

WEST NYACK LITTLE LEAGUE RULES AND BY-LAWS 2008

I. The League

- A) The league shall consist of six divisions: the Major League, AAA League, AA League, A League, Rookie League and Tee-Ball.
- B) The number of teams in each league will be determined by the Board of Directors. No league may consist of more than ten (10) teams.
- C) All rules not specifically covered by these by-laws shall be decided upon by the Board of Directors. The Board may also change or clarify any rules contained herein.

II. Boundaries

- A) The boundaries of the West Nyack Little League shall be as shown on the map filed with Little League Eastern Regional headquarters in Bristol, Connecticut which are described as follows: On the north by Rochelle Drive, Hereford Lane, Parrot Road, Germonds Road and West Clarkstown Road, inclusive . On the West, South and East by the Clarkstown Central School District border.

III. The Teams

- A) Each team in the Major League will consist of thirteen (13) players. AAA, AA and A League teams will consist of no fewer than twelve (12) players and no more than fifteen (15) players.
- B) Age limits.
 - 1) Major League teams shall have no more than eight (8) players of league age twelve (12), no more than eight (8) players of league age eleven (11), no more than two (2) players of league age ten (10), and no players of league age nine (9) or under.
 - 2) AAA League teams shall consist of no players league age eight (8) or under.
 - 3) AA League teams shall consist of players league ages eight (8), nine (9) and ten (10) only.
 - 4) A League teams shall consist of players league age eight (8) and seven (7).
- C) Player replacement.
 - 1) All replacements shall be made following section III, rule (d) of the rule book.
 - a) All replacements must be made from players who had been eligible for the draft, unless the pool of eligible players has been exhausted. If the pool of eligible players has been exhausted, then replacements may be made from any player who meets other requirements of this section.
 - b) Should a Major League team lose a player, the manager must notify the Board of Directors the details within 48 hours. If the board is not notified within this time, the selection of the replacement will be made by the player agent. If a player is absent from two consecutive games, the manager must report within 48 hours to the manager representative or the player agent the reason for absence.
 - c) A manager must pick a replacement player within 48 hours of notification of the player agent. If a replacement is not made, the player agent or manager representative will select the replacement. The manager must report to the player agent all players contacted.
 - d) Any player which loses a player prior to 11:59pm on the third Sunday in May must select a replacement. No replacements may be made after this date, unless approved by a majority of the Board.
 - e) Each team shall only have one player taken from them as a replacement for a higher league. Once that team loses one player to replacement, no other player

from that team shall be eligible to be drafted as a replacement, unless each team in that league has already lost one player to a higher league.

- f) Any player that is replaced shall go to the team of the player that replaced him.
- g) If the player being replaced does not go to the team to which he is assigned, the team losing a player make select a player from a lower league.
- h) If a AAA team loses a player after the deadline to a major league team, then that manager will have the option of whether or not to pick a replacement, subject to board approval following a meeting of the manager with the board.

IV. The Players.

- A) In replacement of section IV, rule (f). Any player who attends tryouts shall be eligible to be drafted. The league will not entertain any requests by parents for a player to remain in a lower level.

NOTE: Exception to this rule is permitted for 12 year olds as provided in section V (A) (3).

- 1) Local league maintenance of rosters shall be governed by the Little League Baseball Operating Manual.
 - 2) Any player who fails to attend tryouts will not be eligible to play on any all-star tournament team and will not be eligible to participate in the West Nyack AAA or AA all-star game. Players cannot pitch during the AA or AAA regular season or playoffs. Players are eligible to participate and pitch in the Minor League Tournament of Champions.
- B) (MAJOR LEAGUE) In replacement of section IV, rule (i). Every player on a team roster will participate in each game for a minimum of nine (9) defensive and nine (9) offensive outs and bat at least one time.
 - 1) Each starter may not be removed from the game until the top of the third inning or until he has batted one time, which ever comes last. A starter may play the balance of his three innings upon reentry.
 - 2) Each nonstarter must play a minimum of three complete innings (9 defensive and 9 offensive outs) and bat at least one time before being removed from the game.
 - 3) Each manager shall have all of his nonstarters in the game prior to the beginning of the top of the fourth inning. Each manager must reinsert a starter who has not completed his minimum play time prior to the top of the sixth inning, provided that player is eligible for reentry under rule 3.03.
 - 4) Penalties
 - a) Any player who does not play for nine (9) defensive outs must start the next scheduled game and may not be removed from the game until the seventh inning.
 - b) In a game shortened by mercy rule, any player who does not play six (6) defensive outs must start the next scheduled game and play no less than four (4) complete and consecutive innings.
 - c) In a shortened game, any player who does not play nine (9) defensive outs must start the next game that player attends.
 - d) In any game, a player who does not bat must start the next game that player attends and bat at least two (2) times.

NOTE: A shortened game is any game that does not last for six complete innings, eighteen (18) offensive and eighteen (18) defensive outs.
 - e) A game that ends during the bottom of the sixth inning shall not be considered a shortened game. It will be considered a complete game and a complete inning as if all three outs had been recorded. No penalties shall be imposed when the

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bottom of the sixth inning is not completed because the winning run has scored. However, penalties shall still be enforced if a child's must play requirements would not have been met even if the bottom of the sixth inning had been completed.

- C) (AAA, AA and A LEAGUES ONLY) In replacement of section IV, rule (i). Every player on a team roster will participate in each game for a minimum of nine (9) defensive outs.
 - 1) No player may sit out from defense for more than two (2) consecutive innings.
 - 2) PENALTY: Any player who does not play nine (9) defensive outs must start the next scheduled game and play no less than four (4) complete and consecutive innings. In a shortened game, any player who does not play six (6) defensive outs must start the next scheduled game and play no less than four (4) complete and consecutive innings.
- D) AA League.
 - 1) Any player of league age nine (9) or ten (10) shall be eligible for AA leagues and shall also be eligible to be drafted into the AAA league.
 - 2) Any player league age eight (8) shall be eligible to be drafted into the AA league.
 - 3) Each AA team shall draft a predetermined number of eight (8) year olds based on the decision of the player agent. The number of players will be determined prior to the draft. There shall be no more than a differential of one player age eight (8) between teams.
- E) A League.
 - 1) Any player league age eight (8) shall be placed in the A League.
 - 2) The Board reserves the right to place seven (7) year olds in A League.
- F) Rookie League
 - 1) Any player of league age seven (7) shall be placed in Rookie League.
- G) Tee-Ball
 - 1) Any player of league age six (6) shall be placed in Tee-Ball.

V. Selection of Players.

- A) Major Leagues.
 - 1) Each Major League team shall retain all currently registered players who were on that team the prior year, and still meet age requirements.
 - 2) All players meeting age and eligibility requirements and are not already on a Major League team are eligible to be drafted in the Major Leagues.
 - 3) All players of league age twelve (12) shall be drafted onto a Major League team, unless the player's parent(s) request that the player play AAA. Parental request must be approved by the Board and a waiver filed with Little League.
 - 4) There shall be no more than a differential of one player age twelve (12) between teams.
 - a) Prior to the draft, the number of total 12 year olds to be playing in the major leagues shall be divided by the number of Major League teams.
 - i) If this number is a whole number, then each Major League team shall have exactly that number of 12 year olds.
 - ii) If this number is not a whole number, than the next lowest whole number shall be the minimum number of twelve year olds a team must have and the next highest whole number shall be the maximum number of twelve year olds a team may have.
 - iii) The Player Agent must ensure that this procedure is followed during the draft to ensure that each 12 year old is selected on a Major League team. The

Player Agent must indicate when a team is forced to use its remaining draft picks to select twelve year olds.

- 5) Prior to the draft:
 - a) Team manager must submit in writing a protection for a manager's child or a player's sibling prior to the last tryout session.
 - b) All managers shall be given the option to select their child if they meet age requirements. If the manager exercises this option, he must select his child within the first three (3) rounds of the draft.
 - c) A manager may exercise an option to select a sibling of a player currently on his team, providing that both meet age requirements. If the manager exercises this option, he must select the sibling within the first three (3) rounds of the draft.
 - 6) If a player who is currently on a Major League team has a parent who is selected to manage another Major League team, then that parent has the option to select their child. The team that the player was drafted by shall receive compensation for the selection of that player. The team on which that player was drafted by shall receive the draft pick from the parent/manager's team in the same round in which the player was originally selected.
 - 7) If the parent/manager's team has a sibling or other child options, they must still exercise those options within the first three rounds of the draft.
 - 8) The draft shall take place following the conclusion of tryouts.
 - a) The drafting order will be determined in reverse order of each team's regular season finish the prior year, the exception being that the championship team shall be designated as the first place team.
 - b) The draft order for the Major League shall be as follows:
 - i) In each round, the last place team will pick first, the next-to-last place team second, and so on until the championship team picks last.
 - c) If a player is drafted, the manager has the option to draft that player's sibling. If the manager exercises that option, the sibling must be selected with that team's next draft pick. If the manager does not exercise the option on the second sibling, the other sibling may be selected at any time during the remainder of the draft by any team including the team with the initial sibling.
 - d) Once a team has filled its roster, that team will no longer draft and its position in the draft will be skipped for the remainder of the draft.
 - 9) If an expansion team is added, that team shall be considered as the last place team from the previous season and pick first in the draft. The expansion team shall also be allowed five expansion picks prior to the first round:
 - a) Four (4) twelve year-olds.
 - b) One (1) eleven year-old.

NOTE: If more than one team is added, those teams shall alternate picks in the expansion draft as determined by toss of a coin. Winner of the coin toss shall have the first pick in each round of the expansion draft, loser shall have first pick in each round of the regular draft.
 - 10) If a team is disbanded, the players who were on the disbanded team's roster the previous year and are currently registered in the league will be put into the draft, need not attend tryouts. The player agent must insure that all of these players are selected to a Major League team.
- B) AAA League.
- 1) All players meeting age and eligibility requirements who were not drafted into the Major League are eligible for the AAA League draft.

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- 2) Prior to the draft:
 - a) All managers shall be given the option to select their child if they meet age requirements.
 - 3) The draft shall be split into three groups:
 - a) Group A. All eleven (11) and twelve (12) year olds who attended tryouts, as well as any ten (10) year olds who played in the AAA League the previous year who attended tryouts.
 - b) Group B. All eleven (11) and twelve (12) year olds who did not attend tryouts, as well as any ten (10) year olds who played in the AAA League the previous year who did not attend tryouts.
 - c) Group C. All nine (9) and ten (10) year olds who attended tryouts and did not play in the AAA League the previous year.
 - 4) The players in Group A must be selected before any players in Group B are selected and the players in Group B must be selected before any players in Group C.
 - 5) Within each group the drafting order will be determined by the drawing of numbers out of a hat, or any equivalent process. In each round the first team will pick first, the second team second and so on until the last team picks. This will continue until all players in a group have been exhausted or all team rosters are filled, whichever comes first.
 - 6) Once a group of players has been exhausted, the drafting order will be redrawn as stated in section c.
 - 7) If a player is drafted, the manager has the option to draft that player's sibling during the same round without forfeiting a pick, providing that both meet eligibility requirements.
 - 8) Once a team has filled its roster, that team will no longer draft and its position in the draft will be skipped for the remainder of the draft.
- C) AA League
- 1) All players meeting age and eligibility requirements who were not drafted into the Major or AAA League are eligible for the AA league draft.
 - 2) Prior to the draft:
 - a) All managers shall be given the option to select their child if they meet age requirements.
 - 3) The draft shall be split into two groups:
 - a) Group A. All eight (8), nine (9) and ten (10) year olds who attended tryouts.
 - b) Group B. All nine (9) and ten (10) year olds who did not attend tryouts.
 - 4) The players in group A must be selected before any players in Group B are selected.
 - 5) Within each group the drafting order will be determined by the drawing of numbers out of a hat, or any equivalent process. In each round the first team will pick first, the second team second and so on until the last team picks. This will continue until all players in a group have been exhausted or all team rosters are filled, whichever comes first.
 - 6) Each team will pick a predetermined number of eight year olds. The number of eight year olds selected will be determined prior to the draft.
 - 7) Once a group of players has been exhausted, the drafting order will be redrawn as stated in (5).
 - 8) If a player is drafted, the manager has the option to draft that player's sibling during the same round without forfeiting a pick, provided that both meet eligibility requirements

- 9) Once a team has filled its roster, that team will no longer draft and its position in the draft will be skipped for the remainder of the draft.

D) A League

- 1) All players meeting age and eligibility requirements who were not drafted into the AA League are eligible for the A league draft.
- 2) Prior to the draft:
 - a) All managers shall be given the option to select their child if they meet age requirements.
- 3) The draft shall be split into two groups:
 - a) Group A. All eight (8) who attended tryouts.
 - b) Group B. All eight (8) year olds who did not attend tryouts.
- 4) The players in group A must be selected before any players in Group B are selected.
- 5) Within each group the drafting order will be determined by the drawing of numbers out of a hat, or any equivalent process. In each round the first team will pick first, the second team second and so on until the last team picks. This will continue until all players in a group have been exhausted or all team rosters are filled, whichever comes first.
- 6) Once a group of players has been exhausted, the drafting order will be redrawn as stated in (5).
- 7) If a player is drafted, the manager has the option to draft that player's sibling during the same round without forfeiting a pick, provided that both meet eligibility requirements.
- 8) Once a team has filled its roster, that team will no longer draft and its position in the draft will be skipped for the remainder of the draft.

VI. Pitchers.

- A) Any player who did not attend tryouts may not pitch during the regular season or playoffs [MAJORS, AAA and AA].
- B) Managers must confer about pitch count between each half inning. If there is a difference in the pitch count, the two counts will be averaged and rounded down. The offensive team must notify the defensive team when the pitch count reaches 17, 37, 47, 57, 72 or 82. If no notification is given, the lower count shall be used. Each manager is responsible for his own pitch count.
- C) A League.
 - 1) Any player on an A League team may pitch.
 - 2) Three players will each pitch one inning. Any player may pitch one (1) inning per game. The first three (3) innings will be pitched by players. An offensive coach will pitch every inning after the third inning.
 - 3) In the playoffs, the same rules apply.
- D) Suspended or Forfeited games.
 - 1) If a pitcher pitches in a game that is suspended and resumed due to time, weather or other conditions, he must observe all rest rules.
 - 2) When the game is resumed, the pitchers must adhere to rest rules and must pitch in accordance with rules 3.03 (1) and 3.05. For purposes of pitcher eligibility, it shall be assumed that the game had continued normally.
- E) Consecutive Games.
 - 1) For the purposes of the definition of consecutive games in section (e) of the Little League Rule Book, any time a team takes the field and plays, it will count as a game

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between consecutive games, even if the “game” in question is called before becoming official; is the continuation of a suspended game or is a forfeit.

VII. Schedule

A) In each league, each team shall play the same number of games during the regular season, depending on the number of teams in each league, as follows:

1) Major League

- a) Four (4) teams- Each team will play 18 games. Every team will play every other team 6 times. There will be two, nine game halves. Every team will play every other team 3 times in each half.
- b) Five (5) teams- Each team will play 20 games. Every team will play every other team 5 times.
- c) Six (6) teams- Each team will play 20 games. Every team will play every other team four (4) times.
- d) Seven (7) teams- Each team will play 20 games. Every team will play every other team three (3) times, plus two other teams a fourth time. The two teams will be based on the standings from the previous year.
 - i) The first place team will play teams 2 and 3.
 - ii) The second place team will play teams 1 and 3.
 - iii) The third place team will play teams 1 and 2.
 - iv) The fourth place team will play teams 5 and 6.
 - v) The fifth place team will play teams 4 and 7.
 - vi) The sixth place team will play teams 4 and 7.
 - vii) The seventh place team will play teams 5 and 6.
- e) Eight (8) teams- Each team will play 21 games. Each team will play every other team three (3) times.
- f) Nine (9) teams – Each team will play 20 games. Every team will play every other team twice, plus four other teams three times. The four teams will be based on the standings from the previous year.
 - i) The first place team will play teams 2, 3, 4 and 5.
 - ii) The second place team will play teams 1, 3, 4 and 6.
 - iii) The third place team will play teams 1, 2, 4 and 7.
 - iv) The fourth place team will play teams 1, 2, 3 and 8.
 - v) The fifth place team will play teams 1, 6, 7 and 9.
 - vi) The sixth place team will play teams 2, 5, 8 and 9.
 - vii) The seventh place team will play teams 3, 5, 8 and 9.
 - viii) The eighth place team will play teams 4, 6, 7 and 9.
 - ix) The ninth place team will play teams 5, 6, 7 and 8.
- g) Ten (10) teams- Each team will play 18 games. Every team will play every other team twice. There will be two, nine game halves.

2) AAA League

- a) Four (4) teams- Each team will play 18 games. Every team will play every other team 6 times. There will be two, nine game halves. Every team will play every other team 3 times in each half.
- b) Five (5) teams- Each team will play 16 games. Every team will play every other team 4 times. There will be two, eight game halves. Every team will play every other team twice in each half.
- c) Six (6) teams- Each team will play 15 games. Every team will play every other team 3 times.

- d) Seven (7) teams- Each team will play 14 games. Every team will play every other team twice, plus two (2) other teams a third time.
 - e) Eight (8) teams- Each team will play 14 games. Every team will play every other team twice.
 - f) Nine (9) teams- Each team will play 16 games. Every team will play every other team twice.
 - g) Ten (10) teams- Each team will play 13 games. The teams will be split into two, five team divisions, an American League and a National League. Every team will play every other team in their own division twice. Every team will play every team in the other division once.
- 3) AA and A League
- a) Four (4) teams- Each team will play 15 games. Every team will play every other team five (5) times.
 - b) Five (5) teams- Each team will play 16 games. Every team will play every other team 4 times. Every team will play every other team four times.
 - c) Six (6) teams- Each team will play 15 games. Every team will play every other team 3 times.
 - d) Seven (7) teams- Each team will play 14 games. Every team will play every other team twice, plus two (2) other teams a third time.
 - e) Eight (8) teams- Each team will play 14 games. Every team will play every other team twice.
 - f) Nine (9) teams- Each team will play 16 games. Every team will play every other team twice.
 - g) Ten (10) teams- Each team will play 13 games. The teams will be split into two, five team divisions, an American League and a National League. Every team will play every other team in their own division twice. Every team will play every team in the other division once.
- B) Field availability may curtail the number of games scheduled. If the season is shortened, the winning percentage will dictate final placements. Unless playing the final game will determine a final placement regardless of win or loss. Every effort shall be made by the league and each team to reschedule all regular season games.
- C) All canceled or suspended games shall be rescheduled by the appropriate members of the Board.
- D) In each league, the playoff structure will be determined by the number of teams in the league
- E) The following criteria shall be used for breaking ties between teams. Criteria (1a), (3a) and (4a) shall be used as well as the other criteria only when breaking a tie for first place in a particular division.
- 1) Best record in head-to-head games.
 - a) Best record within division.
 - 2) Least number of runs allowed in head-to-head games.
 - 3) Least number of runs allowed, all games.
 - a) Least number of runs allowed in division games.
 - 4) Most runs scored, all games.
 - a) Most runs scored, divisional games.
 - 5) Most wins in the last six (6) scheduled games.
 - 6) Most wins in the last nine (9) scheduled games.
 - 7) Most wins in the last twelve (12) scheduled games.
 - 8) Winner of most recent scheduled head-to-head game.

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- F) If more than two teams are tied, then the tie-breaking criteria shall be used until one team is eliminated. If the other teams remain tied, then the tie breaking criteria between the remaining teams shall return to tie breaker #1.
- G) Scheduled game.
 - 1) The order of scheduled games is the order in which the games appear on the pre-season schedule. For instance, opening day game is game #1, no matter if it is played on opening day, or rained out and played as the last game in the season.

VIII. Playoffs

- A) In each league, the playoff structure will be based on the number of teams in the league.
 - 1) Four teams with best regular season records qualify for playoffs.
 - a) Semifinals
 - i) The second place team plays the third place team, the second place team is home team.
 - ii) The first place team plays the fourth place team, the first place team is home team.
 - b) The winners of the two semifinals play a one game Championship. The team with the superior regular season record will be home team.
 - c) All ties will be broken by tie-breaking criteria.
 - 2) Four teams with best regular season records qualify for playoffs.
 - a) Semifinals
 - i) The second place team plays the third place team, the second place team is home team.
 - ii) The first place team plays the fourth place team, the first place team is home team.
 - b) The winners of the two semifinals play a best two-out-of-three Championship Series. The team with the superior regular season record will be home team for games one and three (if necessary). The team with the inferior regular season record will be home team for game two.
 - c) All ties will be broken by tie-breaking criteria.
 - 3) Playoffs using American League and National League and halves.
 - a) In each division, the winner of the first half plays the winner of the second half in the semifinals.
 - b) If one team wins both halves, they shall move directly into the Championship Series.
 - c) Ties will be broken by a one game playoff.
 - i) If more than two teams are tied, which team plays which will be decided by lot.
 - ii) Home team will be determined by coin toss.
 - d) The winner of each division playoff will meet in a best-two-of-three Championship Series.
 - e) Home team will be determined by coin toss
 - 4) Six teams with best regular season records qualify for playoffs.
 - a) Quarterfinals
 - i) The top two teams get byes.
 - ii) The third place team plays the sixth place team, the third place team is home team.
 - iii) The fourth place team plays the fifth place team, the fourth place team is home team.

- iv) The winners of those two games advance, the losers are eliminated.
- b) Semifinals
 - i) The second place team plays the quarterfinal winner with the better record, the second place team is home team.
 - ii) The first place team plays the quarterfinal winner with the weaker record, the first place team is home team.
- c) The winners of the two semifinals play a best two-out-of-three Championship Series. The team with the superior regular season record will be home team for games one and three (if necessary). The team with the inferior regular season record will be home team for game two.
- d) All ties will be broken by tie-breaking criteria.
- 5) The winner of each division, as well as the teams with the four next best regular season records, qualify for the playoffs.
 - a) Quarterfinals
 - i) The winner of each division receives a bye.
 - ii) Of the remaining teams, the first place team plays the fourth place team, the first place team is home team.
 - iii) Of the remaining teams, the second place team plays the third place team, the second place team is home team.
 - iv) The winners of those two games advance, the losers are eliminated.
 - b) Semifinals
 - i) The divisional winner with the weaker record plays the quarterfinal winner with the better record, the divisional winner is home team.
 - ii) The divisional winner with the better record plays the quarterfinal winner with the weaker record, the divisional winner is home team.
 - c) The winners of the two semifinals play a best two-out-of-three Champions Series. The team with the superior regular season record will be home team for games one and three (if necessary). The team with the inferior regular season record will be home team for game two.
 - i) If only one of the two finalists is a divisional winner, then that team will be the home team in games one and three, regardless of regular season record.
 - d) All ties will be broken by tie-breaking criteria.
- 6) Seven teams with best regular season records qualify for playoffs.
 - a) Quarterfinals
 - i) The team with the best regular season record received a bye.
 - ii) The second place team plays the seventh place team, the second place team is home team.
 - iii) The third place team plays the sixth place team, the third place team is home team.
 - iv) The fourth place team plays the fifth place team, the fourth place team is home team.
 - v) The winners of these three games advance, the losers are eliminated.
 - b) Semifinals
 - i) The first place team plays the quarterfinal winner with the weakest record, the first place team is home team.
 - ii) The quarterfinal winner with the best record plays the quarterfinal winner with the second best record, the team with the superior record is home team.
 - iii) The winners of the two semifinals play a best two-out-of-three Championship Series. The team with the superior regular season record will be home team

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- for games one and three (if necessary). The team with the inferior regular season record will be home team for game two.
- c) All ties will be broken by tie-breaking criteria.
- 7) Five teams with best regular season records qualify for playoffs.
- a) Quarterfinals
 - i) The top three teams get byes.
 - ii) The fourth place team plays the fifth place team, the fourth place team is home team.
 - b) Semifinals
 - i) The second place team plays the third place team, the second place team is home team.
 - ii) The first place team plays the quarterfinal winner, the first place team is home team.
 - c) The winners of the two semifinals play a best two-out-of-three Championship Series. The team with the superior regular season record will be home team for games one and three (if necessary). The team with the inferior regular season record will be home team for game two.
 - d) All ties will be broken by tie-breaking criteria.
- 8) Five teams with best regular season records qualify for playoffs.
- a) Quarterfinals
 - i) The top three teams get byes.
 - ii) The fourth place team plays the fifth place team, the fourth place team is home team.
 - b) Semifinals
 - i) The second place team plays the third place team, the second place team is home team.
 - ii) The first place team plays the quarterfinal winner, the first place team is home team.
 - c) The winners of the two semifinals play a one game Championship. The team with the superior regular season record will be home team
 - d) All ties will be broken by tie-breaking criteria.
- B) The playoff system for each league will be based on the number of teams in the league.
- 1) Major League
 - a) If there are four teams, use the above mention playoff system number 2.
 - b) Five teams, use #2.
 - c) Six teams, use #7.
 - d) Seven teams, use #4.
 - e) Eight teams, use #4.
 - f) Nine teams, use #4.
 - g) Ten teams, use #1.
 - 2) AAA League
 - a) Four teams, use #1,
 - b) Five teams, use #1.
 - c) Six teams, use #7.
 - d) Seven teams, use #4.
 - e) Eight teams, use #4.
 - f) Nine teams, use #6.
 - g) Ten teams, use #5.
 - 3) AA League

- a) Four teams, use #2.
 - b) Five teams, use #2.
 - c) Six teams, use #7.
 - d) Seven teams, use #4.
 - e) Eight teams, use #4.
 - f) Nine teams, use # 6.
 - g) Ten teams, use #5.
- 4) A League
- a) Four teams, use #1.
 - b) Five teams, use #8.
 - c) Six teams, use #7.
 - d) Seven teams, use #4.
 - e) Eight teams, use #4.
 - f) Nine teams, use # 6.
 - g) Ten teams, use #5.
- C) All league rules shall also apply to playoff games, except where noted otherwise in the By-laws.

IX. Special Games

- A) Tournament of Champions.
- 1) The winning team in the Major Leagues will represent West Nyack Little League in the Tournament of Champions.
 - 2) The winning team in the AAA League will represent West Nyack Little League in the Minor League Tournament of Champions
- B) All-star Games.
- 1) Major Leagues.
 - a) 11 and 12 year-old all-stars.
 - i) Thirteen or fourteen players will represent West Nyack in the all-star tournament. (See section X.)
 - b) 10 and 11 year-old team.
 - i) Thirteen or fourteen players will represent West Nyack in the Rockland County 10 and 11 year-old tournament. (See section X.)
 - c) 9 and 10 year-old team.
 - i) Thirteen or fourteen players will represent West Nyack in the 9 & 10 year-old tournament. (See section X.)
 - d) 9 year-old team.
 - i) Thirteen or fourteen players will represent West Nyack in the 9 year-old tournament. (See section X.)
 - 2) AAA League
 - a) The type of all-star game played depends on the number of teams in the league.
 - i) If there are four teams, the championship team plays the all-stars of the other three teams. Each team will have four all-stars.
 - ii) If there are five teams, the championship team plays the all-stars of the other four teams. Each team will have three all-stars.
 - iii) If there are six teams, the three teams in the American League play the three teams in the National League. Each team will have four all-stars.
 - iv) If there are seven teams, the teams with the first, fourth and fifth best records will be the American League, and the teams with the second, third, sixth and

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- seventh best records will be the National League. The American League will play the National League. Each team will have four all-stars.
- v) If there are eight teams, the four teams in the American League will play the four teams in the National League. Each team will have three all-stars.
 - vi) If there are nine teams, the teams with the first, fourth, fifth, eighth and ninth best records will be the American League, and the teams with the second, third, sixth and seventh best records will be the National League. Each team will have three all-stars.
 - vii) If there are ten teams, the five teams in the American League will play the five teams in the National League. Each team will have three all-stars.
- b) One additional player will be added to each all-star team to be chosen by the manager of the all-star team.
 - c) The all-stars from each team will be named by the manager of that team. The league encourages a vote be taken of the team's players.
 - d) The all-star game will be conducted following all regular league rules.
EXCEPTION: No pitcher may pitch more than two (2) innings in the all-star game.
 - e) The manager of the all-star team(s) will be selected by a ballot of all AAA League managers.
- 3) AA League.
- a) The type of all-star game played depends on the number of teams in the league.
 - i) If there are four teams, the championship team plays the all-stars of the other three teams. Each team will have four all-stars.
 - ii) If there are five teams, the championship team plays the all-stars of the other four teams. Each team will have three all-stars.
 - iii) If there are six teams, the three teams in the American League play the three teams in the National League. Each team will have four all-stars.
 - iv) If there are seven teams, the teams with the first, fourth and fifth best records will be the American League, and the teams with the second, third, sixth and seventh best records will be the National League. The American League will play the National League. Each team will have four all-stars.
 - v) If there are eight teams, the four teams in the American League will play the four teams in the National League. Each team will have three all-stars.
 - vi) If there are nine teams, the teams with the first, fourth, fifth, eighth and ninth best records will be the American League, and the teams with the second, third, sixth and seventh best records will be the National League. Each team will have three all-stars.
 - vii) If there are ten teams, the five teams in the American League will play the five teams in the National League. Each team will have three all-stars.
 - b) One additional player will be added to each all-star team to be chosen by the manager of the all-star team.
 - c) The all-stars from each team will be named by the manager of that team.
 - d) The all-star game will be conducted following all regular league rules.
EXCEPTION: No pitcher may pitch more than two (2) innings in the all-star game.
 - e) The manager of the all-star team(s) will be selected by a ballot of all AA League managers.

X. Selection of Tournament Teams

- A) Each player who is eligible to participate in all-star tournament play is placed on the ballot.
 - 1) 11 & 12 Year Old Team – Any Major League player league age 11 or 12.
 - 2) 10 & 11 Year Old Team – Any Major League player league age 10 or 11.
 - 3) 9 & 10 Year Old Team – Any Major or AAA player league age 9 or 10.
 - 4) 9 Year Old Team – Any AAA player league age 9.
 - 5) 8 Year Old Team – Any AA or A player league age 7 or 8.
- B) A selection committee will be comprised of all the following managers plus three (3) other members to be selected by the player agent and manager representative.
 - 1) 11 & 12 Year Old Team – All Major League managers.
 - 2) 10 & 11 Year Old Team – All Major League managers.
 - 3) 9 & 10 Year Old Team – All Major League managers.
 - 4) 9 Year Old Team – All AAA managers.
 - 5) 8 Year Old Team – All AA and A managers.
- C) Following deliberations chaired by the player agent and the manager representative, each committee member will fill out a closed ballot and select fourteen (14) players.
- D) The twelve players who receive the most votes will be selected to the all-star team.
 - 1) Should fewer than twelve players receive a majority of votes, subsequent ballots will be required until twelve players are selected by majority. The players who receive a majority of votes on the first ballot will be selected to the team and all other players will be placed on the next ballot. If subsequent ballots are needed, the players with the fewest votes will be eliminated until a majority is reached.
 - 2) Should there be a tie for the 12th spot on the all-star team, there shall be another ballot to break the tie among all players tied for the 12th spot. Any players selected must be selected by majority.
- E) The votes will be tabulated by the player agent and the manager representative. The results of the voting will be given to the manager of the all-star team. Results of all final voting will be strictly confidential.
- F) The manager of the all-star team will select the balance of the team.
- G) The all-star team will have a minimum of thirteen (13) players, a maximum of fourteen (14) players.
- H) It is not necessary for each team to be represented on the all-star team.
- I) If a player is unable to participate and must be dropped from the team, he shall be replaced. The manager of the all-star team will select the replacement.
- J) The manager will be selected by a managerial selection committee. The committee shall consist of five (5) members selected by the President and Vice President. Eligible committee members are directors and Major League managers, except for those managers interested in managing the team themselves. The President has final approval of the committee's selection. Disapproval will necessitate reselection by the committee until a mutually agreeable candidate has been selected. Manager will be selected at the May Board of Directors meeting. The managerial committee must approve final selection of players and coaches and must approve replacements.
- K) Eligibility of managers and coaches are as follows:
 - 1) 11 & 12 Year Old Team – Any Major League manager or coach.
 - 2) 10 & 11 Year Old Team – Any Major League manager or coach.
 - 3) 9 & 10 Year Old Team – Any Major League or AAA manager or coach.
 - 4) 9 Year Old Team – Any Major League, AAA or AA manager or coach.
 - 5) 8 Year Old Team – Any Major League, AAA, AA or A manager or coach.

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- L) The manager of the all-star team may select as his two (2) coaches any person eligible as above, subject to approval by the President.
- M) The results of all All-star voting will be kept strictly confidential.

XI. Time Limits.

- A) For night games a curfew shall be in place.
 - 1) On a night when the majority of the league has regular school classes the following day, no inning shall start after 9:30 P.M. prevailing time from a 7:00pm scheduled start, no inning shall start after 10:00pm for a scheduled start later than 7:00pm.
 - 2) On a night when the majority of the league does not have regular school classes the following day, no inning shall start after 10:30 P.M. prevailing time.
 - 3) For any game that has a scheduled start prior to 7:00 P.M., no inning shall start after 9:00 P.M. prevailing time for the Intermediate League and 8:30 P.M. for the Minor League.
- B) In a playoff game, when the majority of the league has regular school classes the next day, no inning shall start after 10:00 P.M. prevailing time.
- C) When more than one game is scheduled for the same field on the same day, all games other than the last game shall be played such that no inning may start more than two (2) hours after the first pitch of the game was thrown.
 - 1) All weekend games shall be played such that no inning may start more than two (2) hours after the first pitch of the game was thrown.
- D) When a game is not followed by another game on the same field, and one team is leading by ten (10) or more runs, then no inning may start more than two (2) hours after the first pitch of the game was thrown.
- E) If a winner cannot be determined, the highest ranking Board of Director present at the game may waive any of the above sections in order to determine a winner.
- F) In playoff games:
 - 1) On weekend games, section B (two-hour time limit) is not applicable.
 - 2) In all playoff games, section C is not applicable.
- G) If the home team is winning, the game is official, and batting after the 2-hour time limit has been exceeded or it is past curfew, the game is over and the defensive team will not be penalized for playing time.
- H) Time for weather or lightning delays shall not be counted toward the two hour time limit for the game.

OFFICIAL PLAYING RULES FOR WEST NYACK LITTLE LEAGUE

The following rules are West Nyack Little League rules and supersede the rules in the Little League Rule Book.

(AAA, AA and A LEAGUES ONLY)

- 1) b) Each team shall have a batting order comprising all players in attendance.

(MAJOR LEAGUE)

- a) A game shall be called if, after the completion of five (5) innings (or four (4) and one-half innings if the home team is leading) one team is leading by twelve (12) or more runs. At that point the game will be halted and all records will be considered final and official.

- b) If the home team scores the run that puts them ahead by twelve (12) in its half of the inning, the game ends immediately when the winning run is scored.
EXCEPTION: If the last batter in a game hits a home run out of the playing field, the runners on base are permitted to score, in accordance with the base-running rules, and the game ends when the batter-runner touches home plate.

1.08 - The home team shall occupy the first base dugout.

1.16 – Chin straps are required on all helmets.

3.03 (MAJOR LEAGUE)

When a starter has been removed from the game, and his substitute does not complete the requirements of rule 3.03 due to illness, injury or ejection; then that starter is eligible to reenter the game when his substitute and all subsequent substitutes have, in total among them, met the requirements for reentry under rule 3.03.

3.10 - All games canceled because of inclement weather must be canceled at the field.

3.12 - Only a player, the manager, or designated manager for that game may request time out from the umpire.

3.17 - Only one (1) manager and two (2) coaches are allowed in the dugout. However, when a coach is required to pitch in A and AA leagues, a fourth coach may enter the dugout to supervise the players.

4.04 – If a player temporarily leaves the game and his or her time to bat occurs, the player shall be given a reasonable amount of time to return to the game. If the player does not return, the umpire 4.05 - The coaches shall not move from one coaching box to another during an inning.

4.12 - Resumed games.

The lineups of both teams shall be the same as at the moment the game was halted.

Substitutions may be made before the game is resumed, but only if they are in accordance with West Nyack rule 3.03. Players not present at the resumption of the game shall be treated as injured players covered by rule 3.03 note (2), and shall be substituted for accordingly. Players not present at the original game may be treated as substitutes in accordance with rule 3.03. However, they may not enter the resumed game until one (1) full inning has been played, provided that such action does not cause forfeiture of the game.

4.15 - If fifteen (15) minutes after the scheduled start of a game or fifteen (15) minutes after the field becomes available, either team is unable to place nine (9) players on the field, the game shall be called and shall be referred to the Board of Director

4.18- A forfeited game shall be scored as 6-0 in favor of the non-forfeiting team. This score will be used, if needed, in tie-breaking procedures outlined by rule VII, section (C). However, if the game was forfeited after it became an official game and the forfeiting team was losing, the score shall remain the same and all records will be counted.

5.04 - Bunting is allowed.

5.07 – (A, AA and AAA LEAGUES) – The side is retired when five runs have been scored. Should the final play of an inning be a ball hit out of play (ground rule double or home run), then the extra base hit will count, but only five runs for the inning will be counted.

6.01-(c) (MAJOR ONLY)

Each team will use a tenth batter, or extra hitter in the batting order.

- 1) The extra hitter may hit anywhere in the lineup.

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- 2) The extra hitter must also play nine (9) defensive outs in the field.
- 3) When the extra hitter takes his place as a fielder, the manager must declare a new extra hitter.
- 4) An extra hitter is not removed from the game for qualifications of rule 3.03.
- 5) When an extra hitter becomes a fielder, his spot in the batting order will not change.
- 6) The starting extra hitter must be the extra hitter for at least the first two innings, and may not be removed from the game until he has played a minimum of nine (9) defensive outs.
- 7) A player who has previously played the field and becomes the extra hitter may return to the field at any time.
- 8) A player who becomes the extra hitter may not be removed from the game until he has had at least one at bat after becoming the extra hitter.
- 9) Time as an extra hitter may count towards the nine (9) offensive outs and one at bat required by regulation IV, section C.
- 10) If one team has only nine (9) players, the opposing team must still use an extra hitter.
- 11) No player may participate in a game as a pinch hitter, pinch runner or extra hitter if injury or illness prevents that player from playing the field for the required number of innings.

6.05 - The Infield Fly Rule is applicable in all leagues.

6.08-(AA and A LEAGUES ONLY) - Only four (4) walks are allowed in each half inning. Once the fourth walk is delivered, the umpire shall notify both managers and the game shall proceed. Either the manager or a coach from the offensive team will pitch for the remainder of the half inning. The pitcher of the defensive team will take a place behind the pitcher's mound, but not directly behind the pitcher/coach. The pitcher/coach may not interfere with a batted or thrown ball, and must move into foul territory when a ball is put in play. The pitcher of the defensive team may still make defensive plays. The pitcher who delivered the fourth walk will not be considered as removed from the mound, and may pitch the following inning. All pitches shall be either balls or strikes, but balls will not be tallied. A hit bats man will not advance to first base after the four walk rule is in effect.

- 1) A hit batsman does not count as a walk for the rule.
- 2) When the coach comes in to pitch, the coach must pitch from the pitchers plate.

7.04-(AA and A LEAGUE ONLY)

Re: The balk rule.

- 1) Runners do not advance on a balk.
- 2) Runners may not steal a base, and may not lead from a base (See rule 7.13.)
- 3) Runners may advance on a caught fly ball.

7.13 (AA and A LEAGUE ONLY)

- 1) Not applicable.
- 2) Apply rules as normal.

8.05 (AA and A LEAGUE ONLY)

- 1) Re: The balk rule.
- 2) There shall be no balk in AA and A Leagues.

NOTE: None of the aforementioned rules may be changed by any manager, coach, umpire or individual Board of Director. All rule changes must be proposed by the Rules Committee and accepted by the Board of Directors.