

**WEBSTER  
ATHLETIC ASSOCIATION**

**2004**

**BASEBALL RULES  
and Regulations**

**9-10 and 11-12 YEAR OLD Leagues**

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## PREFACE

To: WAA Players, Coaches, Parents, and Fans

As we approach the start of another baseball season, the WAA Board of Directors would like to pass on a few comments and reminders to those involved.

First of all, good luck to all the players during the coming season. It is your spirit and enthusiasm, which contribute most to a successful season for everyone involved. Second, we would like to remind everyone involved in any WAA activity (including players, head coaches, assistant coaches, parents, and fans) that all of us represent the WAA both here in Webster and in other towns. Your and our sportsmanship and good behavior insure continued WAA participation in youth baseball activities.

WAA is especially concerned and will not tolerate the following:

1. Use of vulgarity in speech or gesture. Not only will it result in the player, assistant coach, or fan being ejected from the game, but it will also mean dismissal from the team for the player, head coach, or assistant coach involved in repeated incidents.
2. Bat or helmet throwing. This can result in player ejection from the game, as it displays extremely poor sportsmanship and is very unsafe for other participants.
3. Umpire baiting or any abuse by players, coaches or fans. This may result in a player, coach or fan being ejected from the game, the possible forfeiture of the game by the offending team, or any action the WAA Board deems appropriate.

Finally, lets all remember that this is an opportunity for the players to learn how to play baseball and have fun.

## **OBJECTIVES**

The objectives of the Webster Athletic Association Baseball program are to:

1. Foster and maintain high standards in the field of athletics.
2. Teach those participating the fundamentals and skills of baseball.
3. Instill and maintain good sportsmanship at all times.
4. Always work in the best interest of those youth participating.
5. Insure that all youth who register get to participate.
6. Structure leagues to avoid dominance by any one team.
7. Expose every player to all aspects of the sport of baseball.
8. Provide training information necessary to meet the program objectives to all volunteers.
9. Inform all parents of the program objectives and rules.
10. As appropriate, use WAA resources to provide visible community support to Webster youth through socially responsible community actions.

### **Expectations for Head Coach and Assistant Coach**

1. Uphold objectives of WAA.
2. Remember that the game is for the players.
3. Attend opening coaches meeting.
4. Attend no less than 90% of practices and games.
5. Read and follow baseball rules, both Little League and Webster regulations.
6. Collect necessary fund raising money from players by date specified by fund raising coordinator.
7. Assist in preparing the field for play before the game and repairing the field after the game. [This will keep our fields in excellent condition and prevent many cancelled games due to standing water.]
8. Turn in equipment within two weeks of the end of the season.
9. Turn in ratings within two weeks of the end of the season.
10. Attend post-season coach/commissioner review.
11. Start on time and complete the game.
12. Report any violation of WAA rules to the League Commissioner, Player Agent, or WAA President.

### **Rule Changes for 2004**

1. Clarified rule regarding innings per game
2. Clarified exception to innings per game in the event of an extra-innings game.
3. Clarified stealing rule.
4. Clarified innings played in infield and outfield must be full innings.

Changes are found in **shaded** text in the rulebook.

Section 1: General Rules - 9 - 12 Year Old Leagues.

- 1.1 These are the general rules of play for the 9-10 and 11 - 12 Year old leagues of the Webster Athletic Association Baseball.
- 1.2 Rules of Play as outlined in the Little League Rule Book shall apply except where amended by WAA rules, in which case WAA rules apply. The WAA Board of Directors reserves the right to add, delete, or modify these rules in the interest of good sportsmanship at any time. A copy of these rules will be available to any parent of a participant upon request.
- 1.3 There is a limit of twelve players per team. In exceptional cases a thirteenth player will be allowed.
- 1.4 Player age group changes
  - 1.4.1 To accomodate siblings in these leagues, a player 1 year too young or 1 year too old may play in the same league as the sibling of correct age only if approved by the WAA president or the Player Agent.
  - 1.4.2 Experienced players have the option of playing up (1 year early) in these leagues. The player should be rated 1, 2, or 3 by the previous coach. The parent or guardian of the player will have to write a letter to the Board of Directors requesting permission by February 1<sup>st</sup>. The Board of Directors will review each request and render a decision. The decision will be based on the player's last rating and input from various coaches.

NOTE: Post season information: No 8 year-olds may participate in post season play. A 9-10 tournament team consisting only of those 10 year-olds that played in the 11-12 league may be formed or the 10 year-olds will be eligible for the 11-12 B summer league. 10 year-olds are not eligible to compete on the 11-12 RTW team.
- 1.5 Starting time for all weekday games shall be 6:15 P.M. and for all Saturday games shall be 9:00 A.M., 12:00 P.M., or 3:00 P.M. unless specifically noted as otherwise on the schedule. A fifteen (15) minute grace period will be allowed. Any team that is not at the field and ready to play at the end of this grace period must forfeit the game. No Exceptions!

- 1.6 A minimum of eight (8) players will be necessary to constitute an official team to play a game. A head coach who is unable to field a full team may postpone a game only if the opposing head coach and the league commissioner are notified at least twenty-four (24) hours in advance.
- 1.7 Make - up games
- 1.7.1 Make-up games should be played on available WAA fields within two (2) weeks of the scheduled date. The home team is responsible for obtaining the umpire for the make -up game, contacting the originally scheduled umpire first. If the head coaches can't agree on the time for the make-up game, the League Commissioner will set the time.
- 1.7.2 If one head coach refuses to schedule a make-up game the opposing head coach will notify the League Commissioner. Upon confirmation, by the commissioner with the team refusing to play, two points will be awarded to the team willing to play.
- 1.7.3 Sunday make-up games (or practices) can not start before 12:30.
- 1.8 Pre-game practice for each team is limited to ten (10) minutes for each team during the thirty (30) minutes preceding the official starting time of the game. Visiting team has the field for the first ten minutes (for example: 5:45-5:55 P.M.) and the home team has the field for the next ten minutes. This leaves ten minutes for pre-game meetings with the umpire. This rule must be strictly followed if we are to minimize games called by darkness.
- 1.9 The umpire may call for the "high visibility baseball" to be put in play at any time during the game he deems it necessary. That type of baseball will be used for the remainder of the game. No inning shall start after the game is in progress for two hours and fifteen minutes. The two hour and fifteen minute limit also applies to weekend games. Note: During the weekdays no inning shall start after 8:30 even if the game has not progressed 2 hours and fifteen minutes. Furthermore, no inning shall start unless the umpire-in-charge feels there is enough daylight to have a reasonable chance of completing a full inning. If the umpire-in-charge decides, after starting an inning, that it is too dark to continue play, the game shall be called and the score shall revert to the previous full inning. During the regular season, complete games must be four (4) innings (or three and one-half (3 and 1/2) innings if the home team is ahead). Suspended games must be resumed from the point of suspension according to Little League rules. Details of the game should be recorded (i.e. score, runners, count, etc.)

- 1.9.2 During the play-offs use Little League rule 4.10 (d) – Resume the game from where game was stopped. Note: WAA pitching rules still apply. On resumption of the game the pitchers must be back on the mound or they can't pitch again in the game. Details of game should be recorded (i.e. Score, runners, count, etc.).
- 1.9.3 Tie Games – In the event of a tie game, any number of extra innings **must** be played as long as there is enough light, the game has been underway for less than 2 hours and 15 minutes, and it is not later than 8:30 during the weekdays. Be sure to refer to pitching rules for extra inning games.
- 1.10 Recurrent absences from games or practices must be reported to the league commissioner. The league commissioner, after reviewing the problem with the parents, may remove a player from a team for the balance of the season.
- 1.10.1 Any player not present at the start of the game (first pitch thrown) only has to play one inning in the field, at the discretion of the head coach. No excuse will be accepted. They still must be added to the batting order (end of the lineup) as soon as they arrive at the game.
- 1.11 The umpire and head coaches shall designate the dead ball area prior to the start of the game. Exception: At Empire fields all balls remaining inside the fence will be in play. NO ONE is to position themselves behind the backstop during play.
- 1.12 Vocal encouragement of a positive nature is encouraged. Negative remarks are prohibited. This includes all noise that is by its nature disruptive to the opposing players. Head coaches are responsible for the behavior of their players and fans.
- 1.13 The game shall be under the control of one or more assigned umpires. The umpire-in-charge, the ball and strike umpire will be furnished by the WAA. The home team should furnish the base umpire. If necessary, the base umpire may be furnished by the visiting team. If players, coaches, or fans display poor sportsmanship, the opposing head coach and assistant coaches are expected to assist the umpire in restoring order and proper conduct to the game.

NOTE: If at least one assigned umpire is not present when the game is scheduled to begin, the managers of both teams have the option to cancel the game and replay it at a later date, or to use an adult to call ball and strikes from behind the pitcher. The adult calling the plate should not call bases at the same time. The adult calling the plate should continue for the whole game unless the scheduled umpire or another WAA umpire arrives at the game. If both head coaches do not agree to a volunteer, then the game shall be canceled and rescheduled.

- 1.14 Time is out only when an umpire designates it. In situations where it is unclear if time was out, it will be the sole judgment of the umpire as to whether time was in or out.
- 1.15 Both teams will have access to both bags of WAA equipment as well as equipment stored in the equipment boxes.
- 1.16 Personal Bats - Any player may use their own personal bat (or other personal equipment) in a WAA game provided it is approved by the league's rules. For example, Little League bats may not be more than 33 inches long nor more than 2 1/4 inches in diameter. If a player chooses to use their own bat, the head coaches should inform the player that the WAA cannot be responsible for any damage and will not replace it if it is broken. For this reason, the WAA no longer requires a player to make their own personal bat available to other players.
- NOTE: It is the player's responsibility to insure no one else on either team uses their bat if that is their decision. Neither the WAA nor any head coach or player shall be obligated for a damaged bat no matter how it occurs.
- 1.17 No metal spikes will be allowed. All other forms of rubber or plastic spikes and cleats are permissible.
- 1.18 It is strongly recommended that players, head coaches, and assistant coaches shall wear the WAA provided shirts and hats. All members of a team should have the same shirt and/or hat. The shirts shall be tucked in the pants and the hats shall be worn correctly (brim forward). Rule 1.11 (a) (3) does not apply. Players may not wear watches, rings, earrings, necklaces, or any other jewelry.
- 1.19 Head coaches and assistant coaches shall instruct the players in the proper care of all equipment, especially with regard to bats, helmets, and catcher's gear.
- 1.20 Each team must provide one (1) new baseball to the umpire before the start of the game
- 1.21 Records of all games must be kept in the scorebook and said records must be available for inspection by parents and the WAA Board of Directors.

- 1.22 The umpire shall sign both teams' scorebooks. In the event of protest, he is to enter and initial his version of play in both scorebooks before the next pitch. Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, head coach, assistant coach, substitute, or spectator shall object to any such judgment decision. There is no protest allowed of an umpire's judgment call.
- 1.23 Head coaches and assistant coaches shall ensure that all players will sit on the bench no more than one (1) inning per game unless the game goes into extra innings or approval has been give from the league commissioner. An attempt shall be made by the head coach to expose all players to different positions. Every player will play a minimum of two (2) FULL innings at an infield position (first base, second base, shortstop, third base, pitcher, or catcher) per six (6)-inning game and one (1) FULL inning in the outfield. In this case, a single pitch DOES NOT constitute a full inning.
- 1.24 Defensively, ten (10) players are allowed on the field. The four outfielders must play a minimum of twenty-five (25) feet beyond the baselines until the ball is hit. The extra outfielder will be the tenth defensive player.
- 1.25 Free defensive substitution will be permitted on a per inning basis. Once a player takes the field defensively, the player cannot be removed except for injury. This rule does not apply to pitchers. It is permissible to change defensive positions of the players on the field during an inning.
- 1.26 The head coach will verify that all male catchers wear a cup. Every male catcher must wear a cup. The game will be canceled and replayed if a male catcher does not have a cup. NO EXCEPTIONS!!
- NOTE: The WAA does not intend to provide every male catcher with a cup any more that it expects to provide a glove to every player. Therefore:
- a. Each male catcher must provide his own personal cup, and in fact, the WAA recommends every player have a cup.
  - b. Each team may obtain a cup for emergency use from their league commissioner, in the event a male catcher forgets his own cup.
- 1.26.1 Catchers must wear the catcher's mask when warming up the pitcher. Male catchers must also wear a cup for warm up.
- 1.27 The WAA recommends that players who wear glasses should have safety glasses or safety goggles.

## 1.28 Pitching Rules:

- 1.28.1 No player may pitch more than six (6) league innings per week. A week will run from Sunday to Saturday. Days of rest are to be observed as per LL regulation VI (b), p.30 in LL rulebook; this includes a day of rest after a Saturday game
  - 1.28.2 No player may pitch more than three (3) league innings per game, and the innings must be consecutive (see 1.28.3). The pitcher on the mound at the end of a tied regulation game may pitch a fourth consecutive inning if he/she has innings left for the week. Any extra innings are to be counted in the pitcher's innings for the week.
  - 1.28.3 Once the pitcher is removed from the mound during the game, this player may not return to the mound during the game. The player may continue to play in the game at any other position.
  - 1.28.4 If a pitcher should hit three (3) batters during the course of a game, that pitcher must be removed from the mound at that point. This player may continue to play in the game at any other position, but cannot pitch again in that game even for extra innings in the event of a tie.
  - 1.28.5 A pitcher pitching any portion of an inning, even a single pitch, shall be considered as having pitched a full inning.
  - 1.28.6 Pitchers are allowed eight (8) warm-up pitches when entering the game and between innings from the mound.
  - 1.28.7 Strike Zone - will be from the top of the shoulders to the bottom of the knees.
  - 1.28.8 Failure to follow all pitching rules will result in forfeiture.
  - 1.28.9 **For 9-10 only:** If a total of four (4) batters are walked or hit by a pitch in any inning, an adult selected by batting team will be brought in to pitch overhand. When the adult is pitching, no balls will be called, only strikes (called or swinging). The adult will pitch from the forty-six foot distance. The player pitcher will field the position. The adult will pitch for the remainder of that inning. The player pitcher may resume pitching the following inning provided this pitcher has not hit three (3) batters or has not already pitched three (3) innings. The adult pitcher is considered part of the playing field, and a batted ball striking the adult pitcher is in play.
- 1.29 On a batted ball, once the pitcher or catcher has the ball and play has stopped, all runners must advance or return immediately to the base. Otherwise, the umpire will call time and return all runners to their bases.

- 1.30 All players present shall bat. The batting order shall consist of all starting players and reserves present at the start of the game. If a player arrives after the start of the game, the player will be placed at the end of the batting order.
- 1.31 If a player is injured and can't come to bat or continue to bat, their turn at bat will be passed without penalty. All balls and strikes for that batter will be eliminated. The next batter in the order will assume their time at bat. If the injury is the result of being hit by a pitch, which has entitled the batter to first base, the rule for pinch runners will apply.
- 1.32 A pinch runner may be substituted for an injured runner. The selection of the pinch runner must be the player who is the last previous batter in the order who is not currently on base.
- 1.33 Any injured player that has been removed from the game may return and assume their original place in the batting order. Any player injured prior to the start of the game must be included in the original batting order to allow for potential return/entry to the game.
- 1.34 Running helmets are not allowed. The batter and all base runners are required to wear batting helmets.
- 1.35 Length of an inning - The number of runs any team may score in an inning is limited to five (5), except for the last inning. There is no run limit for the last inning. In any inning, when the fifth run has scored the umpire will stop play and declare the inning over. No further runners may cross home plate and score. If the game is shortened by darkness the last inning must be decided by agreement of the umpire and both head coaches before the start of that inning.
- 1.36 There must not be a batter who comes out of the dugout or team area to an "on-deck" position. There are to be **NO "on-deck batters"** in these leagues. Batters may only take practice swings in the vicinity of home plate just prior to or during their turn at bat.
- 1.37 Bunting will be allowed. REMINDER: A batter is out if he/she bunts the ball foul on the third strike.
- 1.38 Sliding is allowed. However, sliding head first, is not allowed when a runner is advancing to a base. It is permissible to return to a base headfirst. When a fielder is at a base with the ball waiting to make a tag, the runner must attempt to avoid contact when trying to reach the base.
- 1.39 **For 9-10 only:** One head coach or assistant coach from the defensive team will be allowed in the outfield to instruct the defensive players. This coach must be a minimum of 10 feet beyond the base lines. Instruction can take place at any time before, during, or after the play is completed. This can be done during games played before June 1. Games scheduled before June 1 but made up after June 1

will not have the defensive coach on the field. Any batted ball hitting the defensive coach will be declared a ground rule double.

1.40 For 11-12 only: Stealing as described in the LL Rulebook will be allowed in the 11-12 league. Runners may not leave base until pitched ball has crossed home plate. If any runner on any base leaves early, the Little League rule 7.13 will be used. No runner is called out for leaving early.

For 9-10 only: Stealing will be allowed beginning on the date of fifth (5th) scheduled game. Runners may not leave base (lead) until pitched ball has crossed home plate. If any runner on any base leaves early, the Little League rule 7.13 will be used. No runner is called out for leaving early. Players can steal any base except home. Players may steal on a passed ball only – passed ball defined as when the pitched ball goes behind the umpire. Dead ball rule applies if it is not a passed ball. If there is an overthrow while a runner is stealing, the runner cannot advance to another base and neither can a second runner steal. If a runner incorrectly advances an extra base he/she is returned to the last legally obtained base without the chance of being put out. If a runner is tagged while off base, even during a prohibited steal on an overthrow, the runner is out. If an adult is pitching no stealing will be allowed.

Approved rulings:

Example 1: Runner on 1st base steals on passed ball, catcher overthrows 2nd and runner advances to 3rd base. Ruling: Runner is returned to 2nd base – no advance on an overthrow.

Example 2: Runner on 2nd base steals on passed ball, catcher overthrows 3rd and runner advances home. Ruling: Runner returned to 3rd base.

Example 3: Runners on 1st and 3rd, pitched ball passes umpire. Runner on 1st advances to 2nd, ball is overthrown at 2nd and runner on 3rd goes home. Ruling: Runner who went home is returned to 3rd base – can never steal home in this league. If the runner on 2nd had advanced to 3rd he/she is returned to 2nd.

Example 4: Runner on 1st steals 2nd and overruns or slides over 2nd losing contact with the base. Throw to 2nd is overthrown then returned to 2nd in time to tag runner before runner reaches base. Ruling: Runner is out. This is not an inadvertent advance to 3rd with free passage back.

Example 5: Runner on 1st (or 2nd) steals on passed ball. Runner tags 2nd (or 3rd) and continues to next base as throw arrives. Fielder throws ball to 3rd (or home) and runner is tagged out. Ruling: Runner is out. An excuse of inadvertent advance on overthrow won't work. Runner was off a base while ball was in play and can be tagged out. Note, had the runner safely reached 3rd (or home) they would be sent back. Also, had the ball been overthrown and then runner thrown out, runner would be out.

- 1.41 **For 9-10 only:** The infield fly rule shall not be enforced. An infield fly shall be treated as a regularly hit ball.
- 1.42 The infield fly rule is to be enforced for 11-12. For clarification, this rule states that if runners are on first and second or first, second, and third, with less than two outs, the batter will be out if a routine fly ball is hit in the infield. Runners can advance at their own risk.
- 1.43 On a fenced field, any ball hit over the fence in the air shall be ruled a home run. A ball hit past the fence on the ground shall be ruled a double. If a home run fence does not exist on the playing field, then it is all the batter can get on a batted ball.
- 1.44 There **must** be a base coacher at both 1<sup>st</sup> and 3<sup>rd</sup> bases before the first pitch of an inning. One (1) or two (2) players and no more than one (1) adult may coach bases. Interference by the coach during a play subjects the batter or runner to being called out. Players must wear a batting helmet while coaching the bases.
- 1.45 Rules Clarification
- 1.45.1 Dropped Third Strike - a batter is automatically out on a third strike whether or not the catcher catches the ball. However, the ball is still alive, and base runners may advance at their own risk where stealing is allowed, etc.
- 1.45.2 Fly Ball Striking Signs on Empire 1 - any ball striking a Sponsor's sign on Empire Field 1 on the fly and bouncing back into the field of play is a home run.
- 1.46 Two (2) visits to the pitching mound, per pitcher per inning, by the head coach or assistant coach are allowed without changing pitchers. At the time of a third visit to the same pitcher; the pitcher must be removed as the pitcher.
- NOTE: The infielder/catcher can also visit the mound at the same time that the head coach or assistant coach is visiting the mound. However, the outfielders will not be permitted to visit the mound.
- 1.47 Lightning/Thunder - If any lightning is seen or thunder heard, the field must be cleared immediately. All people must go to their cars. No one is to remain in the dugouts or on the bleachers. The game must not be resumed until 15 minutes have passed with no lightning being seen or thunder heard. No one should leave the parking lot until the umpire/head coaches postpone the game (wait at least 15 minutes before postponing the game).
- 1.48 If a player unintentionally (due to skill level) throws a bat he/she will be warned 2 times. On the third occurrence he/she will be removed from the batting order for the balance of the game. He can continue to play defensively. If a player

throws the bat or any equipment intentionally (in anger) the player will be ejected, on the first occurrence, from the game. The incident must be reported to the commissioner. No out will be recorded for either incident of bat throwing.

- 1.49 The umpire and head coaches shall all agree to the correctness of the playing field dimensions prior to the start of the game for games not played at Empire Park.

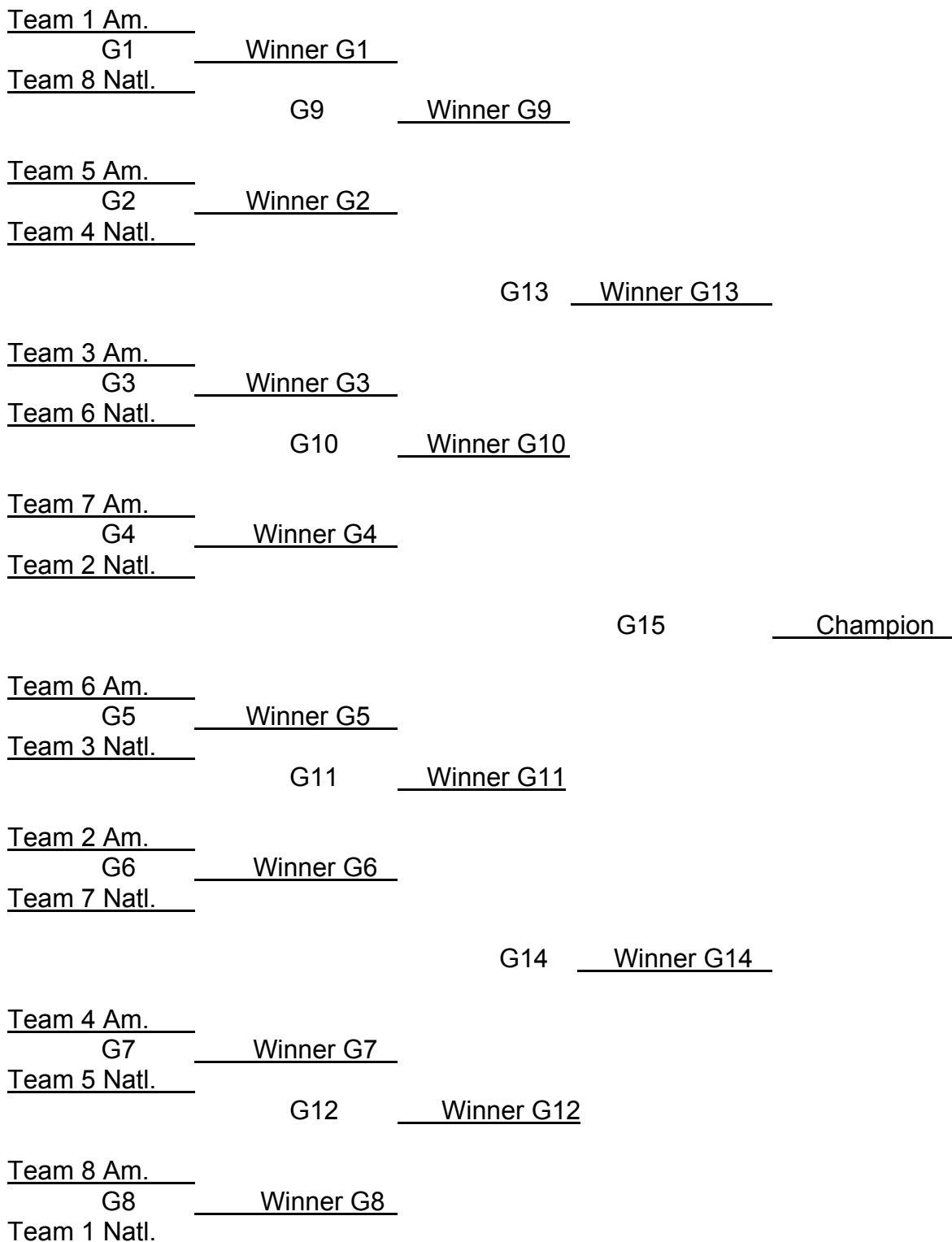
Measurements are made as follows:

- a. All measurements from home plate are made from the back tip of the plate where the first and third base foul lines intersect.
  - b. All measurements from second base are from the middle of the base.
  - c. All measurements from first base or third base are from the corner of the base that is the intersection of the foul line side of the base with the outfield side of the base.
  - d. The home team will sit on the first base side during the WAA season.
- 1.50 The umpire and head coaches shall designate the dead ball area prior to the start of the game. Exception: At Empire fields all balls remaining inside the fence will be in play. NO ONE is to position him or herself behind the backstop during play.

Section 2: Playoff Rules

- 2.1 Because of time restrictions on games and the possibility of tie games, two (2) points will be awarded for wins and one (1) point for ties. The team with the most points at the end of the season will be declared the divisional winner.
- 2.2.1 If two or more teams are tied for first place in a division, then head to head competition records will be used to determine the first place team. If a tie still exists, then the tied teams will be declared co-winners of the division and the playoffs will be expanded to include all tied teams. For purposes of determining the seeding in the playoffs, runs against in head to head competition (least runs allowed winning) will be used to determine the higher seed.
- 2.2.2 If two teams are tied for a playoff position, then head to head competition records will be used to determine the playoff team. If a tie still exists, then the tied teams will play a game to determine the team who will be in the playoffs. If three or more teams are tied for a playoff position, then runs against in head-to-head competition (least runs winning) will be used to determine the playoff position. If there is still a tie between two teams then the two teams will play a game to determine the team who will be in the playoffs. If there is still a tie between three or more teams there will a coin flip to determine the playoff team.  
The Top 16 teams in each league (8 from each division) make the play-offs. There will one less regular season game to accommodate the extra play-off game. Crossover games will still take place when the first 8 teams have been eliminated from the play-offs.
- 2.5 The playoffs will be single elimination.
- 2.6 The home team for all games will be the team with the best record (Winning %). If the same %, home team will be decided by a coin flip.
- 2.7 Playoffs must be completed by July 4.
- 2.8 For semi-final and final playoff rounds the league commissioner, Commissioner of Baseball or a WAA board member should be present at the entire game.

- 2.9 The playoffs will be single elimination. The first/second rounds of the play-offs will be configured in the following manner:



### Section 3: Post-Season Tournaments

- 3.1 Since it's inception, the WAA has conducted or participated in Post-Season Tournament programs.
- 3.2 The WAA Post-Season Tournament program will be consistent with the overall WAA philosophy.
- 3.3 The WAA Post-Season Tournament program will be consistent among all the WAA Leagues that participate in tournaments.
- 3.4 The WAA Post-Season Tournament program is intended for the more talented ball players.
- 3.5 The following guidelines should be followed when choosing the head coach and assistant coaches.
  - 3.5.1 The head coaches should uphold the philosophy of WAA.
  - 3.5.2 The head coach should be a board member.
  - 3.5.3 The head coach should be a long standing head coach.
  - 3.5.4 The head coach should be in the last year in the age group.
  - 3.5.5 The League Commissioner will make a recommendation when more than one board member desires to be the tournament head coach.
  - 3.5.6 The head coach will select the assistant coaches with the help of the Commissioner of the league.
  - 3.5.7 The selection of the head coach and assistant coach will need approval of either the President or Player Agent of WAA.
- 3.6 The Post-Season players should be selected after the eighth game has been played.
- 3.7 Players will vote for the **top three** players from their team in leagues that have more than 6 teams. Players will vote for the **top four** players from their team in leagues that have 6 or less teams. Players may not vote for themselves. The players should use ballots that contain all the players on the team (to avoid missing absent players on the day of the voting).

- 3.8 The league commissioner will be responsible for administering the vote for the tournament players, but the results will not be discussed with the head coach, assistant coach, or players. Results of the vote are to be retained by the commissioner until the end of the tournament season.
- 3.9 Each regular season head coach and assistant coach will provide input for the post season tournament team at the same time that players cast their votes. Each head coach and assistant coach will list their top 3 players on their team in order of 1 to 3. A head coach and assistant coach can list any player on their team (including their child). If a player is rated number one or two on BOTH the head coach and assistant coach ratings, that player will be added to the pool of eligible players (even if the player was not one of the top 3 vote recipients when the players voted).
- 3.10 The selection of the tournament team will be from the list of candidates selected by the players. It is highly recommended that only 12 players be selected for the Williamsport tournament team ("A" team). If there is a "B" team selected, additional players can be selected per the rules covering the tournament.

3.10.1 The tournament head coach and assistant coach(s) will have equal input in the selection of tournament players from those selected by the players. The tournament head coach/assistant coach should get input from all the head coaches in their division. Each head coach in the division should be asked to list the top three players on their team without knowing the results of the players' balloting.

NOTE: Not all players will make the "Road to Williamsport" team.

3.10.2 The tournament head coach/assistant coach should have the preseason ratings, the number of votes cast, the number of votes each player received, and the age of the player to help with the selection.

3.10.3 If there is no catcher on the list selected by the players the tournament head coach and assistant coach(s) may select a catcher from the one of the teams in the league.

NOTE: This can only be done with permission from the League Commissioner and the President of WAA or the Player Agent

NOTE: This catcher cannot be selected from a team that already has three players on the tournament team.

3.10.4 If there is a "B" team in a tournament, the players must be selected from the same list and not have been selected for the "A" team. If there are insufficient players on the list to complete the "B" team, the head coach/assistant coach may add other players.

NOTE: This requires approval from the league commissioner.

3.10.5 If two teams will be sent to the same tournament, an attempt should be made to have equal talent on each team.

3.10.6 All players should be selected for the tournament team no later than one week after the balloting has been completed, but notification of players cannot be before the date indicated in the Little League tournament rules. Also the players should be selected before the team has the first practice if at all possible.

3.11 At least one player from each team will be asked to participate on the "A" Williamsport team or the "B" team. A maximum of three (3) players from a team may be selected to be on the Williamsport team. Leagues with six (6) or less teams may select up to four (4) players to be on the Williamsport team.

3.12 The head coach/assistant coach of the Williamsport Tournament Team will have a meeting with the parents describing the post-season tournament. The Commissioner of Baseball and/or League Commissioner shall be present for this meeting.

3.13 Younger players who "play up " may play at their own age level tournament team. Those who play at the younger level will play in the same division i.e. National/National or American/American – there will be no crossover.

3.14 Commissioners for each league will have final approval of tournament rosters.