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Abstract

[Draw your reader in with an engaging abstract. It is typically a short summary of the document.
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Katherine Dart
[Email address]

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Current Members:

- 1) President - Billy Dart
- 2) Vice President - Brian Tetreault
- 3) Equipment Manager - Casey Ardis/Steve Riccitelli
- 4) Info Director - Brian Pernicone/John DeCiutiis
- 5) Fundraising - Justin Oakley/Matt Smith
- 6) Player Agents - Harvey Hohl (majors), Matt Rapoza (minors) (instructional?), Matt Smith (tee ball)
- 7) Tournament Coordinator - Jay Jones
- 8) Safety Director - Glen Goodine
- 9) Concession Coordinator - Kate Dart
- 10) Treasurer - Tim and Jodi Brock
- 11) Softball Coordinator - Jay Shaw
- 12) Events Coordinator - Jim Plaziak
- 13) Field Operations: Eddy Audet/Matt Rapoza
- 14) Fall Ball Coordinator:
- 15) Umpire Coordinator:

LEAGUE CHARTER

League Charter: The purpose of this organization is to give instruction in the fundamentals of baseball, and to teach the principles of sportsmanship and fair play. This organization is an officially chartered member of Little League International. The age groups in which we are chartered with Little League are the 4–12-year-old. Being a part of Little League International, we will adhere to their rules and regulations as they pertain to our organization. Little League International recognizes local league play and allows each organization to determine certain rules deemed necessary to allow their program to function properly. That is the purpose of this document.

League Officers This organization shall be governed according to the rules established by this document and those of Little League International. The Executive Board along with the League Coordinators shall make sure that these rules are adhered to Executive Board

Executive Board members shall serve two-year terms for each election. Annual elections will feature half of the Executive Board (Year A - Vice President, Treasurer, Equipment Manager and Secretary / Year B - President, Technology Director, and Head Grounds Keeper) 1. Executive Board members may be re-elected

Narragansett LL Roles and Responsibilities

1) President:

Presides at league meetings and assumes full responsibility for the operation of the local league. The president receives all mail, supplies, and other communications from the Little League International. The president must see to it that league personnel is properly briefed on all phases of rules, regulations, and policies of Little League. The league president is the contact between the local organization and Little League International.

2) Vice President:

Presides in the absence of the president; works with other officers and committee members; is ex-official member of all committees and carries out such duties and assignments as may be delegated by the President.

3) Secretary:

Maintains a register of members and directors; records the minutes of meetings; is responsible for sending out notice of meetings, issues membership cards and maintains a record of league's activities.

4) Treasurer:

Signs checks co-signed by another officer or director; dispenses league funds as approved by the Board of Directors; reports on the status of league funds; keeps local league books and financial records; prepares budgets and assumes the responsibility for all local league finances

5) Player Agent:

Conducts annual tryouts, and oversees player selection, assists president in checking birth records and eligibility of players; serves as a member of the Board of Directors of the local league and generally supervises and coordinates the transfer of players to or from the Minor Leagues according to provisions of the regulations of Little League.

6) Umpire Director:

Serves as coordinator of and advises the league President on the league umpire program; responsible for recommending umpires to the league President for appointment to the league umpire roster; recruiting and retaining volunteer umpires; establishing a league umpire training program consistent with Little League® guidelines; coordinating and assisting with conducting umpire clinics at league and district level; communicating rule changes to league umpires; scheduling league umpires for regular season games; evaluating league umpires using established guidelines to maintain program integrity; further continual improvement and prepare league umpires for advancement to tournament levels; communicating with and providing updates to the District Umpire Consultant on the league umpire program, and attending Umpire Training programs at the District, State, Region, and/or Headquarters level.

7) League Information Officer:

Sets up and manages league's official website; sets up online registration and ensures the league rosters are uploaded to Little League; assigns online administrative rights to other local volunteers; encourages creation of team web sites to managers, coaches, and parents; ensures that league news and scores are updated online on a regular basis; collects, posts, and distributes important information on league activities including direct dissemination of fundraising and sponsor activities to Little League, the district, the public, league members, and the media; serves as primary contact person for Little League and Dick's Team Sports HQ regarding optimizing use of the Internet for league administration and for distributing information to league members and to Little League International. Provides player, coach, and manager records to Little League International in electronic format.

8) Sponsor and Fundraising Manager:

Solicits and secures local sponsorships to support league operations; collects and reviews sponsorship and fundraising opportunities; organizes and implements approved league

fundraising activities; coordinates participation in fundraising activities; and maintains records of monies secured through sponsorship and fundraising initiatives.

9) Equipment Manager:

It is the responsibility of the equipment manager to inventory and give out playing equipment and uniforms at the start of the season and collect all equipment and make sure that the managers collect all uniforms at the end of the season. He shall also inform the President about any new equipment that needs to be ordered and make sure that all equipment is in good condition and safe for play. The equipment manager shall vote on league policy and rule changes.

10) Concession Manager:

Maintains the operation of concession facilities; organizes the purchase of concession products; responsible for the management of the concession sales at league events; schedules volunteers to work the concession booth during league events; collects and reviews concession related offers including coupons, discounts, and bulk-purchasing opportunities; and organizes, tallies, and keeps records of concession sales and purchases.

11) Coaches and Managers:

- a) A Manager or Coach shall be responsible for making sure that their individual team adheres to the rules set down by the organization in its' Bylaws and Little League International.
 - i) Make sure games are played in a timely fashion.
 - ii) Ensure that ample practice time is allocated.
 - iii) Provide instruction in the fundamentals of baseball to including hitting, base running, fielding, pitching, catching, dugout decorum, the rules of the game and sportsmanship.
 - iv) Monitor the conduct of their players and that of the team's parents or fans.
 - v) Provide feedback to the League Coordinators.
 - vi) Maintain accurate records & statistics where appropriate.
 - vii) Establish and utilize a meaningful level of communication with team parents.
Example: practice schedule, scrimmage schedule, game schedule, picture day, uniform policy, uniform pickup, required equipment, team rules, contact information for team personnel etc.
 - viii) Distribute equipment and uniforms.
 - ix) Collect all shirts at the end of the last game.
 - x) Make sure that equipment and uniforms are given back to the League Coordinator
- b) All managers and coaches shall be approved by the Executive Board prior to the season.
- c) All new managers and coaches must be approved by a majority vote of the Executive Board.
- d) Any existing manager or coach may be removed from his/her position by unanimous vote of the Executive Board.

- e) The Executive Board shall conduct a review of all existing managers and coaches on a yearly basis and at that time may remove any manager or coach pursuant to by-law.

LEAGUE OPERATIONS

1) The Local League

- a) The league is the basic unit of organization. It serves the home community and is the core of the volunteer aspect of Little League. At this level, managers, coaches, umpires, league officers, auxiliary, and other personnel come into close association with the children. It is in the local league perspective that the public sees Little League. Within the framework of rules and regulations of Little League, the local league is autonomous. It establishes its own administration, elects its Board of Directors, and maintains an organization best suited to meet the needs of Little League in the community.

2) The District and the District Administrator

- a) The field organization, which provides a broad area of administrative service and counsel to local leagues, comprises thousands of competent and experienced volunteer leaders. Since 1955, Little League has made it possible for leagues to elect a District Administrator as a step towards effecting better service to the league and closer liaison between the league and Little League International. The District Administrator is responsible to the leagues in the district to acquaint them with information disseminated out of Little League International, assisting them in settling problems, reviewing with them proposed amendments, reporting to them on the business of the Congress, and interpreting adopted changes. The District Administrator is expected to conduct the election in the district, call meetings whenever necessary, assist in the organization and counseling of new leagues, review and investigate the organization; review and investigate problems referred by Little League International, and be well informed on policies, rules, regulations, and other pertinent information. Since the District Administrator holds a position of trust and responsibility, that person must be experienced and familiar with all areas and all leagues in the district. However, the District Administrator never has the authority to suspend or waive any rule or regulation, nor to forfeit any International Tournament game.

Principles of Conduct

The vitality and growth of any major youth program is dependent upon its integrity and its individual entity. To the extent that the time and energies of its members are diverted to other similar activities, the more limited will be its prospects for continuing success. Failure to maintain

an identifiable organization, responsibility for which remains separate and distinct from others, inevitably will result in a loss of public enthusiasm and, ultimately in a process of declining interest and support. Little League traces its status as an outstanding youth organization to the unwavering devotion of the many thousands of persons who have unselfishly given their utmost support to the development of leagues in communities throughout the world. If Little League is to maintain its present stature and develop its fullest potential, the adult participants, both new and old, must recognize their responsibility in observing certain general principles:

Code

- 1) No officer or board member of a Little League and no District Administrator or other representative of a group of Little Leagues shall, at the same time, hold office or be a member of the Board of any other youth baseball/softball league or function as an official or representative of such a program.
- 2) No corporate or business entity should raise funds in the name of the league or District without active league participation and decision making.
- 3) Cooperative solicitation of funds is discouraged. If fundraising with other community organizations, receipts from any general community solicitation should be distributed equitably among participating organizations according to a formula established at the outset and publicly disclosed at the time of the solicitation. In no event should any solicitation be made in the name of Little League in a manner which may create the impression in the minds of the public that the funds received will be devoted to Little League purposes in greater amounts than is the fact. All funds due to local Little League from any cooperative solicitation shall promptly be turned over to the officers of such leagues without condition or limitation.
- 4) The loan, sale, or any commercial use of Little League records, including lists of players, coaches, umpires, or volunteers and/or their addresses by any officer or director of a Little League or by a District Administrator is considered highly inappropriate, is contrary to Little League policy and is strictly prohibited.
- 5) Little League is committed to compliance with all federal, state, and local laws and requires all its chartered leagues to do the same. It is our policy to recruit, hire, train, and promote individuals, as well as to administer all personnel actions, without regard to race, color, religion, age sex, sexual orientation, national origin and ancestry, marital status, status as a disabled or Vietnam Era Veteran, or status as a qualified handicapped individual, in accordance with applicable law. Furthermore, Little League prohibits the use of team names, mascots, nicknames, or logos that are racially insensitive, derogatory, or discriminatory in nature. Little League requires all chartered local league programs, volunteers as well as regular employees to comply with the policies outline above. Disciplinary action to address

violations of the policies outlined above will be determined in the sole discretion of either the Charter Committee or Little League management, as applicable.

- 6) In this regard, we have developed a Sexual Harassment Policy for league and District Administrator operation. Consequently, any incident or situation that you believe involves discrimination or harassment of a sexual nature or otherwise should be immediately investigated for corrective action. If necessary, in accordance with the Sexual Harassment Policy, it should be brought to the immediate attention through proper channels to your Regional Director who will contact the Little League International Chief Legal Counsel. Investigation and any corrective action that Little League International determines is appropriate, up to and including dismissal is done so at the organization's discretion.
- 7) Little League will not tolerate any unlawful discrimination or harassment and such conduct is prohibited. In this regard, the following Sexual Harassment Policy is for your implementation.

Background Checks

- 1) Establish background check parameters to be applied to those individuals for whom a background check is required to be performed (each such person also is required to complete a Little League Volunteer application 2021 form) by the League for the 2021 season.
- 2) Requests for background checks are required to be submitted to the background check service National Little League requires the League to use. All background checks for those applying to be members and volunteers will be performed by the League's president.
 - a) The Little League Official Volunteer Application can be completed online through the JDP QuickApp or through the Sports Connect Integration with JDP
- 3) No individual for whom information returned because of a background check submission indicates that such individual was either (i) convicted of a crime against a child as of any date or (ii) demonstrates a patterned history of violence, may not become a Regular member (as that term is defined in the Constitution) or otherwise participate in the League.
- 4) An individual for whom information returned as a result of a background check submission indicates that such individual either was convicted of (i) a misdemeanor on a date five or more years prior to the date of the background check submission, or (ii) a felony on a date 10 or more years prior to the date of the background check submission, may not become a Regular member (as that term is defined in the Constitution), or otherwise participate in the League, unless such individual receives the unanimous consent of the League's President and the League's Vice President, such consent being their sole discretion.

MANAGERS AND TEAMS

1) Managers

- a) A minimum of one manager or one coach per team in all divisions, and all Members of the Board of Directors must be certified in CPR/AED/First Aid; and such certification must be validated by the League's Safety Officer.
- b) All teams in the Minor League and Major Division(s) (Baseball and Softball), must have a minimum of 1 manager and or coach present on the field for all games.
- c) All minor league teams may have a maximum of 1 manager and 3 coaches present on the field for all games.
- d) All major league teams may have a maximum of 1 manager and 3 coaches present on the field for all games.
- e) One manager or coach must always remain in the dugout during the game.
- f) One coach may serve as an on field "ball fetcher" to be positioned behind the home plate area during Instructional League games and Minor Girls games.
- g) The manager is responsible for keeping any unauthorized children or adults from the playing field (including games and practices). Any adult must have completed a background check and have been approved by the Board of Directors to be eligible to be present on the playing field.
- h) Any manager or coach, or player ejected from a game for any reason is automatically suspended by the League, and he/she must appear before the League's Coaching Coordinator and/or Player Agent and the League's President within (3) calendar days following the date of ejection to discuss the matter for consideration of further action. A manager or coach, or player who has been ejected from a game must immediately leave the field and may not be present at the field (for either games or practices) while serving his/her suspension.
- i) All teams will keep all their equipment (bats, balls, bags, helmets, etc.) inside the dugout at all games.
- j) No adult (including umpires) may warm up a pitcher during a game at any level.
- k) No players may play catch or warm up during a game outside of the playing field.
- l) At Sprague field (Little Sprague), pitchers are not permitted to warm up in foul territory during a game.
- m) A manager is responsible for the conduct of his coaching staff. Should a coach be reprimanded by an umpire or league official or if a coach displays inappropriate conduct during a practice or game, the manager of that same team may receive a one game suspension.
- n) The manager of each team within the League must attend a meeting to be held by the League's Coaching Coordinator to review the Local Rules approved and adopted by the League's Board of Directors prior to the commencement of the season.
- o) **Managers in both the Minor and Major Baseball Divisions must report their pitching log and game results at the completion of every game to the information office**

(fillsol888@gmail.com). This must be done within 12 hours of the completion of the game to ensure up to date records are maintained on the website.

- p) Any violation by a manager of the manager's rules may result in a one game suspension except for the following rule.
- q) Managers and coaches within the League are responsible to ensure that their players and the parents of players on their team refrain from making negative, derogatory, or unsportsmanlike remarks to or about any player, manager, coach and/or umpire. The parent(s) of each player are encouraged to sign a League Code of Conduct. Managers should realize they have full support from Narragansett Little League's Board of Directors in the enforcement of this rule.

2) **Roster Sizes**

- a) No team in any division shall have a roster size that exceeds 12 players.
- b) Boys Major Division shall have a maximum roster size of 12 players and a minimum roster size of 10 players for the season. All teams must remain equal in roster size unless otherwise noted in the operating manual.
- c) Roster size for the major boy's program shall be determined by the number of eligible candidates. This will be finalized prior to tryouts.

3) **Manager Selection Process**

- a) Candidates interested in managing need to use the Volunteer Sign-up on our website to notify the board of interest. If the number of teams in the division does not meet the number of coaches volunteering, then the following situations will determine the outcome of managerial appointment:
- b) If coaching candidates returning to manage within the division, they had managed in the previous year are in good standing with leagues code of conduct, they shall be appointed first.
- c) All candidates in good standing with leagues code of conduct who are a first-time manager but assisted in coaching in said division in years previous, will be appointed next.
- d) All remaining candidates in good standing with leagues code of conduct shall then be appointed teams according to either Board Selection (majority vote) or by random selection if the remaining candidates are of equal standing. The decision for whether random selection or majority vote for the appointment of the remaining managerial positions shall be at the discretion of the Executive Board.
- e) d) Meeting any of the above criteria does not guarantee a managerial appointment and the Executive Board reserves the right to exclude any candidate that does not meet the codes of conduct with a majority vote.
- f)

LEAGUES

1) T Ball Division

- a) A game format will be used, and the league will provide no less than 6 games.
- b) Sixty-foot base paths may be used.
- c) Each defensive player is required to rotate defensive positions on the field during every inning after every two batters.
- d) At no time may a runner attempt to steal any base or advance on a passed ball or on an overthrow or other defensive error to make an out.
- e) When a runner or batter is put out because of a defensive play, the player must leave the field of play.
- f) All games will not be less than 3 innings or 1 hour in time limit, whichever comes first.

2) Instructional Division

- a) In addition to the Official Regulations and Playing Rule Booklet, Narragansett Little League's Local Rules for the Instructional Division are as follows:
- b) One to two weekly clinics and/or practice formats will be used to begin the season and the league will provide no less than 12 games during the season.
- c) The division will coach pitch only. Continuous batting order will be used in accordance with Section 5.07, Putting the Ball in Play, of Little League's Official Playing Rules.
- d) When a runner or batter is put out because of a defensive play, they must then be removed from the field of play.
- e) A batter will be entitled to receive a maximum of 6 strikes per at bat. If after 6 strikes the batter has not hit the ball into play, the batter will be provided with a batting tee of which he or she may then swing until he or she hits the ball into play.
- f) At no time may a batter attempt to steal any base or advance on a passed ball or on an overthrow or other defensive error to make an out.
- g) Each defensive player is required to rotate defensive positions on the field during every inning after every two batters.
- h) The position of catcher will be utilized though the game may continue without the catcher if the catcher is delayed in getting suited up or is dealing with equipment related issues.
- i) All games will be at least 90 minutes long (depending on the field being played on) or 6 innings...whichever comes first. When no game follows, the managers can opt to play up to 120 minutes based on conditions.
- j) In coordination with the instructional managers, the league may at any point in the season alter these rules to improve the quality of play.

3) Minor Baseball Division

- a) A player candidate who is eligible to tryout and eligible to be drafted by a Major Division baseball team shall be considered an Elect Minor if they meet any of the following conditions:
 - i) elects to remain in the Minor Leagues.
 - ii) does not attend at least 50% of the league's scheduled tryouts.
 - iii) refuses to move up to the majors when called up by the player agent.
- b) An Elect Minor can pitch in a maximum of one inning per calendar week and may not play consecutive innings in an infield position.

- c) An Elect Minor may be exempt from any limitations on his play opportunities however if he is deemed by the player agent to be an appropriate fit for the minor league level.
- d) Continuous batting order will be used in accordance with Little League Official Playing Rules, (Rule 5.07).
- e) The run rule under Little League Operations per rule 4.10(e) is:
 - i) 15 runs after 3 innings.
 - ii) 10 runs after 4 innings.
 - iii) 8 runs after 5 innings.

NOTE: (1) If the visiting team has a lead of fifteen (15), ten (10), or eight (8) runs or more respectively, the home team must bat in its half of the inning.

- f) A five-run rule per inning shall be in effect (except during the playoffs when this rule shall be reviewed and possibly amended).
- g) If there is a game scheduled after a minor game, then no new inning may start after 1 hour and 45 minutes after the game start time.
- h) If there is no game scheduled after a minor game, then no new inning may start after 2 hours from the game start time.
- i) Each player shall be provided the opportunity to pitch in at least one game during the season and the player shall pitch to a minimum of two batters over a maximum of two games. If the player's parent expresses their desire not to have their child pitch during the season the manager must obtain this request in writing (as provided in the manager's packet). If such a request is made, the league player agent must be informed immediately.
- j) A pitcher may pitch a maximum of 9 consecutive outs per game or a maximum number of pitches allowed under the National Little League Playing rules (whichever comes first). (In a situation where 5 runs are scored in an inning the pitcher will be credited with 3 outs). This rule will be eliminated for the playoffs however and players shall be allowed to pitch to their age determined maximum without inning restrictions being imposed.
- k) Pitchers are limited to 4 warm up pitches at the start of each inning.
- l) Pitchers who hit 3 batters in one outing will be removed from pitching for the remainder of that game.
- m) No player shall sit the bench for consecutive innings (while his/her team is on defense), and no player shall sit for a second time on the bench (while his/her team is on defense), until all players have sat at least one time.
- n) Each player shall be required to play a minimum of one inning in the infield per game (infield positions include the positions of pitcher and catcher). If the player's parent expresses their desire not to have their child play the infield during the season the manager must obtain this request in writing (as provided in the manager's packet). If such a request is made, the league player agent must be informed immediately.
- o) Should a player fail to meet the requirements of having played a minimum of one inning in the infield due to a shortened game then that player must start the next game and must also start in an infield position. That player will then also play the next inning in the infield before they become eligible to sit the bench. (Exceptions: if a player arrives more than one defensive inning past the start of the game then that player is not required to (but may) play one inning in the infield for that game only.
- p) A steal is defined as any advancement of a runner on a non-batted ball.

- q) If a runner attempts to take an additional base off a walk this will be counted as a steal.
- r) If a runner steals a base and an overthrow occurs, then any additional advancement will count as another steal.
- s) Double Steals: include the stealing of two or more runners simultaneously and shall count as only one steal.
- t) Each team is allowed 2 steals per inning.
- u) All regular season games:
 - i) A player may advance a total of one base per play because of an overthrow or other error committed because of a defensive play made to put out a runner. (Clarifying example: a pitcher fields a ground ball and, in an effort, to throw the runner out at first base makes a throwing error. The runner may then advance to second base. The first baseman then picks up the errant throw and attempts to throw that same runner out at second base and accidentally throws the ball into left field. In this case, the runner may not advance an additional base though the runner did run the risk of being called out if the throw had been accurate and the appropriate tag made to the runner before he/she reached the base).
 - ii) Standings will determine playoff seeds.
- v) Ties in the standings between 2 or more teams shall be broken by the following:
 - i) Head-to-head record
 - ii) Least number of total runs allowed
 - iii) Runs scored
- w) Players may be used from the opposing team to field a defense. No batting order out will be taken if a team has 7 or 8 players. Managers may use their judgement when one team is short a player on how to even up sides when borrowing a player (i.e., a player from Team A could play for and bat on Team B if Team A has 11 players and Team B only has 8.)
- x) Prior to the playoffs, the regular season rules shall be reviewed and in coordination with the minor managers, some of these rules may be modified.

4) Major Baseball Division

- a) Each player present at the start of the game is required to participate in the game for a minimum of 9 defensive outs and bat at least once. Any player failing to do so will start the next game and play for 12 consecutive outs and bat at least once before being removed.
- b) Each player will not be out of the game while his team is on the field for more than 6 consecutive outs.
- c) The continuous batting order will be used for all regular season games.
- d) If a player is injured, becomes ill or is ejected:
 - i) If that player was in a share spot, then that player will be replaced by the player they are sharing the spot with.
 - ii) If that player is not in a share spot, then that player will be replaced by a player in a share spot and who has not batted yet that inning.
- e) The run rule under Little League Operations under rule 4.10(e) is:
 - i) 15 runs after 3 innings.

- ii) 10 runs after 4 innings.
- iii) 8 runs after 5 innings.

NOTE: (1) If the visiting team has a lead of fifteen (15), ten (10), or eight (8) runs or more respectively, the home team must bat in its half of the inning.

- f) Game may not end because of the 10-run rule in accordance with Little League's Official Playing Rules (Rule 4.10e) until every player on both teams has had at least one at bat.
- g) Playoff games will be a three-game series with the higher seeded team being awarded the home team for the 1st and 3rd games of the series.
- h) Ties in the standings between 2 or more teams shall be broken by the following:
 - i) Head-to-head record
 - ii) Least number of total runs allowed
 - (1) Runs scored
 - iii) Teams may not modify during the regular season the continuous batting order rule.
(Example: if both teams have only 10 players available for a game the teams are not allowed to alter the semi-continuous batting to a full continuous batting order that would allow both teams to bat 10 players).
- i) During interleague games, Narragansett teams will continue to follow their local on field playing rules while Jamestown teams will follow their own local rules. If it is determined that by doing this it creates an unfair advantage for either team, the leagues may revisit this decision and move to a different format for interleague competition.
- j) A pool of players from Major League & Minor League (9-10-year-olds) teams will be created with players that are willing to participate in extra games during the regular season when a team faces a shortage of rostered players for a Regular Season game known in advance.
- k) The league's player agent will create and run the pool. The PA will use the pool to assign players to teams that are short on a rotating basis by age (missing a 12-year-old gets replaced by a 12 yr. old) Once a player is used, he goes to the bottom of the list
 - i) Managers and/or coaches will not have the right to randomly pick and choose players from the pool
 - ii) Pool players may not pitch
 - iii) Pool players must be in the game for 9 defensive outs and bat at least once

Combined League Minor Softball Rules and Guidelines

1. The home team will supply one new 11-inch game softball at the start of the game. Each home team is responsible for paying the umpire.
2. Only players and coaches are allowed on the field and in the dugout during practices and games. Parents, siblings, non-players, etc. should never come onto the field or in the dugout.
3. Coaches may not warm up pitchers from behind the plate. Must be another player from same team and they can wear just a helmet.
4. There is no on-deck batter allowed anywhere on the field. There is no swinging of a bat except at the plate.
5. Games are six innings, unless shortened by weather or darkness. No inning will begin after 1 hour and 45 minutes. Last inning should be agreed upon by both managers prior to start of last

inning. Exception: Final games shall be played the entire 6 innings regardless of time or another game being played after final game. Games shortened due to weather will be rescheduled.

6. Official scoring is kept. Scores should be called in to your appropriate League official at the end of each game.

7. Managers will use a continuous batting order. There is a 9 batter limit each inning except for the last inning.

8. Players must be in the game at least two innings defensively with one of those innings in the infield (infield positions include the positions of pitcher and catcher).

9. Coaches are allowed on the infield with their team for additional instruction if there is one coach in the dugout if there are players there.

10. The distance of the pitching rubber is 35 feet. Pitchers must not walk to throw the ball (keep the back foot on the pitching rubber). The ball does not have to be pitched in windmill motion. The pitch cannot have any arc. Coaches must also pitch from the rubber.

11. When the pitching count gets to 2 balls, the coach will step in to finish the batter, unless the strike count is already at 2 strikes - then the player should be allowed to attempt to strike the batter out. It is important for the coach to be on the baseline ready to step in to keep the game moving. The coach should pitch the ball with no arc. A coach can strike out their own player. A coach cannot walk a player. It will also be considered an out if the ball is not hit on the 7th pitch. When the batter is finished, the coach then goes back to the baseline. Pitcher should stand as close to the rubber as possible without compromising safety.

12. Teams may play with as few as 7 defensive players and no more than 10 players in the field every inning. There should be no more than 4 infielders in addition to the pitcher and catcher. Outfielders must be on the grass – not on the infield dirt. Outfielders cannot play a base (i.e., center fielder covering 2nd base to make a play).

13. Base runners may advance one base on an overthrow. Runner cannot run home on an overthrow at home. Errant throw backs to the pitcher will not allow runners to advance a base.

14. Play is stopped when the ball is held by the pitcher on the mound. A player that is not halfway to the next base must return to the previous base.

15. To encourage hitting, batters hit by a pitch will not advance to first base. The pitch will count as a ball unless the batter swings in which case it will be a strike.

16. Leading off bases is not allowed. Stealing 3rd base (only) is allowed. Runner may advance one base on an overthrown, including home plate, unless the overthrow is made when attempting to throw out a runner stealing. Runners may not advance on overthrows that occur when stealing a base.

17. Players playing in outfield positions must throw the ball to the player playing that base for the out. At no time can players playing in the outfield tag the base for an out.

18. Girls can pitch a maximum of 3 inning per game. Innings do not have to be consecutive. Maximum of 6 innings per week.

19. All players should be given the chance to pitch at least once during the season unless they request not to, and the parents agree.

20. Bunting is allowed

21. HAVE FUN!

Major Inter-League Softball Rules

- 1) The home team will supply two new game balls at the start of the game and pay the umpire.
- 2) Only players and coaches are allowed on the field and in the dugout during practices and games. Parents, siblings, non-players, etc. should never come onto the field or in the dugout.
- 3) There is no on-deck batter allowed anywhere on the field. There is no swinging of a bat except at the plate.
- 4) No inning shall begin after 1:45 minutes on a field without lights or if a game follows. 2 hours on fields with lights.
- 5) There is no ten-run rule.
- 6) Managers will use a continuous batting order. There is a 5 run rule per inning, except for the last agreed upon inning by the Managers when there will be unlimited runs.
- 7) Players must be in the game at least three innings defensively and have at least one at bat.
- 8) Positions should be rotated at the Manager's discretion.
- 9) Pitchers must abide by Little League pitching rules. They cannot walk to throw the ball. The pitch cannot have an arc. The pitching week will be Monday through Sunday.
- 10) A player once removed as a pitcher can reenter the game as the pitcher but only once in the same inning (Rule VI – c. See Little League Regulation VI regarding mandatory rest).
- 11) Base runners can leave when the ball leaves the pitcher's hand. Once the pitcher has the ball within an eight-foot radius of the pitcher's mound, the runner must immediately attempt to advance to the next base or return to the previous base.
- 12) All players are put in the batting order. If a player arrives late, that player is added to the batting order after the last player in the original batting order.
- 13) Free substitution except for the pitcher. All other players may be substituted in and out of fielding positions at the manager's discretion to allow for maximum playing time for all girls. No player may be kept off the field for more than two innings. See pitching rule above 10 above.
- 14) Teams may play with only 8 defensive players
- 15) A base runner can steal any base during any inning including home plate.
- 16) No running on drop 3rd strike.
- 17) No headfirst slides except for a runner returning to first base. Players must slide at home plate if there is a play at the plate. This is the umpire's discretionary call.
- 18) All batters, base runners, and player base coaches must wear helmets. Catchers must wear helmets with throat protectors.
- 19) Games are considered complete after 4 full innings, 3 and 1/2 innings if the home team is ahead. See Rule 4.10.

All Star Team Selection Process

- 1) The process for 11–12-year-old are completed via a meeting of the team's manager and all the managers from the Major Leagues.
- 2) The process for 9/10-year-old and 11-year-old teams are completed via a meeting of the team's manager and all the managers from the Major & Minor Leagues.
- 3) Players are required to play in at least 75% of regular season games to be selected to play on any All-Star team.

Non-All-Star Tournament Teams Selection Process

- 1) The process by which Narragansett Little League selects Non-All Star Tournament teams is through a meeting of the managers in the Division(s) in which the players participated.
- 2) Players are required to play in at least 70% of regular season games to be selected to play on any Tournament team.

TRYOUTS

- 1) Each 10–12-year-old will go through a series of drills and given the opportunity to be judged on their ability to (1) bat, (2) field fly balls, (3) field ground balls, (4) throw, and (5) pitch in competition with children having the same league age.
- 2) All players 9–10-year-olds not on a Major's team already must try out to be eligible for the major's draft (exception: player candidates of league ages 11 & 12 are automatically, by national little league rule required to be selected to the major division. (In accordance with the local rule voted in by the board of directors for Narragansett Little League, all 11-year-old shall be automatically required to be selected to the major division so long if they are deemed to not be a safety risk by the player agent)
- 3) Any 10-year-old whose parent elects to keep them down are automatically a minor elect player and cannot pitch.

DRAFT

All local Little League® programs are required to assign players to teams via a draft once player evaluations conclude to assure divisions are completed. Having a draft is not only a requirement in the Little League Divisions and above, but it also allows for parity within your league that will provide for a valuable experience for all players and teams. Leagues are required to choose from one of the three approved Little League Draft Methods that will take place after the player evaluation period.

First Option – Plan A

When a thorough player evaluation has been completed, the last place team from the preceding season gets the first choice in every round of the draft, the next to last place team gets the second selection in every round, and the remaining teams select in the reverse order of standing. For explanation, let us assume that there are four teams in the league:

First Round

1. Fourth Place manager selects first player.
2. Third place manager selects the second player.
3. Second place manager selects the third player.
4. First place manager selects the fourth player.

Second Round

1. Fourth Place manager selects fifth player.
2. Third place manager selects the sixth player.
3. Second place manager selects the seventh player.
4. First place manager selects the eighth player.
5. Process repeats until the rosters are completed.

Second Option – Plan B

This draft takes place in two separate parts.

First part includes those players who are:

1. Returning from a Major team in the same division, AND.
2. Have registered for the current season

Second part of the draft includes:

1. All players who are eligible for selection and have attended the required number of player evaluations.

This first draft of returning players must be completed before the second part of the draft, and all returning players who qualify under both conditions above must be drafted. Managers are not permitted to waive a draft choice.

The draft rotation follows the reverse order of finish from the previous season, with the last place team's manager receiving the first pick. For example, in a four-team league, the team that finished last in the previous season would get the 1st, 8th, 9th, and 16th picks through the first four rounds.

NOTE 2: When the second part of this draft method begins, the draft order starts with the team that is due to draft next after the completion of the first round.

Alternate Method for Plan B: Instead of having two separate drafts (one for returning players, and one for new players), a league may elect to conduct a regular draft wherein, if a number of returning Major League players has not been drafted by the time that same number of draft picks remain, those returning players must be the only players eligible from that point forward in the draft. (**Example:** With nine picks left in the draft, there are nine players who were Major League players in the previous season still not drafted for the current year. Those nine players become the only nine eligible players and must be drafted.)

Third Option – Plan C / Blind Draft Method

- 1) This method takes all players available and has managers draw names from a container. An example of this process for the Majors Division is as follows.
- 2) **Step 1:** Determine the number of teams that you have. Remember that Major League teams may have a maximum of eight league age 12-year-olds; and league age 12-year-olds must be drafted to a Major League, Intermediate, or Junior League team.
- 3) **Step 2:** Managers are randomly given a team name.
- 4) **Step 3:** Place all registered 12-year-olds into a container. Then each manager selects a player from the container until all league age 12-year-olds are selected.
- 5) **Step 4:** Place all registered 11-year-olds into a container. Then each manager selects a player from the container until all league age 11-year-olds are selected or until the team roster is full.
- 6) **Step 5:** The same procedure for league age 9- and 10-year-olds.

3 Tips on Drafts

- 1) It is recommended that managers not select more than eight players in each age group.
- 2) Draft Plan C works well with the Tee Ball Division, as most players are just starting to learn the game of baseball and softball.
- 3) When a league decides to substitute a selection system for the ones outlined above, a complete description of such substituted system must be presented in writing to Little League International for approval.

Siblings/Sons/Daughters

An option is an agreement between a manager and the player agent covering a special condition. All options must be in writing (except No. 1) and be submitted to the player agent 48 hours prior to the draft. The options are as follows:

- 1) **Brothers/Sisters in the Draft**
 - a) When there are two or more siblings in the draft, and the first brother or sister is drafted by a manager, that manager automatically has an option to draft the other brother or sister on the next turn. If the manager does not exercise the option, the second sibling is then available to be drafted by any team.
- 2) **Brothers/Sisters of Players Currently on a Team**
 - a) If desired, a manager shall submit an option in writing on a draftee if the player candidate's brother or sister is a member of that manager's team. If such an option is submitted, the manager **MUST** draft the sibling within the first three draft selections.
- 3) **Sons/Daughters of Managers**
 - a) If a manager has sons and/or daughters eligible under Regulation II for the draft, and wishes to draft them, he/she must submit the option in writing. If so stated, the parent/manager is required to exercise the option at or before the close of the specific draft round, depending on the League Age of sons and/or daughters. Parent/manager

option takes priority over any other option. **NOTE:** These provisions also apply for managers having eligible brothers or sisters in the draft.

4) Sons/Daughters of Coaches

- a) A NEW coach shall not be appointed nor approved until after the draft to avoid “Red Shirt” of players through selective coaching appointments.
- b) A returning coach, through the manager, may exercise an option in writing to the player agent provided:
- c) The coach has served as a manager or coach in the league (at any level) for the past two years AND,
- d) The coach is returning to the same Major League team as last year. **IMPORTANT:** For a manager to exercise this option, the coach must qualify under BOTH conditions above.

5) Draft Rounds

- a) If an option is submitted in writing for the son and/or daughter of a manager or coach, such candidate must be drafted in or before the following round:

Baseball

Draft Round	Little League	Intermediate	Junior	Senior
5	9-10	11	12	14,13
4	11	12	13	15
3	12	13	14	16

Softball

Draft Round	Little League	Junior	Senior
5	9-10	12	14,13

4	11	13	15
3	12	14	16

6) Special Considerations Which Apply

- a) If the manager so chooses the option on son or daughter may be waived.
- b) In the event the parent becomes a manager in another league, that parent may not claim the son or daughter.
- c) Players are eligible only in the league whose boundaries include the parent/manager's home residence (as defined by Little League).
- d) When a vacancy occurs during the playing season, the player selected to fill the vacancy becomes a permanent member of that team, governed by the same regulations as all members of the team selected in the draft.
- e) All players, including sons/daughters of managers and coaches at the Minor League level, are subject to the draft.
- f) Parents of Major League players who become managers or coaches after their children have been selected to a Major team may not automatically claim their sons or daughters, but may trade for them at the proper time, subject to requirements for trading in the next section. (**NOTE: THE LITTLE LEAGUE DEFINITION OF RESIDENCE IS LOCATED IN THE "LITTLE LEAGUE RESIDENCY AND SCHOOL ATTENDANCE REQUIREMENTS" SECTION OF THIS RULEBOOK.**)

7) Alternate Method of Operation – The Regular Season

- a) To aid leagues that are having a difficult time getting enough players for their regular season teams the following option is available:
A pool of players from existing regular season teams can be created with players that are willing to participate in extra games during the regular season when teams face a shortage of rostered players for a regular season game.

Guidelines

- 1) The league's player agent will create and run the pool. The league's player agent will use the pool to assign players to teams that are short of rostered players for a regular season game on a rotating basis from within their respective division or one division below, who are age appropriate and have been assessed capable. Pool players may return to their respective division and all other guidelines must be followed as outlined. **EXAMPLE:** Minors to Major Division, Juniors to Seniors, etc.
- 2) Managers and/or coaches will not have the right to randomly pick and choose players from the pool.
- 3) Players used from the pool will not be allowed to pitch, except during the player's own regular season scheduled game.
- 4) Pool players that are called and show up at the game site must play at least nine consecutive defensive outs and bat once.

Roster Sizes

- 1) No team in any division shall have a roster size that exceeds 12 players.
- 2) Boys Major Division shall have a maximum roster size of 12 players and a minimum roster size of 10 players for the 2021 season. The number of players on a roster in a particular division shall not vary by more than one (1).
- 3) Roster size for the major boy's program shall be determined by the number of eligible candidates. This will be finalized prior to tryouts.

Schedules and Games

- 1) Tee ball Division
 - a) 5 games
 - b) 1 Season finale
- 2) Instructional Division
 - a) 12 games
- 3) Minor Baseball Division
 - a) 12 regular season games
- 4) Major Baseball Division
 - a) 12 regular season games
 - b) Each team will play 4 of their 12 games against an opponent from Jamestown
 - c) Each team will play 2 of their 12 games against an opponent from South Kingstown
- 5) Minor Softball Division
 - a) 12 games

Time Limits on Games (LL Official Rules)

- 1) In accordance with Little League's Official Regulations, Regulation X, an Inning is deemed to start the moment that the third out is made, completing the preceding inning.
- 2) An inning may not start after 1 hour and 45 minutes after the official start time of a game when the game being played, but any inning started prior to the time limit shall be completed provided the game meets the requirements of Little League's Official Playing Rules, Rule 4.10, or rule 4.11, to be official.

- 3) For all games played on field with no lights, an inning may not start after 2 hours from the official start time of a game in all instances in which another game is not scheduled to commence immediately after the completion of the game, provided the game meets the requirements of Little League's Official Playing Rules, rule 4.10 or Rule 4.11, to be official.
- 4) No new inning may start after 2 hours from the official start time for all late-night games (7pm games) at Sprague field.
 - a) Exceptions:
 - i) All major playoff games shall be played until completion.
 - ii) All minor playoff games shall adhere to the rule of no new inning may start after 2 hours from game start time. (This will be reviewed by the board prior to the playoffs starting)

Forfeit of a Game

- 1) If a team within a Major Division or Minor Division cannot field a team of at least 9 players within 20 minutes after the scheduled start time of a game, then the team unable to field a team of at least 9 players will forfeit the game.
- 2) A Majors team with 8 players on one side can borrow an opponent for defense and will take an automatic out in the 9th spot.
- 3) All forfeited games will be played as a scrimmage at the time it is scheduled. Teams are permitted to share players to complete a nine-person defense with those players being designated to either the right or left field.
- 4) Pitch counts are recorded during played forfeited games.
- 5) Makeup games will be scheduled on the first calendar school week open day following the date of the cancelled game (example: if a game being played on Friday May 4th is rained out, that game would be scheduled for a school week open date as early as May 7th).
- 6) Teams may not renegotiate the date of a rescheduled game. Start times may be negotiated by teams with consent from the League's Schedule Maker.
- 7) Major Division games take precedence over all other division games with regards to using Sprague.

SAFETY

- 1) Responsibility for safety procedures should be that of an adult member of the local league.
- 2) Arrangements should be made in advance of all games and practices for emergency medical services.
- 3) Managers, coaches, and umpires should have some training in first aid. First-Aid Kit should be available at the field.

- 4) No games or practice should be held when weather or field conditions are not good, particularly when lighting is inadequate.
- 5) Play area should be inspected frequently for holes, damage, glass, and other foreign objects.
- 6) Dugouts and bat racks should be positioned behind screens.
- 7) Only players, managers, coaches, and umpires are permitted on the playing field during play and practice sessions.
- 8) Responsibility for keeping bats and loose equipment off the field of play should be that of a regular player assigned for this purpose.
- 9) Procedure should be established for retrieving foul balls batted out of the playing area.
- 10) During practice sessions and games, all players should be alert and watching the batter on each pitch.
- 11) During warm up drills, players should be spaced so that no one is endangered by errant balls.
- 12) Equipment should be inspected regularly. Make sure it fits properly.
- 13) Pitching machines, if used, must be in good working order (including extension cords, outlets, etc.) and must be operated only by adult managers and coaches.
- 14) Batters must wear protective NOCSAE helmets during practice, as well as during games.
- 15) Catchers must wear catcher's helmet (with face mask and throat guard), chest protector, and shin guards. Male catchers must always wear a protective supporter and cup.
- 16) Except when runner is returning to a base, headfirst slides are not permitted. This applies only to Little League (Majors), Minor League, and Tee Ball.
- 17) During sliding practice bases should not be strapped down.
- 18) At no time should "horse play" be permitted on the playing field.
- 19) Parents of players who wear glasses should be encouraged to provide "Safety Glasses."
- 20) Players must not wear watches, rings, pins, jewelry, hard cosmetic, or hard decorative items.
- 21) Catchers must wear catcher's helmet, face mask, and throat guard in warming up pitchers. This applies between innings and in bullpen practice. Skull caps are not permitted.
- 22) Batting/catcher's helmets should not be painted unless approved by the manufacturer.
- 23) Regulations prohibit on-deck batters. This means no player should handle a bat, even while in an enclosure, until it is his/her time at bat. This applies only to Little League (Majors), Minor League, and Tee Ball.
- 24) Players who are ejected, ill, or injured should remain under supervision until released to the parent or guardian.

LIGHTENING

- 1) When should activities be stopped?
 - a) The sooner activities are stopped, and people get to a safe place, the greater the level of safety. In general, a significant lightning threat extends outward from the base of a

thunderstorm cloud about 6 to 10 miles. Therefore, people should move to a safe place when a thunderstorm is 6 to 10 miles away. Also, the plan's guidelines should account for the time it will take for everyone to get to a safe place. Here are some criteria that could be used to halt activities.

- b) If lightning is observed. The ability to see lightning varies depending on the time of day, weather conditions, and obstructions such as trees, mountains, etc. In clear air, and especially at night, lightning can be seen from storms more than 10 miles away if obstructions don't limit the view of the thunderstorm.
- c) If thunder is heard. Thunder can usually be heard from about 10 miles if there is no background noise. Traffic, wind, and precipitation may limit the ability to hear thunder less than 10 miles away. If you hear thunder, though, it's a safe bet that the storm is within ten miles.
- d) If the time between lightning and corresponding thunder is 30 seconds or less. This would indicate that the thunderstorm is 6 miles away or less. As with the previous two criteria, obstructions, weather, noise, and other factors may limit the ability to use this criterion. In addition, a designated person must diligently monitor any lightning. In addition to any of the above criteria, activities should be halted if the sky looks threatening. Thunderstorms can develop directly overhead, and some storms may develop lightning just as they move into an area.

2) When should activities be resumed?

- a) Because electrical charges can linger in clouds after a thunderstorm has passed, experts agree that people should wait at least 30 minutes after the storm before resuming activities.

SPONSORSHIP

- 1) Donors and sponsors of teams at any level of the Little League program should be motivated by the single objective of making a worthwhile community contribution and help make their community a better place in which to live. Sponsorships should be positioned as donations to the local league. Local leagues and Districts must recognize that they have a responsibility to the local community to see to it that funds collected in the name of the league are used for league purposes and not for any other purpose. Further, great care must be taken to assure that such funds are not misappropriated or misused.
- 2) Sponsorship of local leagues is an important way for local Little Leagues to raise funds for operations. It must be understood, however, that sponsorship donation does not give the sponsoring entity any rights in the operation of the league or any team, nor does it give the

local league sponsor the right to use Little League Trademarks in any way. For example, such prohibited use includes giving a local business entity the right promotes the local league in the advertising, social media, commercials, or public relations in any manner. The local league must conduct its own recognition efforts for all promotion of activities related to the local league operations. By way of example, a local car dealership provides a cash and equipment donation to a local league. The local league must do its own press release or announcement to recognize the donation.

- 3) The local league or District may not take any sponsorships; accept donations; advertisements, such as lettering on uniforms, fence signs, program ads, website, etc.; conduct any raffles or contests; or have any affiliation with sponsors, donors, or products that relate to or reference alcohol; tobacco products; e-cigarettes; vaping; marijuana, cannabidiol (CBD) oil, hemp plant derivatives or products, or other controlled substances; firearms; political campaigns in support of an individual and/or party; gambling; or adult or mature content. Leagues and Districts should carefully evaluate donations and sponsorships, avoiding those which may, according to local community standards or local league membership, be objectionable or offensive. Additional standards for sponsorship may be set by the local Little League. Little League International reserves the right to restrict a local league or District sponsorship that may be deemed offensive or inappropriate for affiliation with the Little League program.
- 4) Little League International also reserves the right to prohibit any local Little League or District from accepting a sponsorship, advertisement, or donation if it deems that the sponsor, advertiser, donor, or its products or services are considered offensive or inappropriate to members of the Little League program or if it violates the provisions of the following statement: Little League does not limit participation in its activities on the basis of disability, race, creed, color, national origin, gender, sexual preference, or religious preference.
- 5) While the league or district may implement fundraisers for membership to implement, individuals who do not want to participate, should be given an alternative way to provide fundraising support to compensate the league for fundraising donations. No league can deny participation to a player or volunteer in regular season or tournament due to lack
 - a) of fundraising support.
- 6) Local Leagues should also maintain similar guidelines for fundraising during Tournament. Statements noted above always apply to local league fundraising throughout the year, including during the International Tournament. Additional information on fundraising guidelines for tournament can be found at LittleLeague.org/TournamentFundraising.

FOUNDRAISING

- 1) Leagues should rely on their District Administrators for guidance on local league fundraising plans. District Administrators are urged to establish communication with their leagues to (a) give the leagues the benefits of their experience with proposed fundraising efforts, and (b) to pass on to them the experience of other leagues in similar ventures. Guidance should be provided on fundraising plans and efforts to gather funds from within the boundaries of the local league.
- 2) It is customary to formalize an agreement for sponsorship with local businesses. Such an agreement should not put any burden or liability on the league, nor should it grant permission to the business to use any Little League Trademarks. An example of a local league sponsorship agreement can be found at LittleLeague.org/SponsorshipAgreement.
- 3) At times, leagues may be asked to indemnify or insure a sponsor for their activities with the league. Leagues should carefully review all provisions of any agreement before signing. Local leagues are not responsible for taking on the liability of the activity of a sponsor, even if that sponsor is supporting a local Little League or is associated with the league through a sponsorship agreement.
- 4) On occasion it has come to the attention of Little League International that leagues have been victimized by participating in fundraising plans proposed by third parties as an easy means to obtain necessary funds. These proposals typically involve the designation of a company to act as an agent of the local league, authorizing the company to contact businesses or members of the public on behalf of the local league. It involves the solicitation of donations or sponsorships, the sale of goods, of advertising space, of magazines, photographs, or consists simply of a solicitation of funds on a straight contribution basis.
- 5) The use of a third-party company to raise funds, solicit sponsorships, or conduct general marketing or public relations efforts is discouraged and typically results in an inappropriate use of the Little League Trademarks or an inappropriate amount of funds being generated for the league. Additionally, at no time should a league or District release the data of any players, parents, or volunteers to a third party.
- 6) Without authority of any kind, some individuals or third parties are prone to represent themselves as agents of Little League because of the magic of the name to solicit payment in the name of Little League and obtain checks made out to the local Little League. The local league has little control over such situations, and such abuses come to their attention or Little League International after the damage has been done.
- 7) The endorsing and cashing, in this manner, of checks made out to Little League may well constitute fraud or forgery.
- 8) Make this a subject for league meetings. Request your volunteers notify you of any proposed money-raising plan involving outsiders. Examine the proposal, the need for a signed agreement or contract, and make certain there is no possibility that funds will be

collected from within the boundaries of neighboring leagues. Please contact Little League International with any questions at Marketing@LittleLeague.org.

LOCAL LEAGUE ONLINE STORE

- 1) Local Leagues may desire to offer apparel, uniforms and other products to their league membership using an online store to conduct business. This type of activity involves the use of Little League trademarks and must be approved by Little League International.
- 2) Such sites are typically not as financially beneficial to leagues as they may appear. Therefore, Little League maintains relationships with technology service providers who may offer this service. Such providers may be found at LittleLeague.org/Technology. Before utilizing a service, Leagues should contact Marketing@LittleLeague.org for more information and guidelines.
- 3) **NOTE:** For more information regarding use of Little League trademarks in relation to local league fundraising and the solicitation of donations, please consult the Little League Policies and Principles section of the Official Playing Rules of Little League and LittleLeague.org for additional guidance.