plate.

c. If a batted ball inadvertently strikes the “coach pitcher” or the pitching machine, the ball is considered “dead” and the batter is awarded a ground rule single.

d. The pitching machine should ONLY be adjusted at the beginning of each half-inning or if the machine throws 2 consecutive unhittable pitches or if the coaches agrees that the machine should be adjusted. The goal is to make the ball hittable without constant adjustment for a perfect pitch.

e. The player fielding the pitcher’s position will be positioned next to the pitching machine to one side or the other with one foot as close to the pitcher’s mound as possible. The pitcher may not “charge” or move forward of the pitching machine prior to the pitched ball crossing home plate.

5. **A Minor League** will use a continuous batting order.

6. Ten players may be on the field at one time defensively, with four being in the outfield.

7. Teams may play with 8 players.

8. Each hitter shall receive 5 hittable pitches. Batters should be encouraged to swing after 3 or 4 pitches. Each hitter is allowed 3 swinging strikes. There shall be no walks.

9. On overthrows inside the foul lines, base runners may continue until the ball is returned to the pitcher’s mound.

10. On overthrows outside the foul lines or fences, the base runners may advance **one** additional base.

11. Use lenient judgment on attempts to get the ball back to the pitcher’s mound to stop play.

12. The coach feeding the pitching machine is encouraged not to coach the base runners.

13. Single A Minor League games will employ the five run per inning or three out rule. The inning is over when the fifth run crosses home plate.

14. Official score will not be maintained.

15. Managers should minimize the time between half-innings. Defensive assignments should be planned in advance to keep the game moving.

16. Coaches are encouraged to leave the playing field as soon as possible once their team is set defensively.

**J. AA and AAA MINOR LEAGUE GUIDELINES**

1. Only players with a league age of 9, 10 or 11 are eligible for AA or AAA Minor League play. (**Players league age 11 will be placed into AAA).** In seasons 8 years olds are eligible for Minor Leagues, to balance player numbers, they will only be eligible to play in AA Minor League.

2. AA and AAA Minor Leagues will use a continuous batting order.

3. Two adult base coaches are permitted for league play provided a third eligible adult is in the dugout.

4. While every effort will be made to get 4 innings in, a game may become ‘official’ after 3 innings in the AA division.

5. Regular season games may end in a tie.

6. AA and AAA games will employ the five run per inning or three out rule. The inning is over when the fifth run crosses home plate.

7. When making out lineup cards, managers will include the official number of pitches thrown by any player in the previous game. This information will then be shared with the opposing manager when lineups are exchanged.

8. In the event that a Minor League (AA or AAA) game is scheduled on the "Intermediate League or Junior League" field, certain ground rules will apply.

 a.) All base runners, including hitters that become base runners on "Ball 4" will only be allowed to advance one (1) base on a pitched ball that bounds past the catcher via wild pitch, passed ball or dropped third strike. This ONLY applies to pitched balls. All other throws to home that get past the catcher will be considered live balls and runners may advance multiple bases at their own risk.

 b.) All base runners will only be allowed to advance one (1) base on overthrows to 1st base only. Overthrows to other bases will be considered a live ball and runners can advance multiple bases at their own risk.

**K. MAJOR LEAGUE GUIDELINES**

1. Only players with a league age of 10, 11, or 12 are eligible for Major League play. Players that are league age 12 may play in AAA consistent with Little League rules and appropriate approval processes.

2. Major League will use a continuous batting order.

3. Regular season games may end in a tie.

4. Non-conference games will employ the 5 run per inning rule. This rule will not be employed during conference games.

5. Two adult base coaches are permitted for league play provided a third eligible adult is in the dugout.

6. When making out lineup cards, managers will include the official number of pitches thrown by any player in the previous game. This information will then be shared with the opposing manager when lineups are exchanged.

7. The following run rules will apply:

A. 15 runs after the team that is losing has had 3 turns at bat (if the manager of the losing team agrees to concede).

B. 10 runs after the team that is losing has had 4 turns at bat

**L. INTERMEDIATE LEAGUE GUIDELINES**

1. Only players with a league age of 12 or 13 are eligible for Intermediate League play, with priority being given to 13 year olds. 12 year olds will ONLY be drafted to an Intermediate League team on an as needed basis. 12 year olds cannot be protected on an Intermediate League team and are not guaranteed a roster spot in this league.

2. During non-conference games, Intermediate League will use a continuous batting order.

3. Two adult base coaches are permitted for league play provided a third eligible adult is in the dugout.

4. All games will employ the 5 run per inning rule.

5. The following run rules will apply:

A. 15 runs after the team that is losing has had 4 turns at bat.

 B. 10 runs after the team that is losing has had 5 turns at bat

**M. JUNIOR LEAGUE GUIDELINES**

1. Only players with a league age of 12, 13, or 14 are eligible for Junior League play.

2. During non-conference games, Junior League will use a continuous batting order.

3. Two adult base coaches are permitted for league play provided a third eligible adult is in the dugout.

4. Non-conference games will employ the 5 run per inning rule. This rule will not be employed during conference games.

5. The following run rules will apply:

A. 15 runs after the team that is losing has had 4 turns at bat.

 B. 10 runs after the team that is losing has had 5 turns at bat.

**N. SENIOR LEAGUE GUIDELINES**

1. Only players with a league age of 14, 15, or 16 are eligible for Senior League play.

2. Two adult base coaches are permitted for league play provided a third eligible adult is in the dugout.

**O. PITCH COUNT GUIDELINES**

1. The official scorekeeper will maintain the official pitch count. In the absence of an official scorekeeper, the home team scorekeeper will maintain the official pitch count.

**P. CHAMPIONSHIP GAMES**

1. At the Minor (AA and AAA), Major, Intermediate, Junior and Senior League levels, it is the intent WLL to play a single regular season in which each team will play every other team the same number of times. The first place team in the standings at the end of the regular season will be crowned the champion for that respective division and awarded the first place trophy. The second place teams will be awarded the second place trophy. Ties in league standings for regular season play will be broken by the following:

**Tiebreaker Rule**

a. 1st tiebreaker will be head to head play during the regular season.

b. 2nd tiebreaker will be a playoff in post season, if possible, between all teams involved in the tie.

c. In the event a & b do not determine a clear winner, or if scheduling does not allow for a playoff, the 3rd tie breaker will be fewest average runs allowed per defensive inning against those teams involved in the tie.

2. At the Major, Intermediate, Junior and Senior League levels, the league champion will represent WLL at the District Tournament as Wylie 1 in their respective divisions. Wylie 2 and Wylie 3 (if allowed) will be determined by regular season standings. The tiebreaker rule is in effect for subsequent ties in regular season standings.

3. At the Minor League level, the regular season AAA Division Champion will represent WLL at the District Tournament as Wylie 1. Wylie 2 and 3 (if allowed) will be determined by regular season standings. The tiebreaker rule is in effect for subsequent ties in regular season standings. If scheduling allows, the top two regular season AA Minor teams will qualify for a post-season tournament against other Abilene Leagues with similar AAA/AA Minor systems.

4. Regular season rules are in effect for all WLL post-season play.

**Q. PLAYER DRAFT**

1. The draft dates will be set by the Executive Committee for all eligible players.

2. Only the Manager and coach of record are allowed at draft. Coach of record is only allowed if their child is the 2nd protected player. In the event the sponsor’s child is the 2nd protected player, but the sponsor is not the coach of record, only the manager will be allowed at draft and the coach of record will be named after the draft.

3. All levels of play will redraft each year.

4. Players league age 9-12, including children of managers and sponsors, are required to try out in order to participate in Wylie Little League and be eligible for the draft. (Exceptions for extenuating circumstances will only be granted by the Executive Board.) Players that are league age 10-12 are subject to the Major League draft. Parents of 10 year-olds, who do not wish for their child to play in the Major League division, may protect their child from the Major League draft by making that election on the Registration Form. All players who previously played in the Major League division will only be considered for the Major League draft. Any 11 year olds that are in the Minor League draft must be selected to AAA. A child may not be requested to play at a lower level (exemptions for extenuating circumstances will only be granted by the Executive Board). All children must try-out with their appropriate age level. If a child is not drafted then they will be placed on the next lower level and must be drafted.

5. Players eligible to play in Intermediate and Junior League, including children of managers and sponsors, are required to try out in order to participate in Intermediate and Junior League and be eligible for the draft. (Exceptions for extenuating circumstances will only be granted by the Executive Board.)

6. Due to the constraints of the high school baseball season, Senior League tryouts will be conducted at the discretion of the Junior/Senior League Vice President in consult with the selected Senior League managers. If a tryout is conducted, then all players are required to try out in order to participate in the Senior League and be eligible for the draft. (Exceptions for extenuating circumstances will only be granted by the Executive Board.)

7. There are no tryouts for the Single A Minor League or Rookie League.

8. **Sibling Draft Option.** Every effort should be made to insure siblings playing in the same division are drafted onto the same team. Once a player with a sibling is drafted, that player’s sibling will be protected by the drafting team until the next round at which time the sibling can be selected. If the manager chooses not to exercise the option, the 2nd sibling is available to be drafted by any team, including in a lower division. **Exception: See 10.c. below**

9. **Junior League and Senior League.** The Vice President of Junior/Senior League, with approval of the Executive Committee, shall have discretion to format the drafts as appropriate.

10. **AA, AAA, and Major League**. Players eligible for draft protection are the children of each manager and sponsor. For the sole purpose of determining the draft order, the protected players will be ranked according to overall playing ability. Each manager/coach will individually rank the player`s in order beginning with the strongest (i.e. best player is 1; next best is 2 and so on) until all protected players have been ranked. The rankings will be submitted to the President no later than 24 hours prior to the designated draft. Rankings will be compiled and a combined average ranking for each team will be determined. If a team has only one protected player, that player’s ranking will be the team average ranking. The Competition Committee may be appointed by the President to arbitrate discrepancies to ensure a fair draft. The committee has discretion to determine if a disingenuous ranking was presented to skew the results. The draft will proceed as follows:

a. Teams will draft in reverse order of the protected players average rankings (6>1). Any post draft trades will be subject to approval of the Executive Committee.

b. The draft will follow a standard format (first to last, first to last) for the first two rounds then follow a serpentine format (last to first, first to last…) beginning in the third round until all players are selected **(Attachment 1).**

c. Protected players will be selected in the final two complete rounds. The manager’s child will be selected in the next to final complete round and the sponsor’s child will be selected in the final complete round **(Attachment 1)**. If a manager or sponsor has more than one child in the draft, the highest rated player will be selected in the next to final or final complete round respectively and the additional player(s) will be slotted appropriately in the draft by the Competition Committee.

d. If a team does not have a sponsor, that team will have a supplemental draft pick at the end of the third round.

e. Selection order for team name and colors will be in reverse order of the draft in the first round.

f. Selection of practice location will be in the same order of the draft in the first round.

**11.** **Single A Minor League, Rookie League**. Players eligible for draft protection are the children of each manager and sponsor. The draft will proceed as follows:

a. The order of draft selection is determined by blind draw.

b. The draft will follow a serpentine format after round 2 (first to last, then last to first) until all players are drafted.

c. The manager’s child will be selected in the next to last round and the sponsor’s child will be selected in the last round. If a manager or sponsor has more than one child in the draft, the additional child will be selected in the 4th round.

d. If a team does not have a sponsor, that team will be granted a supplemental pick at the end of the third round.

e. Selection order for team name and colors will be in reverse order of the draft in the first round.

f. Selection of practice location will be in the same order of the draft in the first round.

**R. WYLIE LITTLE LEAGUE ALL STAR SELECTION PROCESS**

The All Star Selection Committee shall consist of; (1) The Little League President, (2) The Little League Vice President, (3) The Senior Little League Vice President, (4) The Player Agent, (5) and The remaining Executive Board members when necessary.

**Step 1: Player Selection**

1. During the month of April, the Player Agent will request that each team submit a list of players who wish to be considered for selection to the All Star team.
2. Within seven days of this request, each team’s manager must submit, to the Player Agent, a list of players who wish to be considered for selection to the All Star team.

NOTE: Parents/Players must realize the time commitment for the All Star season, & that any absence after the first day of practice will be cause for replacement, at the discretion of the All-Star manager with WLL board approval.

1. The manager & coach of record for each team in each League will meet in a separate meeting called by the Player Agent with at least seven days prior notice.
	1. At this meeting, the managers & coaches of record will be given a list of players who are eligible for All Star consideration.
2. Before voting, the managers & coaches should openly discuss the eligible players so that everyone has input on the players being considered for the All Star team. The discussion should help the managers/coaches rank the players & provide guidance for the All Star manager.
	1. Any information divulged during this meeting shall remain confidential & must not be discussed outside the selection meeting.
3. After the discussion, each manager & coach shall individually complete a ballot that rank-orders the eligible players.
4. Each ballot must rank-order a minimum of 14 & a maximum of 20 eligible players.
	1. Ballots with less than 14 or more than 20 eligible players will be invalid & not used.
	2. The players should be ranked based on their abilities with the best player being ranked number 1 and thereby receiving 20 points (see below).

1 = 20 points 11 = 10 points

2 = 19 points 12 = 9 points

3 = 18 points 13 = 8 points

4 = 17 points 14 = 7 points

5 = 16 points 15 = 6 points

6 = 15 points 16 = 5 points

7 = 14 points 17 = 4 points

8 = 13 points 18 = 3 points

9 = 12 points 19 = 2 points

10 = 11 points 20 = 1 point

**Step 2: Tabulating Results**

After the managers and coaches have submitted their All Star ballots, the Selection Committee (Little League President, Little League Vice President, Senior Little League Vice President, Player Agent, and other Executive Board members when necessary) will tabulate the ballots and create a rank-ordered list, with the point totals, of the top twenty players, including ties. In order to be considered official and complete, at least two members of the Selection Committee must be present during the vote tabulation.

**Step 3: All-Star Manager Selection**

1. **8-10 year old:** The All Star manager will be selected by a vote of the WLL Board of Directors in a special meeting called for that purpose. The Board must first consider the first place manager as the All Star manager, unless that manager declines consideration, or is ruled ineligible because of poor standing within Wylie Little League; including, but not limited to: unmet financial obligations, recurring, poor displays of sportsmanship, non-commitment to WLL fundraiser, etc... If the first place manager declines consideration or is ruled ineligible, then the Board must then consider the second place manager as the All Star manager unless that manager declines consideration, or is ruled ineligible because of poor standing within Wylie Little League; including but not limited to: unmet financial obligations, recurring, poor displays of sportsmanship, non-commitment to WLL fundraiser, etc... If both the first and second place manager decline consideration or are ruled ineligible, then the WLL Board of Directors must then consider the third place manager as the All Star manager. The Board will continue this selection process in sequential order of finish (i.e. fourth place manager, then fifth place manager, etc.), until an All Star manager is selected. If all managers decline consideration or are ruled ineligible, the Board of Directors will select a suitable candidate to manage the All Star team. All managers who are ruled ineligible will be given opportunity to appear before the Board and state their case regarding possible selection as All Star manager.
2. **Little League(10-12 year old team):** The All Star Manager will be selected by a vote of the WLL Majors Division Managers and 12 yr old coaches of record. 12 year old coach of record is defined as a coach of record whose child is league age 12. To be considered for the vote, a manager must be nominated and accept the nomination. Nominees must be a regular season manager in the Majors Division for the current season. During the month of April, at least 7 days prior to the All Star meeting, nominations will be requested. Each 12 year old manager may nominate 1 candidate, but can not nominate themselves, coaches may not nominate. The Board reserves the right to nominate 1 candidate as well, if necessary. All nominees must be approved by the Board of Directors before their name will be placed on the ballot. Nominations will be emailed to a designated individual on the Board and will remain confidential. During the All Star Selection meeting, all Majors Division Managers and 12 year old coaches of record, will cast a vote. In the event of a tie, if more than 2 candidates were on the ballot and received votes, only the 2 candidates that received the most votes will remain on the ballot and votes will be cast again. In the event of a tie with only 2 candidates receiving votes, or a 3 way tie, the Board of Directors will vote on the candidate of their choosing and will place the tie breaking vote. The manager receiving the highest number of votes will be named the All Star Manager, given one of the following criteria is met: 1) their child was voted onto the All Star team, or 2) with board approval their child is eligible to be selected to the All Star team based on Step 6 below, or 3) with Board approval they elect to remain the All Star Manager and fulfill the All Star Manager duties with no child on the All Star Team.
3. **9-11 year old team:** The All Star Manager will be selected by a vote of the WLL Majors Division Managers and Majors Division 10 or 11 yr old coaches of record. 10 or 11 year old coach of record is defined as a coach of record whose child is league age 10 or 11. To be considered for the vote, a manager must be nominated and accept the nomination. Nominees must be a regular season Manager in the Majors Division for the current season. During the month of April, at least 7 days prior to the All Star meeting, nominations will be requested. Each Majors Division Manager may nominate 1 candidate, but can not nominate themselves, coaches may not nominate. The Board reserves the right to nominate 1 candidate as well, if necessary. All nominees must be approved by the Board of Directors before their name will be placed on the ballot. Nominations will be emailed to a designated individual on the Board and will remain confidential. During the All Star Selection meeting, all Majors Division Managers and 10 or 11 year old coaches of record, will cast a vote. In the event of a tie, if more than 2 candidates were on the ballot and received votes, only the 2 candidates that received the most votes will remain on the ballot and votes will be cast again. In the event of a tie with only 2 candidates receiving votes, the Board of Directors will vote on the candidate of their choosing and will place the tie breaking vote. The manager receiving the highest number of votes will be named the All Star Manager, given one of the following criteria is met: 1) their child was voted onto the All Star team, or 2) with board approval their child is eligible to be selected to the All Star team based on Step 6 below, or 3) with Board approval they elect to remain the All Star Manager and fulfill the All Star Manager duties with no child on the All Star Team.
4. **Intermediate, Junior, Senior:** Because of the unique nature of these Divisions, the All Star Manager will be selected by the Board of Directors. Regular Season record and standings will be considered, among other things.

**Step 5: All-Star Coach Selection**

Once selected and approved by the Board of Directors, the All-Star manager will select and name two All Star coaches. To be considered, candidates must have been a regular season manager or coach from the current season. All Star coaches must also be approved by the Board of Directors before being named, and must be listed on the tournament affidavit along with the manager.

**Step 6: Final All-Star Team Selection**

Depending on the size of team the WLL Board approved All Star Manager in each All Star Division chooses (11-14 player roster), the top 9-12 ranked players, per league All Star division, will be included on the All Star teams. The All Star manager will then choose the remaining 2 players to fill their roster from a pool of the next 5 ranked players; WLL All Star managers will be given a list of those 5 All Star eligible ranked players to make their selection. The manager may only share this list with approved All Star coaches.

For example: If a Manager chooses to have an 11 player roster, the top 9 ranked players will automatically be placed on the roster. The Manager will then fill the remaining 2 roster spots from a list of the next 5 ranked players, those players ranked 10-14.

The manager may, however, as one of his 2 selections, select one “Wild Card” player that is not included in the 5 player pool. Before selecting a “Wild Card” player, the manager must meet with the Selection Committee for approval and the Selection Committee must unanimously vote for approval of the “Wild Card” player. To gain approval and unanimous vote, a strong “baseball” case must be presented, citing statistics and specific reasoning as to why this player should be included on the roster. The “Wild Card” player is intended to give the Manager the flexibility to fill a role on the roster that is otherwise vacant given the current roster and the additional pool of players that can be chosen. The “Wild Card” option should be used sparingly and every effort should be made to fill the roster from within the defined pool of players, as listed above.

The All Star teams will be announced at earliest date provided by Little League Rules. All results and details regarding the All-Star Selection Process must remain confidential.

Practice fields will be assigned as follows: 9-10 – Minor Field, 10-11 – Minor/Major Field, Little League – Major Field, Intermediate League – Intermediate Field, Junior League – Junior Field, Senior League – Junior Field.

Managers and coaches from AA will select an all-conference team for recognition purposes only. Each Manager and Coach will nominate players and each Manager and Coach will have a single vote. The top 12 vote getters will be on the all-division team.

**ATTACHMENT 1**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Round**  | **A**  | **B**  | **C**  | **D**  | **E**  | **F**  |
| **1**  | 1  | 2  | 3  | 4  | 5  | 6  |
| **2**  | 7  | 8  | 9  | 10  | 11  | 12  |
| **3**  | 18  | 17  | 16  | 15  | 14  | 13  |
| **4**  | 19  | 20  | 21  | 22  | 23  | 24  |
| **5**  | 30  | 29  | 28  | 27  | 26  | 25  |
| **6**  | 31  | 32  | 33  | 34  | 35  | 36  |
| **7**  | 42  | 41  | 40  | 39  | 38  | 37  |
| **8**  | 43  | 44  | 45  | 46  | 47  | 48  |
| **9**  | 54  | 53  | 52  | 21  | 50  | 49  |
| **10**  | 55  | 56  | 57  | 58  | 59  | 60  |
| **11**  | 66\*  | 65\*  | 64 \* | 63\*  | 62\*  | 61\*  |
| **12**  | 67\*   | 68\*   | 69\*   | 70 \*  | 71\*  | 72\*  |

\*Protected Player