

FIELD PREP STARTING/ENDING A GAME

HOME TEAM (STARTING THE GAME)

- GET FIELD EQUIPMENT FROM EQUIPMENT ROOM
- DRAG INFIELDS (IF NEED BE)
- CHALK FIELDS (1ST BASE, 3RD BASE, BATTERS BOX & BASE COACH BOXES)
- FIX PITCHERS MOUND (IF NEED BE)
- INSTALL BASES (MAKE SURE THEY ARE FLUSH WITH THE GROUND)
- TAKE 3RD BASE DUGOUT (HOME TEAM PLAYS ON 3RD BASE SIDE)

HOME TEAM (END OF GAME)

- SWEEP DUG OUTS AND CLEAN UP GARBAGE
- HAVE PARENTS CLEAN UNDER THE SPECTATOR STANDS
(DO NOT LIFT THE BLEACHERS, JUST SWEEP UNDER THEM)
- MAKE SURE GATES ARE LOCKED (FIELDS, DUGOUTS, PARK GATE & EQUIPMENT ROOM)

VISITOR TEAM (END OF THE GAME)

- DRAG INFIELD
- FIX PITCHERS MOUND (FILL IN HOLE AT RUBBER AND PACK)
- PICK BASES AND INSTALL PLUGS
- WATER INFIELD
- PUT AWAY EQUIPMENT IN EQUIPMENT ROOM
- SWEEP DUG OUTS AND CLEAN UP GARBAGE
- HAVE PARENTS CLEAN UNDER THE SPECTATOR STANDS
(DO NOT LIFT THE BLEACHERS, JUST SWEEP UNDER THEM)
- MAKE SURE GATES ARE LOCKED (FIELDS, DUGOUTS, PARK GATE & EQUIPMENT ROOM)



NAPA LITTLE LEAGUE



PO BOX 2036 NAPA, CA 94558 (707) 257-2684

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PRACTICE FIELD INFORMATION (SPRING SEASON)

(Adopted November 2008)

- Priority for practice field assignments will go first to Majors, Minor A, Minor B, then Rookies.
- Major Division teams are prioritized in the reverse draft order, alternating by league. American League is first in even numbered years; National League is first in odd numbered years.
- Practice field assignment order for the minor divisions will be reverse of the draft order – draft first, pick practice fields last.
- Rookie Division teams will be assigned practice slots in random order.
- Practicing times at fields with pitching machines on site (Rookie & Minor B) will be assigned as evenly as possible.
- “Other” locations **MUST** be approved by NLL **BEFORE** the first practice is held. Practicing at a non-approved site is not allowed (manager is subject to discipline). You **cannot** have practices or meetings at your home. Meeting in a public place (like a pizza parlor) is allowed.
 - “Other” locations **MUST** be inspected, approved, and added to our insurance policy before their first use. The cost, to be paid by the team, is \$21 per location. (This includes home batting cages.)
- Once the practice field assignments are set, trading between teams is allowed if both teams agree, and the switch is approved by the scheduling coordinator.
- There will be **two** practice schedules, one for pre-season practices, and another beginning just before the season starts.

Hints:

- With the shortage of preferred locations and times, make sure you do not ask for more slots than you are using. If a manager comes to the Board saying “Team X never uses the Monday slot at Redwood North, the Board will be contacting Team X to ask if the location can be made available to others.
- If you ask for an insurance waiver for a non-NLL assigned location, you will need to give up your NLL assigned field. You cannot “hold” a NLL field for backup.
- There are no “field police”. If you have a problem with someone else (not a NLL team) using your assigned field, you need to work it out with the other party.



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PITCH COUNT POLICY

(Adopted November 2008)

Official Pitch Count Recorder – is the Home team scorekeeper.

Pitch Count Verification – this is to be done at every half inning between both managers and the home plate umpire.

Pitch Count Challenge – there will be no opportunity to challenge pitch count except during the verification at every half inning.



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2009 Ground Rules

(Adopted November 2008)

Ground Rules

Last updated: March 3, 2006

This is a work in progress, covering the official ground rules. [Comments](#) are welcome. **Nothing on this page is meant to overturn umpire rulings on the field.**

- **All Fields**

- Home team takes third base dugout
- Fly ball hits tree (branch, leaf, etc.) hanging over the fence
 - Play stops
 - If tree is hanging over foul ground
 - Foul ball
 - If tree is hanging over fair ground, but not over outfield fence
 - Umpire discretion.
 - If ball would have landed fair
 - Award two bases
 - If ball would have landed foul
 - Foul ball
 - If tree is hanging over the outfield fence in fair ground
 - Home run or Double at umpire's discretion.
- Pop up hits overhanging spectator safety net
 - Foul ball
- Ball gets lodged in the fence or in a sponsor banner
 - If a clearly (to the umpire) "stuck" ball, play stops
 - Base awards (if any) are made according to the rule book.
 - If not a clearly "stuck" ball, or if it is too far away for the umpire to see (outfield fence for example)
 - If fielder attempts to make a play
 - Ball remains live and in play
 - If fielder does not attempt to make a play (throws arms up to signal a possible stuck ball is preferred)
 - If umpire determines ball is lodged
 - Bases awards (if any) are awarded according to the rule book
 - If umpire determines ball is not stuck



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- Ball remains live
 - Once the sun drops behind the hills, there is just a few minutes of playable light remaining - this happens about 10 minutes before the published sunset time. [You can check the sunset time here.](#)
 - **Baumgartner Field**
 - Tree branches hang over the outfield fence line. Balls hitting the trees on the fly are home runs. (see above, umpire discretion hr or gr double)
 - **Volunteer Field**
 - Tree branches hang over foul ground on the first base side. Balls hitting the tree are foul.
 - **Cardwell Field**
 - There is a "gap" in the fence in the left field corner. Balls rolling under the fence are treated the same as a ball lodged in the fence.
 - **McPherson Elementary School Fields**
 - Pop ups hitting the top of the spectator protective cage are foul balls
 - No automatic home run distance (there are no outfield fences). Balls going past the outfielders which get interfered with are treated as spectator interference.
 - Balls going past the dugout fence lines (as if they extended) are out of play. Base awards (if any) are made based on the rule book.
 - **Redwood Middle School Fields**
 - No automatic home run distance (there are no outfield fences). Balls going past the outfielders which get interfered with are treated as spectator interference.
 - Balls going past the dugout fence lines (as if they extended) are out of play. Base awards (if any) are made based on the rule book.



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2009 Local Rules

(Adopted November 2008)

The Little League Rule Book and these Local Rules will govern all Napa Little League (NLL) games. Managers and coaches are expected to know and abide by the official Little League rules and NLL rules.

GENERAL

- There will be NO "sun delays" on any field.
- No new inning may start past the designated time limit (if any). The Home Plate Umpire is the official timekeeper. The start of an inning is defined as the time the last out was made at the bottom of the previous inning.
- Home team:
 - Occupies third base dugout
 - Prepares the field before the game
 - When hosting an out of town team (interleague play) the Home team is responsible for before **AND** after game field maintenance.
- Visiting team:
 - Occupies first base dugout
 - Performs all after game field maintenance (drag, water, mound repair, etc.).
- **Before AND after games, only the manager and 2 approved coaches may participate with the team. Volunteers can assist with field maintenance, but at no time can there be more than 3 adults coaching or interacting with the players, and all 3 MUST be approved by the Board of Directors.**
- During infield practice catchers MUST WEAR catcher's helmet, mask, and throat guard whether in a crouch or not.
- Cancelled or postponed games will be made up at the discretion of the BOD. Games affecting tournament seeding will have first priority.
- **The Board of Directors can discipline managers and coaches for policy and rule violations. Penalties may include removal from their position.**

MAJOR DIVISION

- 3 inning minimum play for all players is **STRONGLY RECOMMENDED**.
 - If a player is averaging less than 3 innings per game, the League Commissioner will investigate.
 - Managers can be disciplined for not following this recommendation.

MINOR A DIVISION

- 4 inning (12 outs) minimum play for all players. Each player must participate on defense for a minimum of 12 defensive outs.
 - **PENALTY:** Affected player must **start** the next game, play the innings/outs missed in the prior game and complete the required play for the current game before being replaced.
 - Manager **will** be disciplined as stated in the Little League rule book. (Warning, suspension, removal)
- A 2 hour 15 minute time limit will be enforced on **ALL GAMES**.

MINOR B AND ROOKIE DIVISIONS

- All Little League rules, PLUS the "General" Rules as shown above, PLUS all division specific NLL Rules.



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2008 Local Rules for Minor B Play

(Adopted November 2008)

- No standings or scores are recorded, kept, or published.
- Continuous batting order – all players bat. Includes free (recreational) defensive substitution.
- **Minimum Play:**
 - **A) No player may be on the bench two innings in a row.**
 - **B) No player may be on the bench a second time until all other players have been on the bench at least once. No player may be on the bench a third time until all other players have been on the bench at least twice. (The idea here is for each game - all players will have a total playing time for that game within one inning of each other.)**
 - **C) Each player MUST play two defensive innings in an infield position. (Parents can request - in writing - their child be exempted from playing in the infield.)**
 - **MINIMUM PENALTY: First Offense, Written Warning. Second Offense, One Game Suspension. Third Offense, Removal as Manager. Additional penalty may be added, even on the first offense. In any instance, affected player must start the next game and play at least the minimums for the new game PLUS the innings missed in the previous game, repeating in each following game until playing time deficit is made up.**
- Two-hour time limit for ALL games. No new inning may start after the two-hour mark. Umpire has full discretion to end the game if he/she feels another inning cannot be completed within the 2 hour 15 minute time mark.
- Machine pitch in innings 1 and 2, players pitch remainder of game
- In addition to the following the Official Little League Pitch Count Rule (refer to your rule book), Minor B pitchers are limited to a maximum of two innings per game. The two innings must be consecutive. Example, a player may not pitch in 3rd & 5th inning. Player cannot pitch to batter 1, play third base for batter 2, and then pitch to batter 3. Fielding the pitching position during machine pitch innings is not considered “pitching”.
- **Regulation VI(c) Note 1 does not apply to Minor B. (Batters cannot be intentionally walked with no pitches being thrown.)**
- Machine Pitch
 - Defensive pitcher must line up next to or behind the pitching machine. The player cannot be in front of the machine until the pitch has been released. Machine Operator must be an approved manager/coach.
 - Pitching machine speed can be adjusted at the beginning of each inning. (Should only be needed if set too fast and no players have made contact the previous inning.) When set correctly, the pitch will have a small arc as the ball travels to home plate.
 - A batted ball hitting the pitching machine, generator, or machine operator is considered a dead ball. The batter shall be awarded first base and credited with a single. Existing base runners only advance if forced.
 - Each batter receives five hit-able pitches. Three swings without contact during the five pitches and the batter is out. If the batter has not hit after five pitches he/she is out. If batter fouls the fifth pitch, he/she will be given additional pitches until the ball is hit fair or the pitch is missed, or the batter makes an out.



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2008 Local Rules for Minor B Play

(Adopted November 2008)

- NO-PITCH is declared when:
 - A pitch bounces on or in front of home plate.
 - A pitch causes the batter to jump out of the box.
 - A ball is pitched too high for the batter to hit, however if the batter swings, it will be a strike.
 - Any of the above situations caused by the operator making adjustments to the machine will be counted as part of the five pitches.
- Bunting and base stealing are not allowed during machine pitch.
- Play shall stop:
 - Once the ball has entered or passed through pitching area (the dirt area around the pitching rubber) in an attempt to throw the ball to the pitcher, as long as a defensive player is in the immediate area. It does not matter if the ball is actually caught.
 - Once a defensive player has control of the ball, in or near the pitching area, with the intent to stop play.
 - When play stops, runners not halfway to the next base must go back. A chalk line should be placed halfway between 1st and 2nd base, 2nd and 3rd base, and 3rd base and home plate.
 - The end of an inning shall be determined by three outs, five runs scored, or **all** batters having had a turn at bat, which ever comes first. **Note:** The five run rule means only 5 runs "count", even when more than 5 runners have scored.
- For "overthrows" that remain in the field of play, the maximum number of bases allowed is the base the runner is approaching plus one base.
- Stealing a base or advancing on wild pitches/passed balls is allowed during player pitch innings. However, there will be no stealing of home or advancing to home on wild pitches or passed balls. There is no stealing unless there is a pitch to the plate. Ex. A player cannot receive a base on balls and keep running to 2nd base. Runners may not advance on overthrows from the catcher back to the pitcher. Runners may not advance beyond the base they are attempting to steal, even if the throw from the catcher is not fielded cleanly or goes out of play.
- No Infield fly rule calls shall be made.
- Two approved adult defensive coaches will be allowed to occupy the "foul" area beyond the coaching boxes.
- One approved adult manager/coach must remain in the dugout at all times – NO EXCEPTIONS.
- **Once 4 innings have been completed (3 and a half innings if the home team is ahead) if a team has an "insurmountable" lead, the manager of the team with fewer runs MUST concede the game. "Insurmountable" means a lead which cannot be overcome in accordance with the 5 runs per inning limit.**
- All Star Exhibition Variations: Completely player pitch - No runs per inning limit - Time limit *may* be waived by the BOD



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2008 ROOKIE DIVISION RULES

(Adopted November 2008)

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The goal of the Napa Little League Rookie Division shall be to teach players the basic fundamentals of baseball in a manner that will encourage them to continue playing baseball in the future. Remember this is about the kids. It is our responsibility as adults to make sure that the children have fun, learn good sportsmanship and improve their baseball skills. We want to encourage the children, not discourage them, in a positive environment.

These rules are in addition to the rules in the current Little League Rule Book.

General Rules

- Games shall be 6 innings, with a 2-hour time limit. No new inning may begin after the 2-hour time limit
- No scores, results, or standings will be kept by the league – this is an instructional league.
- Batters may not throw the bat under any circumstances. A batter who throws the bat in an unsafe manner shall be warned once and called out on any subsequent throws. The batter is immediately out (no warnings) if the bat is thrown and hits another person.
- No persons other than players and approved adult volunteers (managers & coaches), are allowed in the dugout or on the field.
- The infield fly rule is not used in this division.
- Napa Little League requires that all managers rotate his/her players to even fielding positions. (Use good judgment).

Managers, Coaches, and Spectators

- If any manager or coach has a disagreement with another manager, it should be handled in a mature, professional manner. **REMEMBER, the kids are watching you!**
- The league will not tolerate abusive behavior and/or foul language. The Rookie Commissioner(s) and/or the Board of Directors will handle complaints. Managers and coaches violating rules and/or policies are subject to discipline, up to and including removal from their position.
- This division is for instruction, your actions and attitude should reflect this goal.

Pitching Machine

- All games shall be pitched with a pitching machine that is placed 46 feet from home plate (machine is placed over or at the pitcher's rubber).
- Pitching machine speed will be set by agreement of both managers. Speed can be adjusted at the top an inning if both managers agree. (Should only be needed if set too fast and no players have made contact the previous inning.) When set correctly, the pitch will have a small arc as the ball travels to home plate.
- A batted ball hitting the pitching machine, generator, or machine operator is considered a dead ball. The batter shall be awarded first base and credited with a single. Existing base runners only advance if forced.
- Each batter receives five hit-able pitches. Three swings without contact during the five pitches and the batter is out. If the batter has not hit after five pitches he/she is out. If batter fouls the fifth pitch, he/she will be given additional pitches until the ball is hit fair or the pitch is missed, or the batter makes an out.
- If a batter bunts the fifth pitch and it goes foul, the batter is out.
- NO-PITCH is declared when:
 - A pitch bounces on or in front of home plate.
 - A pitch causes the batter to jump out of the box.
 - A ball is pitched too high for the batter to hit, however if the batter swings, it will be a strike.
 - Any of the above situations caused by the operator making adjustments to the machine will be counted as part of the five pitches.

Base Stealing

- There will be a maximum of one stolen base attempt per inning per team.
- The manager or coach must announce the steal attempt before the pitch. The steal attempt counts, whether or not the runner actually steals the base.
- A runner may steal from 2nd to 3rd base only. Runners cannot steal from 1st to 2nd or 3rd to home. If there is a runner on 1st base they cannot advance unless the ball is hit.
- Runners may not advance on a throw back to the pitcher.
- If the catcher makes an attempt to throw a runner out, and the ball is overthrown or mishandled by the fielder; the runner cannot advance beyond the base being stolen.
- NO lead-offs allowed at any time. Base runners must stay in contact with the base until ball reaches the batter.



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2007 ROOKIE DIVISION RULES

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When Play Stops

- Play stops when the ball is thrown out-of-play. (The runner shall ONLY be awarded the base they are approaching.) The intent of this rule is to encourage the defensive players to try to make plays instead of simply returning the ball to the pitcher. Example: Batter hits a ground ball to the third baseman. Third baseman throws to first base. First baseman misses the ball. Runner cannot go to second unless they had already turned towards second before the ball reached first base. If the defense purposely throws the ball out of play (did not attempt to throw to another player), the runners will be awarded one additional base (the base they were approaching plus one).
- There will be a 14' circle around the pitching machine. (When playing at Garfield Park, the "circle" will be the dirt area around the pitching rubber - do not make a chalk circle - even though it may not be 14' in diameter.) This circle will determine when the play stops. Once the ball has been fielded and an attempt is made to throw the ball to the pitcher and the ball enters the circle, the machine operator will throw his/her hands up to indicate the play has stopped.
- Once it is determined that play has stopped, the umpire shall determine if runners are halfway to the base they are approaching. If the runner is halfway, they shall be awarded the base they are approaching. If they are not halfway, they shall return to the base they came from.
- If the pitcher fields a hit ball he/she must either make an attempt to make an out by throwing the ball or tagging a runner, or personally return the ball to the circle to stop play. The pitcher may not throw the ball into the circle in an attempt to stop play.
- The inning will be over after the ninth batter of the inning bats, the defensive team has made three outs, or five runs score, whichever happens first.

Umpires & Machine Operators

- The coach from the team at bat will operate the pitching machine and serve as the umpire for that half inning.
- The machine operator will have the final decision but can ask the 1st and/or 3rd base coaches for help.
- Before each batter, the umpire must call out and hold up fingers indicating the number of outs.
- Before each pitch the umpire must indicate the number of pitches by calling it out and holding up fingers. Machine operator must call out a no-pitch before the ball reaches home plate.
- The machine operator is allowed to coach their players when they are at bat. Example: positioning players in the batters box, bat off the shoulder, level swings, etc. Base coaches are exactly that, they coach the runners. Note: Remember this is a teaching division; the more coaching the kids receive, THE BETTER.
- The defensive team will have two coaches on the field. One coach will be down the 1st base line in foul territory of the outfield and the second coach will be down the 3rd base line in foul territory of the outfield. Coaches will position the players and instruct them on what to do with each new situation. Example: how many outs there are, where to throw the ball, etc.

Players

- Teams will use a continuous (recreational) batting order (all players are in the batting order whether playing on defense that inning or not). Players not present at the time of the first pitch must be added to the bottom of the batting order.
- No player may sit out of the defensive line-up 2 consecutive innings. Every player on the roster, who is at the game, shall play a minimum of 4 full innings except when:
 - The game is called before 6 innings.
 - The game is complete after 5 1/2 innings because the home team is ahead.
 - A player is removed from the game due to a violation of code of conduct.
- All players must play at least two defensive innings in an infield position. Parents can request – in writing – the Board of Directors exempt their child from playing in the infield for safety reasons.
- No player may play the same defensive position more than two innings in a game. Once a player has played two innings in one position he/she cannot return to that position for the remainder of the game.
- Teams must play 10 players on defense if 10 players are available. The 10th player will be added to the outfield as a fourth outfielder.
- Teams must have a minimum of **nine** players by 15 minutes past the scheduled game time or the game is forfeited.
- All outfielders must be positioned in the outfield areas (on the grass), not as extra infielders.



NAPA LITTLE LEAGUE

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Tie Breaking Procedures

(Adopted November 2008)

To determine standings, use winning percentage. If two or more teams are tied at the end of the regular season, the following procedures shall be used to break the ties. Tie games count as $\frac{1}{2}$ of a win. Winning percentage is calculated as: (Wins plus (.5 *Ties)) divided by Total Games.

Two Teams Tied

1. Head to head competition between the tied teams.
2. League record - Best overall record within the league. If the tied teams did not play the same total number of league games, skip to next tiebreaker
3. Same League Opponents - Best record against the team at the top of the league standings. Work down to the last place team if needed. Only use opponents the tied teams played the same number of times.
4. Opposite League Opponents (within Napa) - Best record against the opposite league champion. Work down to the last place team if needed. Only use opponents the tied teams played the same number of times.
5. Out of Napa Teams – Best record against all common opponents from outside of Napa. **(MAY BE WAIVED SUBJECT TO THE INTERLEAGUE AGREEMENT BETWEEN PARTICIPATING LEAGUES.)**
6. Coin flip

Three or More Teams Tied

At any point, if only two remain tied, use the “Two Teams Tied” procedures to break the tie between the remaining teams.

1. Total number of wins, head to head, between the teams tied. Teams with fewer wins will be eliminated.
2. Same League Opponents - Best record against the team at the top of the league standings. Work down to the last place team if needed. Only use opponents the tied teams played the same number of times.
3. Opposite League Opponents (within Napa) - Best record against the opposite league champion. Work down to the last place team if needed. Only use opponents the tied teams played the same number of times.
4. Out of Napa Teams – Best record against all common opponents from outside of Napa. **(MAY BE WAIVED SUBJECT TO THE INTERLEAGUE AGREEMENT BETWEEN PARTICIPATING LEAGUES.)**
5. Coin flip



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Major Division Playing Time

Over the season, Managers are expected to have each player to play an average of ½ of the innings they are available. If a player was present and available for 40 innings, they should have played at least 20 of those innings.

Besides the well used method of the players who begin the game on the bench coming in after 3 innings, you can also make substitutions after TWO innings. By making your first substitutions after 2, you have a large number of options, not only “competitively”, but you could make your second substitutions so all players play at least FOUR innings. Below is one way of doing things. By using this method, or something similar, you can create a substitution pattern to keep your players happy, as well as putting a competitive team on the field.

Remember, if you use a 3/3 substitution pattern, a starter who comes out after 3, KNOWS they are finished for the game, yet has to sit on the bench trying to be part of the team...

	1	2	3	4	5	6
1	A	A	A	A	D	D
2	B	B	B	B	E	E
3	C	C	C	C	F	F
4	D	D	J	J	J	J
5	E	E	K	K	K	K
6	F	F	L	L	L	L
7	G	G	G	G	G	G
8	H	H	H	H	H	H
9	I	I	I	I	I	I
Bench	J	J	D	D	A	A
Bench	K	K	E	E	B	B
Bench	L	L	F	F	C	C

In the 5th or 6th, D, E, and F can return for anyone, as long as J, K, and L have batted at least once. So, in this example, if J, K, and L get their AB in either the 3rd or 4th, you can sub in D, E, and F for A, B, and C. All players play at least 4 innings. If J, K, and L do not get their AB until the 5th, you can make the last set of substitutions in the 6th, and all players have played at least 3 innings.

ALSO, by substituting in the 3rd, should the game be shortened because of the 10 run rule, all players will have played at least 2 innings.

Napa Little League - Draft Procedures

(Adopted November 2008)

After the tryout program has been completed, the player agent of each league shall conduct a draft to assign eligible players to teams.

- Players shall **never** be told the position in which they were drafted.
- There shall be no private tryouts of players. Any team violating this rule will be reported to the Board of Directors, who may forfeit the teams 1st and 2nd draft choices and/or take any other action deemed necessary.
- The team manager will represent each team at the draft. If the manager cannot attend the draft he/she must obtain approval for the designee from the league president. Prior to the start of the drafting of players, the player agent shall announce the number of returning players, the draft order, draft rules, and all approved options.
- Parents who become managers or coaches while their children are on another team may not automatically claim their children but must trade for them at the proper time, subject to league trading rules.
- It is the manager's duty to know and understand all draft rules for their division. Ask questions BEFORE the draft.

TRYOUTS

- Players missing tryouts cannot play in Napa Little League – at any level – without approval from the Board of Directors. If the Board does accept a player who missed tryouts, that player can be drafted to any age appropriate level. **Missing tryouts does not guarantee a player will be kept in the Minor Divisions, and the player may not be able to play in Napa Little League - for the current season - at any level.**
- Players returning to the same Major Division team do not tryout.
- Players released from a Major level team must tryout
- Any player who did not tryout – and is allowed to participate by the Board of Directors – will be categorized as “well known to the league” or “unknown to the league”. Players that are “well known” will have their names put in the general draft pool, as if can be inferred that coaches and managers have had the ability to see the players play or to find out about them, prior to the draft. “Unknown” players will generally be players that are new to the league, from another league, have had a break in service, or are simply not well known amongst the managers. “Unknown” players shall have their name placed in a hat/box and a manager can choose to select “from the hat” during any of their picks.

TRADES

Trades must follow the procedures set out in the current Little League Operating Manual. Some of the guidelines are:

- All trades must be through and with the approval of the Player Agent.
- All trades must be player for player. Trades involving a player for draft choices are not permitted.
- Trades must be within the same league and division.
- Managers may trade players up to 14 days after the first scheduled game.
- A written trade request is given to the Player Agent. If approved by the Player Agent, the request is submitted to the Board of Directors for approval.

DRAFT SYSTEM – MAJOR DIVISION

Napa Little League has adopted “Plan A” from the current Little League Operating Manual. All 9-12 year olds are eligible for the draft. A copy of the current Little League “Plan A” draft rules will be made available upon request. Returning players fill the bottom of the draft chart. Teams needing 8 or more players (before any option players are added) receive a bonus pick after the 4th round. Bonus round players are placed in the lowest available slot on the team’s draft board (8, 9, 10, 11, or 12).

The draft order is based on:

- 1) Expansion team or teams draft first
- 2) Regular season standings (prior to playoffs) determine draft order for the following year.

PLAYER OPTIONS IN THE MAJORS

All player options for the Major Division will be per the current Little League Operating Manual. Copies are available upon request. (Coach Options are severely limited – coach must be returning to the same major level team from the previous season AND the coach must be going into their third consecutive year of managing or coaching in NLL at any level.)

DRAFT SYSTEM – MINOR A AND MINOR B DIVISIONS

- Minor A, Minor B, and Rookie teams are dissolved at the end of each season. There are no returning players.
- All remaining eligible players will be selected.
- Player options are per the current Little League Operating Manual with the following exceptions:
 - Minor B Division **may** use a “Common Pool Draft”.
 - Sibling options are the parent’s choice, not the manager’s. If a parent chooses to option siblings together, and the siblings remain in the draft pool after the Major Division draft, a manager picking one sibling must take all of the siblings with their next pick or picks.
 - One approved coach, through the manager, may exercise an option on the coach’s child, in writing to the player agent with the following provisions:
 - The Board of Directors has approved the coach and had been notified of the option player’s name, at least 48 hours prior to the draft.
 - All approved coach options will be exercised by the end of the 1st round, or with the 1st available draft choice.
- All 11 year old players not drafted to the Majors must be selected to a Minor A team.
- Players who were on a Minor A roster in the previous season must be selected to a Minor A team.
- All 9 and 10 year old players not selected to Minor A teams must be selected to Minor B teams.
- For Minor B, the “draft” is only for 9 and 10 year olds. 7 & 8 year olds will be placed on teams by the Player Agents, ideally grouping them by school.
- Draft order will be determined by a blind drawing. The “Serpentine Draft Method” will be used. Example:

	Round	1	2	3	4	5	6	7	8	9	10	11	12
Team 1	Pick	1,	12,	13,	24,	25,	36,	37,	48,	49,	60,	61,	72
Team 2	Pick	2,	11,	14,	23,	26,	35,	38,	47,	50,	59,	62,	71
Team 3	Pick	3,	10,	15,	22,	27,	34,	39,	46,	51,	58,	63,	70
Team 4	Pick	4,	9,	16,	21,	28,	33,	40,	45,	52,	57,	64,	69
Team 5	Pick	5,	8,	17,	20,	29,	32,	42,	44,	53,	56,	65,	68
Team 6	Pick	6,	7,	18,	19,	30,	31,	42,	43,	54,	55,	66,	67

ROOKIE LEAGUE

The Rookie league will not have a tryout or draft and is designated for

- 6 year olds who have played at least one year of T-Ball.
- All 7 year olds
- 8 year olds who have not played in a Rookie division before

Teams will be formed according to school of attendance.



NAPA LITTLE LEAGUE



(707) 257-2684 (Messages only)

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Replacement Player Policy

(Adopted November 2008)

During the season there will be times when players are asked to move up to a higher level. Napa Little League uses the following process:

1. Team X needs a replacement player (injury, change of residence, other reason approved by the Board of Directors)
2. Manager of Team X selects a replacement player from the next lower division (**through the Player Agent**)
 - **The manager may not contact players, parents, or other managers directly or indirectly!**
 - **The manager is not to let other managers know of the opening.**
 - EVERY effort must be made by all involved to **not** identify the identity of the team needing a replacement
3. Player Agent asks the player whether or not they accept the call up to the next division. **THE PLAYER IS NOT TO BE TOLD WHICH TEAM HAS AN OPENING!!!**
4. If a player declines to move up to the next division
 - Player is not eligible for call-up for the remainder of the season
 - The Move Up or Move Over policy will go in effect (the player that refuses the call up will take the place of the player that accepts the call up and go to the team that the player moving up leaves – this move over policy will be at the discretion of the player agent)
 - **Players in Minor B declining a call up to the Minor A level forfeits their eligibility for the Minor B All Star game.**

Managers have 48 hours to report the need for a replacement player to the Player Agent. Failure to do so will result in discipline for the manager - which may include the manager losing the right to select the replacement player (Player Agent makes the selection instead).

The manager has **3** days to give the Player Agent a list of at least 3 potential replacement players, ranked by preference. The **3** day "clock" starts when the need for a replacement player arises, NOT when the Player Agent/Board of Directors is notified. (Example: Player is injured on March 1. **Three** day period starts on March 2. Manager must notify Player Agent by March 3. Selections must be given to Player Agent by March 5.)

If a list of players is not given to the Player Agent within the **3** day time period, the Player Agent will make the player selection at his/her discretion, subject to approval by the league President, and/or the Board of Directors. If none of the players on the manager's list accept the call up, the manager will have 24 hours to submit a second list. If none from the second list accept the call up, the Player Agent will make the selection.

- Major teams can call up players from Minor A
- Minor A teams can call up players from Minor B
- Minor B teams may NOT call up players from Rookies without approval from the Board of Directors.
- **No Minor B team roster may go below 12 players until all other teams in their league are at 12 players**
- **Minor A teams can only call up Minor B players who live in their league boundaries**

Players may not be replaced when only two weeks of regular season play is left without approval of the Board of Directors.

-
- Players can place their name on a "voluntary call up" list (contact the Player Agent). This list will be used by managers as an aid in seeking players willing to move up. This list is "final" once the first opening (in any division) occurs.
 - Players not on the voluntary call up list are also eligible to be called up per Little League rules.
 - Managers should keep a list of players they would call up ready at all times
 - Keep your notes from tryouts
 - Scout games at the next lower level
 - Be prepared



NAPA LITTLE LEAGUE

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Selection of All Star Teams

(Adopted November 2008)

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- The 11/12 team will be selected first, then the 10/11 year old team, then the 9/10 year old team.
- All Star Managers will be selected before any player selection takes place.
- All Star Managers may reserve up to two roster spots for any eligible players of their choice.
- All Star Managers may select their own children before any player selection takes place.
- All Major and Minor A managers must attend the selection meeting. If a manager is unable to attend, a league approved substitute may attend. Not sending a team representative to the selection meeting is cause for discipline.
- If a 10 or 11 year old player declines selection to any All Star team, they cannot be selected or added to any other All Star team.
- Managers may not nominate coaches until after all players have been selected. Coaches must be approved by the Board of Directors.
- If replacement players are needed, the All Star Manager will make the selections.

International Tournament Teams (11 and 12 year olds)

- The Major Division managers from each league will select the All Stars for their league (Minor A managers may observe).
- Managers must vote on the number of members on the team 12, 13, or 14.
- Managers will nominate players from their own team. Each manager may nominate as many of their 11 and 12 year olds as they see fit.
- Once nomination of players has been made, managers will be given the chance to talk about their nominee or remove the player from consideration. After all managers have talked about their player, a **written** vote will be taken.
- The Player Agent will count the votes. In case of a tie, the vote will be retaken. If a tie cannot be broken, the Player Agent will cast the deciding vote.
- NO MANAGER MAY CAST A VOTE FOR A PLAYER ON THEIR TEAM'S ROSTER.
- Only League Age 11 and 12 year olds on a Major Division roster are eligible for the International Tournament Teams.
- The 11/12 All Star managers and coaches must be managing or coaching a current Major Division team.
- Until the Little League mandated time the rosters are set, players may be called up from the 11 year old only team if a replacement is needed.



NAPA LITTLE LEAGUE

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Selection of All Star Teams

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10/11 Year Old Teams

- The Major and Minor A Division managers will select the All Stars for their league.
- Managers must vote on the number of members on the team 12, 13, or 14.
- Managers will nominate players from their own team. Each manager may nominate as many of their 10 and 11 year olds as they see fit.
- Once nomination of players has been made, managers will be given the chance to talk about their nominee or remove the player from consideration. After all managers have talked about their player, a written vote will be taken.
- The Player Agent will count the votes. In case of a tie, the vote will be retaken. If a tie cannot be broken, the Player Agent will cast the deciding vote.
- NO MANAGER MAY CAST A VOTE FOR A PLAYER ON THEIR TEAM'S ROSTER.
- League Age 10 and 11 year olds on a Major or Minor A roster AND not selected for the International Tournament team are eligible.
- Managers and coaches must be a current manager or coach from the Major or Minor A Divisions.

9 and 10 Year Old Teams

- All 9 and 10 year olds currently on a Major or Minor A roster are eligible.
- Managers must vote on the number of members on the team 12, 13, or 14.
- Managers will nominate players from their own team. Each manager may nominate as many of their 9 and 10 year olds as they see fit.
- Once nomination of players has been made, managers will be given the chance to talk about their nominee or remove the player from consideration. After all managers have talked about their player, a written vote will be taken.
- The Player Agent will count the votes. In case of a tie, the vote will be retaken. If a tie cannot be broken, the Player Agent will cast the deciding vote.
- NO MANAGER MAY CAST A VOTE FOR A PLAYER ON THEIR TEAM'S ROSTER.
- Managers and coaches must be a current manager or coach from the Major or Minor A Divisions.

Little League Rule 4.07

When a manager, coach or player is ejected from a game, they shall leave the field immediately and take no further part in that game. They may not sit in the stands and may not be recalled. Any manager, coach or player ejected from a game is suspended for his or her team's next physically played game and may not be in attendance at the game site from which they are suspended.

(Comment - Notice the minimum penalty - the ejected person cannot be at the site of the team's next game for any purpose. The automatic one game suspension cannot be reduced, it can only be increased - see rule 9.05(c).)

Little League Rule 9.05(c)

After receiving the umpire's report that a manager, coach or player has been disqualified, the league president shall require such manager, coach or player to appear before at least three members of the Board of Directors to explain his/her conduct. In the case of a player, the manager shall appear with the player in the capacity of an advisor. The members of the Board present at the meeting shall impose such penalty as they feel is justified. NOTE: The Board may impose such penalties that they feel are warranted, but may not lessen the requirements of rule 4.07.

(Comment - This rule gives the local board of directors the ability to increase - but not decrease - the length of the suspension. UNTIL the suspended person meets with the board of directors, the person may not attend games.)

Additional Policies of Napa Little League

1. Anyone ejected by or for arguing with a youth (under 18 years of age) umpire, in addition to the mandatory one game suspension (Rule 4.07 and 9.05(c)) is to serve an *additional* one game suspension (suspended for a minimum of two games). The additional one game suspension is not a Rule 4.07 suspension, and can be appealed to the Board of Directors at the rule 9.05(c) meeting.

(Comment - A manager/coach should never be in a situation to get ejected by a youth umpire (or any umpire for that matter). Adding the extra game suspension should reinforce that all umpires, regardless of age and/or experience, should be treated appropriately.)

2. The chief of umpires can, after consulting with youth umpires post-game, suspend a manager and/or coach for one game. This one game suspension is not a Rule 4.07 suspension, and can be appealed to the Board of Directors at a meeting similar to a rule 9.05(c) meeting.

(Comment - There are situations where a manager/coach should have been ejected, but was not. Sometimes this is because of lack of experience on the umpire's part, sometimes because the manager/coach simply took advantage of a newer umpire.)