

2026 RULES
and SAFE GUIDE
(A Safety Awareness Program)

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Table of Contents

COACH EXPECTATIONS..... .2
EXPECTATIONS FOR ALL..... .3
BAT RULES..... .4
GAME DAY IMPORTANT INFORMATION..... .5
GAME DAY ON DECK BATTERS AND SAFETY. The Big No No's..... .6
GAME DAY UMPIRES..... .7
COMMON MISCONCEPTIONS OR MISUNDERSTANDINGS..... .8
LEAGUE RULES (COACH PITCH DIVISION)..... .9
LEAGUE RULES (MINORS / MAJORS DIVISION)..... .11
SAFE GUIDE..... .14

COACH EXPECTATIONS

Coaches Code of Conduct

Fort Lauderdale Little League Baseball is Character Courage Loyalty. Fort Lauderdale Little League and Softball is an extension of Little League®. All rules and coaching expectations are derived from the national Little League organization. There is a vast amount of information to help you begin and improve your coaching.

You as a coach are here to help foster a healthy sense of competition, to teach aspiring athletes the game of Baseball / Softball and above all be a positive force in these children's lives. Baseball / Softball takes time to acquire the necessary skills, and the children you teach are just learning. Being positive, patient and a good leader is what these children need to grow.

Coach Attire

Managers and Coaches: Managers, Coaches and all Volunteers will be required to wear athletic, loose fitting, professional tops while coaching, on the fields, in the batting cages or at the parks. Long pants or shorts that are at least finger-tip length shorts (when you stand with your arms by your side) or longer are required. Shorts must have a hem. No crop tops and no visible undergarments allowed on any player, manager, coach or other volunteer. No open toed shoes, flip flops or sandals allowed on the fields, in the dugouts or in the batting cages. Any manager, coaches and volunteers not following the dress code will not be allowed on the field prior or during the game. The manager or coach will be allowed in the dugout provided he/she meets all other tournament requirements.

Coach Expectations

· I will engage, teach and provide enjoyment to young players through participation in organized baseball and/or softball. Each player will be treated fairly, and his or her welfare will be uppermost at all times.
· I will to the best of my ability teach the love of sport and the game of Baseball / Softball. I understand that through my team and myself, I am teaching the joy of Baseball / Softball which encourages skill growth and fosters the love of sport.
· I acknowledge that I have tremendous influence on the mental and physical growth of the player and, thus, will never place the value of winning above the value of good sportsmanship and character. Fort Lauderdale Little League absolutely encourages the spirit of competition, we absolutely DO NOT encourage win-at-all-costs to the detriment of the spirit of the game or the de-valuement of players / officials / competing teams.
· I recognize that my conduct reflects on the entire Fort Lauderdale Little League organization and will not act in a manner that jeopardizes the league or its relationship with players, families, or community partners.
· I will refrain from the use of alcohol, drugs, and tobacco products when in contact with players.
· I will promote the entire Little League program and manage/coach my team in harmony with the mission and goals of Fort Lauderdale Little League.
· I will, to the best of my ability, learn and understand the rules of Little League baseball/softball and teach them to my players. I will not seek an advantage by circumvention of the spirit or letter of the rules.
· I will organize practices that are enjoyable and challenging for the players. I will familiarize myself with the techniques and strategies of baseball/softball; I will encourage all of my players to be team players.
· I will respect and support umpires. I will not indulge in conduct which would incite players or spectators against the umpires and understand that public criticism of umpires, Little League officials or players will not be tolerated.
· Before and after games, I will engage the coaches of the competing team and exchange cordial greetings to set the correct tone for the event.
· I will maintain an open line of communication with parents and players and explain the goals and objectives of Little League.
· I will promote goods sportsmanship in both winning and/or losing, promote and encourage players to show respect for others, to act and play with integrity, and take personal responsibility for their words and actions.
· I will be generous with my praise when it is deserved; I will be consistent, honest, fair and ethical; I will not berate players publicly or shame them.
· I will ensure that all players regardless of skill or ability are allotted at a minimum the guaranteed play time as required by Little League International.
· I understand that there will be zero tolerance for coaches who intimidate, physically or verbally abuse players, officials, or participants at any Little League event. Further, I understand that myself and any other coach or assistant coach on my team guilty of improper conduct at any Little League event may be asked to leave the field of facility, and may be suspended or dismissed by the Board (in accordance with the rules and regulations as set forth by Little League International).

EXPECTATIONS FOR ALL

Like managers, coaches and parents, umpires are there to help give our kids the best baseball experience possible. As we looked at ways to improve your child's baseball experience, were reminded of the words of the Little League Mission and Pledge:

Little League Mission

Through proper guidance and exemplary leadership, the Little League program assists youth in developing the qualities of citizenship, discipline, teamwork and physical well-being. By espousing the virtues of character, courage and loyalty, the Little League Baseball program is designed to develop superior citizens rather than superior athletes.

THE LITTLE LEAGUE PLEDGE

I TRUST IN GOD
I LOVE MY COUNTRY
AND WILL RESPECT IT'S LAWS
I WILL PLAY FAIR AND STRIVE TO WIN, BUT WIN OR LOSE,
I WILL ALWAYS DO MY BEST.

The message should be clear.

By **our** leadership, our kids will learn from us to respect the authority of an umpire and to accept things that happen on the field in a sportsmanlike manner. How can we expect our kids to do that if we don't show them the way ? Managers and coaches, you have an even more awesome responsibility because you are now the example to twelve to fifteen kids, not just your own.

In order to foster a feeling of mutual respect for each other and for the game the League has these expectations:

Umpires are expected to be:

1. **Prompt for games**
2. **Professional in manner and appearance**
3. **Knowledgeable about the rules**
4. **Consistent in game administration**
5. **Flexible relative to player level (e.g. 9-10 A versus 11-12 Majors)**
6. **Courteous and helpful to players, managers, and coaches**
7. **Aware of safety issues**

Managers and coaches are expected to be:

a. **Courteous and respectful of umpires, other coaches, and players**
b. **Reasonably knowledgeable about the rules**
c. **Aware there are NO ARGUMENTS on judgment calls**
d. **Aware that discussions about rules interpretations are OK**
e. **Mindful of the Little League Pledge and Mission**

Parents and spectators are expected to be:

1. **Courteous and respectful of umpires, coaches, and players**
2. **Cheering positively for players realizing the weight your words carry as parents**
3. **Mindful of the Little League Pledge and Mission**

Players are expected to be:

e. **Courteous and respectful of umpires, other players and coaches**
f. **Doing their best to play fair and try to win**
g. **Having fun and enjoying themselves learning to play the great game of baseball**
h. **Mindful of the Little League Pledge and Mission**

BAT RULES



https://www.littleleague.org/playing-rules/bat-rules/

TEE-BALL, COACH PITCH, MINORS, MAJORS – USA BASEBALL EMBLEM REQUIRED

The bat must be a baseball bat which meets the USA Baseball Bat standard (USABat) as adopted by Little League. It shall be a smooth, rounded stick, and made of wood or of material and color tested and proved acceptable to the USA Baseball Bat standard (USABat).

The Baseball Bat must have the USA Baseball logo printed. Stickers will not make the bat legal.

An illegal bat must be removed. Any bat that has been altered shall be removed from play. PENALTY – See Rule – 6.06(d). Balls struck or put in play by an illegal bat are considered dead and all runners must return.

Intermediate (50-70) Division and Junior League:

It shall not be more than 34" inches in length; nor more than 2⅝ inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part. Wood bats taped or fitted with a sleeve may not exceed eighteen (18) inches from the small end.

NOTE 1: Solid one-piece wood barrel bats do not require a USA Baseball logo.

NOTE 2: Also, permitted for the Intermediate (50-70) Division and Junior League Division are bats meeting the BBCOR performance standard, and so labeled with a silkscreen or other permanent certification mark. The certification mark shall be rectangular, a minimum of a half-inch on each side and located on the barrel of the bat in any contrasting color. Aluminum/alloy and composite bats shall be marked as to their material makeup being aluminum/alloy or composite. This marking shall be silkscreen or other permanent certification mark, a minimum of one-half-inch on each side, and located on the barrel of the bat in any contrasting color.

Rule 1.10 – Softball

The bat must be a softball bat which meets Little League specifications and standards as noted in this rule. It shall be a smooth, rounded stick and made of wood or a material tested and proved acceptable to Little League standards. The bat shall be no more than 33 inches (34 inches for Junior/Senior League) in length, not more than two and one-quarter (2¼) inches in diameter, and if wood, not less than fifteen-sixteenth (15/16) inches in diameter (7/8 inch for bats less than 30 inches) at its smallest part. Non-wood bats shall be printed with a BPF (bat performance factor) of 1.20. Bats may be taped or fitted with a sleeve for a distance not exceeding 16 inches from the small end. Colored bats are acceptable. A non-wood bat must have a grip of cork, tape or composition material, and must extend a minimum of 10 inches from the small end. Slippery tape or similar material is prohibited.

GAME DAY
IMPORTANT INFORMATION

HOME TEAM / VISITING TEAM WHICH DUGOUT?

Home team in on the first side of the dugout. Visitor in on the 3rd base side. Historically we did this because home team faces the score board.

PARTICIPANTS IN A GAME ARE ONLY Players / Coaches / Umpires

The only people allowed on the field or in dugouts during game play are Players, Coaches & Umpires. Absolutely no one else should be on the field or dugouts for any reason without the express permission from the President or Vice President. Keep the fields tidy and free of obstructions and distractions.

KNOW YOUR COACH POPULATION LIMITS

Depending on the division you can only have a total of 3-4 coaches during a game. This information is outlined in the division rules later in this document. Coaches CANNOT rotate during a game. Coaches start and finish a game. PARENTS DO NOT BELONG IN THE DUGOUT.

CATCHER

Have your catcher ready before the next inning when possible to keep the flow of the game moving

ATTENTION - PLAYER POSITIONING (COACH PITCH)

Outfielders belong in outfield and in there respective positions (Left Field, Right Field, Left Center, Right Center). This means they should be a reasonable distance from any infield position. On oversize fields starting location is the edge of the green / clay, on 46/60 fields they should be clearly in the green.

All other divisions should know the rules.

LEGAL BATS

Know your division bat rules. Their should be no issue with coaches requesting bats are verified pre-game with the umpire.

HEAD COACH / PLAY DISAGREEMENTS

Questions or disagreements will be resolved by the Head Coach approaching the umpire in a discreet and amenable manner. Yelling or poor behavior (from the dugout or anywhere else) on any part of the Head Coach or his/her assistants will not be tolerated and discipline will be mandated by the league board as they see fit. The goal here is to not escalate beyond whatever the issue at hand may be.

Beyond the umpire, we expect you and your team to act with good sportsmanship.

Some examples of poor sportsmanship :

Not shaking hands after a game, Players throwing bats or helmets, Teams yelling negative comments at the opposing teams, Coaches making demeaning comments about another team or players.

Coaches should not disagree with each other about plays. That is what the umpire is for. Asking for a time to discuss a situation with an umpire does not require a verbal disagreement from the opposing team. Yelling "Play Ball" or anything else while a coach is having a discussion with the umpire is unacceptable..

GAME DAY
ON DECK BATTERS AND SAFETY. The Big No No's

NO ON DECK BATTERS OR BATTER IN THE "ON-DECK CIRCLE" for TeeBall-Majors divisions. This is a significant safety violation.

THE ONLY PLAYER SWINGING A BAT DURING A GAME IS THE BATTER IN THE BATTERS BOX OR THE CURRENT BATTER BETWEEN INNINGS.

THE BIG NO NO's ON GAME DAY

These are the most common items that get coaches in trouble on game day.

1. ON DECK BATTERS IN A BATTING CIRCLE OR PLAYERS SWINGING BATS BETWEEN INNINGS.
2. EJECTION FROM AN UMPIRE
3. TO MANY COACHES IN A DUGOUT
4. COACHES OUTSIDE OF THE DUGOUT WHEN THEY HAVE NO CURRENT POSITIONAL RESPONSIBILITY (Ex 1st or 3rd base coach)

THE BIG YES YES ON GAME DAY

These are the most common items that help coaches have a successful day.

1. HAVE SOME FUN.
2. GIVE PLAYERS OPPORTUNITY.
3. ASK THEM TO TRY HARD. HARD WORD IS NOT A BAD THING. BUT LEAVE ROOM FOR ERROR AND MISTAKES! THIS IS HOW WE ALL LEARN.
4. STAY CALM AND ROLL WITH THE PUNCHES. UMPIRE CALLS ARE NOT ALWAYS GOING TO GO YOUR WAY!

GAME DAY
UMPIRES AND RULEBOOK

UMPIRES

The following statements are absolutely true with regard to any baseball game:

1) The umpires are the only ones empowered to decide the outcome of a given play.
2) If the umpires didn't see it, it didn't happen.
3) Balls and strikes are whatever the home plate umpire says they are.
4) Out or safe calls are not negotiable.

Be mindful of the negative impact that arguing with an umpire in front of children and spectators would have on the pleasant atmosphere that we all want to enjoy as we participate in or watch a game.

Trust that all of the close calls you'll witness during your team's games will even out over the course of a season.

Remember the close ones that went your team's way, and be thankful, because those calls could have very easily gone the other way.

Protest situations should be prevented if at all possible. When a situation arises that you recognize as possibly leading to a protest, the potential offenders should be notified immediately so that they can take whatever action is necessary to avoid the protest.

For a protest to be considered, the procedures outlined in the Little League rulebook must be followed. Any concerns related to our league's umpires should be directed to league board members. Coaches and umpires know that your efforts on behalf of our neighborhood's children are very much appreciated.

Thanks for all you do to make our season a positive, successful experience for all the children entrusted to your care.

THE BIGGEST THING YOU CAN DO FOR YOUR TEAM IS…….

Stay calm. Once you have allowed yourself to become upset over an umpires call, you most likely lost the game because you lost focus. DO EXACTLY WHAT YOU TELL YOUR PLAYERS TO DO – "Next Play Baseball. Move On". PRACTICE WHAT YOU PREACH!!!!!!!!

RULEBOOK

We provide you with the foundational rules in this document. But the expansive rulebook for little league can be found in the app stores for your phone or the physical copies can be purchased from Little League.

In your app store for your phone search for "Little League" and you will find the rulebook.

COMMON MISCONCEPTIONS OR MISUNDERSTANDINGS

Out of the baseline (7.08a1):

The confusion with this rule is the definition of “baseline”. It is not the direct line between two bases.

The runner establishes the baseline: it is a direct line between the runner and the base to which he is advancing or returning. Depending on the circumstances, his/her baseline may change as the play develops.

For example, if the runner takes a wide turn at first into the grass behind the second baseman's normal position, and the throw comes back to first, the baseline goes from the runner to first base. If the first baseman tries to tag him, he cannot deviate more than three feet to either side of this line. The other source of confusion with this rule is the fact that the runner is not out for being out of the baseline unless he’s avoiding a tag. If he’s running around a fielder who is trying to field a batted ball, there is no violation.

The batter-runner must turn to his right after overrunning first base. - 7.08(c) & (j)

This is a judgment call by the umpire. Their is no rule requiring a runner to turn to the right on first base. If by the umpires judgment the player made an attempt for 2nd base and is tagged by a defensive player who has control of a live ball, the runner will be ruled out. Turning right only enforces to the umpire that the runner has no intention of taking 2nd. To reiterate, this is a judgment call by the umpire.

Catcher Pitcher (Minors / Majors)

Please completely familiarize yourself with the pitch count rules & rules regarding catchers changing to pitcher position located in the rules below in the Minors / Majors Division.

LEAGUE RULES
(COACH PITCH DIVISION)

1. Coaches
    a. Teams can have 1 head coach and 3 assistant coaches during a game, and must have ID badge to be on the field or in the dugout. COACHES must not change during the game.
    b. One adult coach must remain in the dugout at all times
    c. Two (2) coaches can assist in the field during defensive play to help assisting the positioning of players and must remain on the outfield grass
    d. Coach Pitch Red: Once a pitch is delivered the coaches cannot communicate with their players. Keep it to a minimum everyone. Advise players before the pitch. Do not yell instructions once the pitcher Is in motion.
    e. No non-coaches shall be in the dugout during play
2. Game is six (6) innings or 1.5 hours of play from first pitch, no new inning will start after timed out. Teams can finish the bottom of the inning once timed out.
3. Five (5) pitches per batter (unless 5th pitch is fouled by batter)
4. Continuous batting order – all players must bat throughout the entire game
5. No infield fly rule, no walks, no bunting, no stealing, no lead-offs are allowed
6. Maximum five (5) runs per inning allowed (except for 6th which will bat through complete lineup or 3 defensive outs, lineup # of players is irrelevant)
7. Base runners must go on contact, no leads. No “jumps” or running starts. Base runners must leave on contact with the bat.
8. Mercy rule is ten (10) runs after bottom of 4th inning or home team has the 10-run lead after top of 4
9. Only one (1) base on an overthrow, play is considered dead after one base regardless of additional throwing or fielding errors
10. Play is shut down when ball is returned to the pitcher or lands in mound circle. Pitcher does not need control of the ball to stop the play. There must be a reasonable attempt to get the ball back to the pitcher in the mound area. There is only ONE base for ONE throwing error per play. A throwing error back to the mound after an overthrow on the same play does not count as a throwing error. ONE BASE ONLY on a single throwing error per play!
    a. Runner is sent back to previous base if not beyond ¾ distance once ball is returned to pitcher (spot to be marked in base path to determine ¾ distance to home)
11. COACH PITCH BLUE ONLY: Pitch location for coach – be at a comfortable distance to which you can have some accuracy but not so close as to interfere with a ball put in play. 20'-25' foot or approximately 14 adult steps from home plate is reasonable minimum.
12. COACH PITCH RED ONLY ONLY: Pitch location for coach – 5 to 6 feet in front of rubber, off knee or bucket, which

will be marked

a. To start the season, pitcher must be no closer to 30' from home plate (16' off mound rubber) to deliver the pitch. All throws are to be overhand throws to simulate pitching motion, and preferred to be in a kneeling position at some point in the season to get used to the trajectory of the ball flight. At midseason point (or determined later based on player progress), pitchers must all pitch from the tournament required location.

b. Playoffs will follow tournament rules. Pitcher must deliver pitch from the mound, off knee and one foot touching the mound rubber

c. If hit ball makes contact with the ball bucket it is considered a dead ball. Ruled as NO PITCH and runners will return to previous base. If ball hits the pitcher, it is considered a live ball and play resumes.

d. No bucket to be used in tournament play, so all hit balls are live plays. At midseason point (or determined later based on player progress), the bucket will be removed and pitcher will have 5 balls to use for pitching.

13. Defensive assignments

    a. Ten (10) defensive players, 4 to the outfield.

    b. Catchers must play in full gear (with throat guard and cup)

    c. Each player must play one inning of a defensive position in the infield (including catcher)

    d. Four (4) defensive players will play in the outfield

        d.i. Can play a "short" field behind 2nd base but must remain on the grass

    e. No player will be allowed to play the same position for more than two (2) consecutive innings

    f. Players must play in their designated positions, no shifts, covering both sides of the pitching mound or any other movement of player positions to maximize infield coverage is allowed. Play baseball the way it is meant to be played!

    g. Playoffs will follow tournament rules where players must play at least six (6) consecutive defensive outs and one (1) full plate appearance

14. Gentleman's agreements will not be allowed to enhance or change the rules (# of pitches, pitching location, etc). **All coaches are encouraged to hold a "coach's meeting" prior to the game to discuss any specific situations that may need to be discussed regarding anything that may be interpreted outside of the set rules to mitigate any confusion

15. Head coach will be only person allowed to appeal and contest calls made by the umpire. Umpire's decision following appeal is final and play will continue.

LEAGUE RULES
(MINORS / MAJORS DIVISION)

1. Coaches
    a. One adult coach must remain in the dugout at all times.
    b. Teams can have 1 head coach and 2 assistant coaches during a game, and must have ID badge to be on the field or in the dugout. The coaches must remain the same throughout the game.
    c. 1st and 3rd base coaches are allowed during offensive play
    d. No coaches shall be in the field during defensive play or sitting outside of dugout at any time during play
    e. No non-coaches shall be in the dugout during play. A total of three (3) coaches are allowed in the dugout during regular season and tournament play.
2. Pitching
    a. Pitching age limits, cap limits and required rest
        a.i. 11 yrs = 85 pitches max
        a.ii. 9 or 10 yrs = 75 pitches max
        a.iii. 8 yrs = 50 pitches max
        a.iv. If pitcher reaches max allowable pitches while facing a batter, the pitcher may continue until any one of the conditions occur:
            a.iv.1. That specific batter reaches base
            a.iv.2. That specific batter is put out
            a.iv.3. The third out is made to complete that half inning
        a.v. Required rest for pitchers
            a.v.1. 66 or more = 4 calendar days of rest
            a.v.2. 51 to 65 = 3 calendar days of rest
            a.v.3. 36 to 50 = 2 calendar days of rest
            a.v.4. 21 to 35 = 1 calendar days of rest
            a.v.5. 1 to 20 = 0 calendar days of rest
            a.v.6. Pitch threshold log will revert to the previous cap on the max count for specific rest day. (i.e. – Pitcher starts his last batter at 32 pitches and finishes that batter on 37 pitches and gets pulled, the pitch count reverts to 35 as his log count, and applicable rest shall apply)
            a.v.7. Days of rest does not count the day the games are played, only days in between games (i.e. – Monday and Thursday game days means 2 days of rest)

a.v.8. Pitchers who deliver 41 or more pitches in a game cannot play the catcher position from that point on, 40 pitches is the threshold. 40 or less pitches, a catcher is allowed to catch more than 3 innings. Catchers who catch (4) or more innings cannot pitch that same day (or catch 3 or less innings, may be able to pitch). Catcher starts an inning it will count as a full inning for that position.

a.v.9. Pitchers cannot pitch in three (3) consecutive days, regardless of pitch count. Mostly will apply to rescheduled games and playoff formats.

a.v.10. If a player reaches the threshold of a rest limit while in progress with a batter, they may finish pitching to that batter and the pitch count will revert back to that previous threshold

a.vi. Coaches are not allowed to warm up pitchers in bullpen area or at the plate during or before a game. "Bench" players can warm up pitchers in between innings provided they are in complete catcher's gear.

a.vii. Pitchers during game can only be warmed up between innings and not in bullpen or outside of dugout during game play

3. Batting

   a. Standard baseball "balls and strikes" LL rules

   b. Continuous batting order – all players must bat throughout the entire game

   c. No Butcher Boy "fake bunts"

   d. On deck batters must remain in the dugout, no on deck circle, no practice swings during play (except for first "lead off" batter at the beginning of each half inning in designated area)

   e. Illegal bats – a batter is out as soon as he enters the batter's box (both feet) with an illegal bat

4. Base Running

   a. Run rabbit run for fielding / throwing errors

   b. Infield fly rule in effect at umpire's discretion

   c. No lead-offs are allowed

   d. Stealing is allowed only when the pitch crosses home plate

   e. <u>Pinch Running</u> – Once each inning, a team may utilize a player who is not in the batting order (or was the last batter out in the lineup when using continuous batting order) as a special pinch-runner for any offensive player that reaches base. A player may only be removed for a special pinch-runner one time per game.

      e.i. From the 3rd inning and after, if there are two (2) outs in the inning, and the batting team's defensive catcher is on base, he may be removed for a pinch runner (as described above) in order to get his gear put on to help expedite the game between the following half inning. This will count as the player's substitution turn for a pinch-runner.

   f. <u>Majors only</u> – dropped 3rd strike batter can advance unless 1st base is covered with a base runner with zero or one out, and can advance in any base running scenario with two outs

   g. <u>Majors only</u> – a batter becomes a live base runner if the catcher drops a 3rd strike and first base is not occupied with one or zero outs. All dropped balls on 3rd strikes with two outs, regardless of baserunners, become live runners

5. Defensive assignments
    a. a. Minors will have Ten (10) defensive players, 4 to the outfield. Shortfield allowed but must remain on outfield grass
    b. Majors will have Nine (9) defensive players
    c. Catchers must play in full gear (with throat guard and cup)
6. General
    a. Questions or disagreements will be resolved by the Head Coach approaching the umpire in a discreet and amenable manner. Yelling or poor behavior on any part of the Head Coach or his/her assistants will not be tolerated and discipline will be mandated by the league board as they see fit
    b. Game is six (6) innings or 1 hour and 50 minutes of play from first pitch, no new inning will start after timed out.
    c. Teams can finish the bottom of the inning once timed out.
    d. Time outs – limited to one (1) per inning on offense and two (2) per inning on defense, pitcher is removed upon 2nd visit to the mound in same inning. Three (3) total defensive time outs for the same pitcher will require a pitching change (managers will only visit a single pitcher twice per inning before a pitching change is required).
    e. Regulation games is four (4) complete innings to determine mercy rule and weather events. Mercy/Run rule is (15) runs after three (3) innings, or (10) runs after (4) innings and (8) runs after 5 innings.
        e.i. If the visiting team has has met the threshold for the mercy rule, the home team will still bat the bottom half of that inning to determine game continuation.
    f. Suspended play for inclement weather will have rescheduled game start EXACTLY where it left off. Inning, pitch count, etc. Pitching rest will resume as the chart allows. Pitch counts less than 20 will revert to zero on rescheduled day.
    g. Maximum five (5) runs per inning allowed (except for 6th, which will bat through the entire lineup or the defensive team gets three (3) outs first, number of players is irrelevant to this rule.
    h. For the mercy rule (10 runs), the manager of the team with the lesser number of runs shall concede the victory to the opposing team.
    i. Players chanting and cheering for their teammates is encouraged. Derogatory cheers against opposing teams players is not allowed and must be discouraged by the coaches.
    j. Substitution of players from other teams / divisions must follow the age applicable guide from the LL rule book and discussed with opposing team's coach prior to the game so it is known.
7. Playoffs (Tournament rules)
    a. Green Book rules apply for batting order and substitutions
    b. "Married" rule for player substitutions will only apply to tournament play, not the regular season. You must bat continuous through the full lineup throughout the season.
        b.i. **Green book substitution rules will apply when playing teams outside of our district. (i.e. – Majors teams playing in the Deerfield league, etc.)

SAFE GUIDE

FORT LAUDERDALE LL 2026 SAFE Summary

League Location: Fort Lauderdale, FL

League ID: 3091006

FORT LAUDERDALE LL 2026 SAFE Summary

Dear Volunteers, Parents/Guardians, and Players:

FORT LAUDERDALE LL tries to provide a safe, welcoming environment where every player, volunteer, and family feels supported. Safety is an important part of every season, and we believe it is a shared responsibility that helps everyone enjoy the game with confidence and peace of mind.

As part of Little League SAFE, our league has confirmed the steps we take to protect children, prepare volunteers, and maintain safe facilities and playing conditions. From equipment checks and CPR training to strong child protection practices and volunteer training, our goal is try to create a positive, fun, and secure experience for every participant.

Thank you for being part of a community that puts kids first and works together to help ensure a safe, memorable Little League season.

Sincerely,

FORT LAUDERDALE LL Board of Directors

League Leadership and Contacts

Keeping contact information up to date helps volunteers know exactly who to reach when questions or safety concerns arise.

Primary Contacts

Anita Soni
League President
cassanita@gmail.com
917-922-0121

Tyler Arrington
League Safety Officer
arrington16@gmail.com
954-609-7466

BRIAN JOHNSON
District Administrator
BRNJHNSN@BELLSOUTH.NET

Robert Travinski
District Safety Officer
rttraviro11@gmail.com

For a complete list of Board Members please visit our Website About us section.

Child Protection

Little League requires every chartered league to follow a set of core child protection policies to help keep children safe. Protecting players is our highest priority, and these policies ensure volunteers understand their responsibilities both on and off the field.

Your league has confirmed that all of the following policies are in place:

1. Annual Background Checks
FORT LAUDERDALE LL confirms that all volunteers with regular contact with players complete annual background checks through J.D. Palatine (JDP), as required by Little League Regulation I(c) 8 and 9. Anyone with a disqualifying offense is prohibited from participating in any Little League activity. Background check laws vary across the country, and any additional requirements that apply to your league can be found at https://www.littleleague.org/player-safety/child-protection-program/state-laws-background-checks-leagues/. Your league is responsible for understanding and complying with any applicable state laws regarding background checks.

2. Annual Abuse Awareness Training
FORT LAUDERDALE LL requires all volunteers to complete the Little League Abuse Awareness Training each year before assuming any duties. This training helps volunteers recognize, prevent, and respond to misconduct and abuse. Little League Abuse Awareness Training can be found at https://www.littleleague.org/university/articles/abuse-awareness-training-course/

3. Mandatory Reporting of Child Abuse
FORT LAUDERDALE LL acknowledges that all volunteers are mandatory reporters under federal law and must report suspected child abuse, including sexual abuse, to the proper authorities within 24 hours. Reports should also be shared with the League President and District Administrator. State reporting requirements vary, and any laws that apply to your league can be found at https://www.littleleague.org/player-safety/child-protection-program/state-specific-information-child-abuse/. Your league is responsible for understanding and complying with any applicable state laws.

4. Non-Retaliation Policy
FORT LAUDERDALE LL has adopted a policy that prohibits retaliation against anyone who makes a good-faith report of suspected abuse or misconduct. This ensures volunteers feel safe coming forward with concerns.

5. One-on-One Interaction Policy
FORT LAUDERDALE LL has adopted the Little League One-on-One Interaction Policy, which requires that all interactions between adults and minors be observable and interruptible by another adult. This reduces opportunities for misconduct while still supporting positive mentoring relationships.

Best Practice: Reinforce child protection expectations clearly and consistently so volunteers know what to do and who to contact.

- Review expectations with all volunteers at the start of each season.
- Make reporting steps clear and easy to follow.
- Keep child protection policies easily accessible.

Additional information provided by your league:

Every volunteer is also required to be fingerprinted and have an additional background check through the CITY OF FORT LAUDERDALE via their Holiday Park Office.

Child Protection Resources:

- Little League Abuse Awareness Training (https://www.littleleague.org/university/articles/abuse-awareness-training-course/)
- Full Little League Child Protection Program (https://www.littleleague.org/player-safety/child-protection-program/)
- State-Specific Background Check Laws (https://www.littleleague.org/player-safety/child-protection-program/state-laws-background-checks-leagues/)
- State - Specific Mandatory Reporting Laws (https://www.littleleague.org/player-safety/child-protection-program/state-specific-information-child-abuse/)
- J.D.Palatine(JDP) Background Checks (https://www.littleleague.org/player-safety/child-protection-program/local-league-background-check-information/)
- USA Baseball – Abuse Awareness Resources (https://usabdevelops.com/page/4834/base)
- U.S.Center for SafeSport – Reporting and Education (https://www.littleleague.org/player-safety/child-protection-program/safesport-resources-parents/)
- ChildHelp National Child Abuse Hotline (1-800-4-A-CHILD)

Emergency Preparedness

Being prepared for unexpected situations helps keep players, volunteers, and families safe. The information below highlights the emergency procedures and contacts in place during all league activities.

Emergency Contacts

- In any emergency situation, volunteers should immediately **call 911**
- Poison Control is also available nationwide at **1-800-222-1222**

Emergency Action Plan

Emergencies can happen when you least expect them. A clear and accessible EAP helps volunteers respond quickly, communicate effectively, and take the right steps to keep players and families safe.

FORT LAUDERDALE LL is in the process of developing an Emergency Action Plan.

Emergency Preparedness Resources:

- Little League Lightning & Severe Weather Safety Guidelines (https://www.littleleague.org/university/articles/staying-safe-from-lightning-at-the-field/)

First Aid & Injury Prevention

A prepared volunteer is better equipped to respond when injuries or medical situations occur. Below is an overview of the first aid training, equipment, and safety practices in place for the season.

First Aid Training

First aid training helps volunteers respond effectively when injuries or emergencies happen. These trainings reinforce skills such as:

- Treating minor injuries
- Managing bleeding and nosebleeds
- Recognizing potential fractures or serious injuries
- Identifying head-injury symptoms
- Responding to heat-related illness
- Treating allergic reactions
- Knowing when to call 911

First aid training requirements for FORT LAUDERDALE LL:

- Little League First Aid Awareness Training: **Recommended**
- Formal First Aid Certification: **Not Offered**
- CPR Certification and AED Use Training: **Recommended**

First Aid Kits

Accessible first aid supplies help volunteers respond quickly when an injury occurs. Keeping first aid kits stocked and easy to reach helps volunteers respond quickly during games and practices. Every team in FORT LAUDERDALE LL has a first aid kit available at games and practices.

Recommended First Aid Kit Contents:

- Adhesive bandages (various sizes)
- Sterile gauze pads and rolled gauze
- Antiseptic wipes
- Instant cold packs
- Elastic wraps
- Tweezers and disposable gloves
- Nosebleed supplies (gauze, tissues)
- Small splint or finger splint
- CPR mask or face shield
- Allergy/sting relief wipes
- Cold Packs
- Tape and scissors

Best Practice: Each team should receive its first aid kit at the start of the season. First aid kits should travel with the team and be kept in an easy-to-reach spot during both games and practices.

Concussion Awareness

FORT LAUDERDALE LL has confirmed that it follows required concussion training and has a protocol in place for recognizing and responding to potential head injuries during practices and games. Little League encourages all volunteers to follow the "When in doubt, sit them out" approach so players are removed from play immediately if a concussion is suspected.

Common signs and symptoms of a possible concussion include:

- Headache or pressure in the head
- Dizziness or balance problems
- Confusion, memory issues, or appearing "out of it"
- Nausea or vomiting
- Blurred vision or sensitivity to light or noise
- Behavior that seems unusual for the player

State concussion laws vary across the country. Some apply only to school athletics, while others apply to all youth sports organizations. State-specific information can be found at: https://www.littleleague.org/player-safety/concussions-youth-athletes/. Your league is responsible for understanding and complying with any applicable state laws.

Best Practice: If a concussion is suspected, volunteers should follow these steps:

- Remove the player from play immediately
- Ensure the player is monitored by an adult
- Refer the player to a licensed health care professional for evaluation
- Do not allow return to play on the same day
- Require written medical clearance before the player resumes practices or games

Access to Automated External Defribulators (AED)

AEDs can play a lifesaving role during sudden cardiac emergencies, and clear access helps volunteers respond quickly when every second matters.

FORT LAUDERDALE LL has reported that it has AEDs available at some league facilities.

Best Practice: AEDs are most effective when:

- Volunteers know the exact location of each device
- Devices are accessible during practices and games
- Batteries and pads are checked and replaced as needed
- Multiple volunteers are trained in basic AED use

State laws addressing AED access and sudden cardiac arrest (SCA) training can vary across the country. Some requirements apply only to school facilities or interscholastic athletics, while others extend to youth sports organizations or municipal fields. State-specific requirements for AEDs can be found at: https://www.littleleague.org/player-safety/state-laws-on-automated-external-defibrillators/

State specific requirements for SCA training can be found at: https://www.littleleague.org/player-safety/state-laws-on-sudden-cardiac-arrest-training/.

Your league is responsible for understanding and complying with any applicable state laws.

First Aid & Injury Prevention Resources:

- First Aid Kit Checklist (https://www.littleleague.org/university/articles/first-aid-kits-an-items-list/)
- Little League First Aid Awareness Training (https://www.littleleague.org/university/articles/first-aid-awareness-training-course/)
- CDC Heads Up – Concussion Resources (https://www.cdc.gov/heads-up/)
- State-Specific Concussion Laws (https://www.littleleague.org/player-safety/concussions-youth-athletes/)
- State-Specific AED Laws (https://www.littleleague.org/player-safety/state-laws-on-automated-external-defibrillators/)
- State-Specific SCA Training Laws (https://www.littleleague.org/player-safety/state-laws-on-sudden-cardiac-arrest-training/)

Equipment Safety

Safe, well-maintained equipment helps prevent injuries and supports a positive playing experience. The information below reflects how playing equipment is inspected and monitored throughout the season.

Batting Helmets

All batting helmets must be NOCSAE-certified and free of cracks, dents, or deteriorating padding.

- Helmets are inspected at the start of the season and as needed
- Damaged or ill-fitting helmets are removed from use immediately
- Non-OEM (non-manufacturer) modifications are prohibited
- Properly fitted, undamaged helmets play an important role in preventing head injuries

Catcher's Gear

Catcher's equipment must be complete, well-maintained, and properly fitted for each player. A full set includes:

- Helmet with full face mask
- Dangling throat guard (required)
- Chest protector
- Leg guards

Equipment Inspections

At FORT LAUDERDALE LL, coach or manager carry out regular equipment inspections throughout the season. These checks help identify items that should be repaired or removed from use.

- Unsafe or excessively worn equipment should be removed immediately
- Routine inspections help ensure players are always using equipment that will keep them safe from injury

Best Practice: Teach players to do quick self-checks of their helmets and gear before practices and games. Helping players look for cracks, loose padding, or missing pieces builds good habits and supports a shared culture of safety.

Additional information provided by your league:
Coaches are asked to inspect equipment prior to each use.

Helmets are purchased by each player and parents/coaches are asked to inspect at time of use.

Equipment Safety Resources:

- Equipment and Facility Check-Ups (https://www.littleleague.org/university/articles/make-regular-equipment-facility-check-ups-a-year-round-endeavor-for-your-league-or-district/)

Facility Safety

Safe, well-maintained facilities help create a positive experience for players, families, and volunteers. Your league has shared the steps it takes to help keep playing conditions safe throughout the season.

Seasonal Facility Inspection

FORT LAUDERDALE LL completes a thorough review of all fields and facilities at the beginning and end of each season. This inspection helps the league:

- Identify needed repairs
- Document safety concerns
- Plan for maintenance or improvements
- Confirm that fields and common areas are ready for use

Ongoing Facility Checks

FORT LAUDERDALE LL conducts regular in-season checks to help ensure facilities remain safe and ready for play. These checks typically look for:

- Loose or damaged fencing
- Worn or broken bases
- Slick, uneven, or poorly drained surfaces
- Broken or unstable bleachers
- Lighting or electrical concerns
- Hazards in dugouts, walkways, or spectator areas

Field Safety

Before every game and practice, fields and dugouts should be reviewed to ensure safe playing conditions. These quick checks help volunteers:

- Spot hazards early
- Prevent injuries
- Address small issues before they become larger concerns
- Confirm that field equipment, playing surfaces, and dugout areas are safe and ready for use

At FORT LAUDERDALE LL, coach or manager carry out field and dugout safety checks before games and practices.

Annual Little League Facility Survey

Each year, leagues complete the Little League Annual Facility Survey, which records the condition of each field, identifies maintenance or safety needs, and documents key details about layout, features, and emergency equipment.

A report generated from FORT LAUDERDALE LL's completed facility survey is included with this SAFE Summary.

Best Practice: Create a simple, shared inspection checklist for coaches and volunteers to use before games and practices. Consistent use of the same checklist helps ensure issues are spotted early and reported quickly.

Additional information provided by your league:
City of Fort Lauderdale handles maintenance and all repairs for fields, lighting, parking, etc. We do not have access to much of that.

For more information about facility safety at FORT LAUDERDALE LL, or to report a concern, please contact: League Safety Officer

Facility Safety Resources:

- Day to Day Safety Checklist (https://www.littleleague.org/university/articles/the-safest-little-league-experience-comes-from-doing-common-tasks/)
- Pre-Season Facility Checkup (https://www.littleleague.org/university/articles/conduct-a-facilities-safety-check-before-the-season-starts/)

Training & Education

When volunteers are trained and prepared, it helps to prevent injuries, respond to emergencies, and create a positive experience for everyone involved. This section highlights the volunteer trainings that FORT LAUDERDALE LL requires and encourages.

Abuse Awareness Training

Little League requires all volunteers who undergo a background check to complete Abuse Awareness Training each year. FORT LAUDERDALE LL confirms that all required volunteers complete Abuse Awareness Training each season.

Safety Awareness Training (Little League University)

Safety Awareness Training helps volunteers understand common safety risks, recognize unsafe situations, and take proactive steps to prevent injuries.

FORT LAUDERDALE LL requires Safety Awareness Training for: Not Required in our League.

First Aid Awareness Training (Little League University)

First Aid Awareness Training helps volunteers recognize injuries, respond appropriately, know when to call 911, and take steps to prevent medical emergencies.

FORT LAUDERDALE LL requires First Aid Awareness Training for Not Required in our League.

Diamond Leader Training (Little League University)

Diamond Leader Training supports coaches and volunteers in creating a positive team environment focused on player well-being, sportsmanship, communication, and healthy culture.

FORT LAUDERDALE LL requires Diamond Leader Training for Not Required in our League.

Additional Trainings Offered or Encouraged

FORT LAUDERDALE LL has indicated that it offers or requires the following additional trainings:

- Coaching Skills & Game Fundamentals Training
- Formal First Aid Certification
- CPR Certification
- AED Use Training

Best practice: Share a simple training plan at the start of the season outlining required courses, who must complete them, and suggested deadlines. Clear expectations help volunteers stay on track.

Training and Education Resources:

- Little League University (LLU) Trainings Overview (https://www.littleleague.org/university/training/)
- Little League Abuse Awareness Training (https://www.littleleague.org/university/articles/abuse-awareness-training-course/)
- Little League Safety Awareness Training (https://www.littleleague.org/university/articles/safety-awareness-training-course/)
- Little League First Aid Awareness Training (https://www.littleleague.org/university/articles/first-aid-awareness-training-course/)

Accident Insurance & Incident Reporting

Accidents can happen at any time, and being prepared helps leagues support families and volunteers when they do. Understanding and documenting injuries ensures everyone gets the help they need and allows the league to strengthen safety practices for future seasons.

How to Submit an Accident Claim

If a player or volunteer requires medical treatment after a league-sanctioned activity, families should follow these steps:

1. Download the Accident Claim Form from LittleLeague.org.
2. Provide the claimant's full information, including parent or guardian details if the claimant is a minor.
3. Complete all sections of the form. Missing information causes delays.
4. Include primary insurance information. If the claimant has no insurance, written employer verification is required.
5. Attach itemized medical bills that include dates of service, procedure codes, diagnosis codes, and charges.
6. For dental injuries, submit bills to the primary medical and dental insurer first, then include the insurer's Explanation of Benefits.
7. Have a league official (President, Safety Officer, etc.) complete and sign the League Statement section.
8. Completed claim forms and supporting documents must be mailed. Email and fax submissions cannot be accepted.

Questions about the claim process may be sent to AccidentClaim@LittleLeague.org.

Incident Tracking

FORT LAUDERDALE LL documents all injuries and incidents that occur during league activities.

- Reports are completed using the official Little League Incident Tracking Form.
- A designated league officer is responsible for collecting and reviewing each report.
- Reviewing incident information throughout the season helps the league identify trends, address hazards, and strengthen safety practices.

> **Best practice:** Monitor incident reports and near-miss situations regularly during the season. Tracking both helps identify emerging patterns, field conditions, equipment problems, or other safety concerns, so the league can take proactive steps to prevent injuries and improve the overall safety of the program.

To report an incident, or for more information about filing an accident claim, please contact: League Safety Officer

Accident Reporting Resources:

- Little League Incident Tracking Form (https://www.littleleague.org/downloads/incident-injury-tracking-form/)
- AIG Accident Claim Form (https://www.littleleague.org/downloads/accident-claim-form/)
- How to File an Accident Claim (https://www.littleleague.org/university/articles/how-to-submit-an-accident-insurance-claim/)
- Little League Insurance Program Overview (https://www.littleleague.org/university/articles/little-league-insurance-programs/)

Little League Rules & Safety Best Practices

Creating a safe, enjoyable playing environment begins with following Little League's official safety rules and reinforcing practices that protect players, volunteers, and families. FORT LAUDERDALE LL has confirmed that it meets all required safety standards.

Little League Safety Rules

Little League's official safety rules are designed to prevent injuries and establish consistent expectations across the program. These rules help ensure safe play during practices and games.

Leagues must enforce the following:

- On-deck batters are not permitted in the Majors Division and below
- Batters, base runners, and player base coaches must wear helmets at all times
- Catcher's gear must include a dangling throat guard
- Metal cleats are prohibited in the Majors Division and below
- Disengageable bases are required on all baseball and softball fields
- Head-first sliding while advancing is not permitted in the Majors Division and below
- Pitch count limits and required rest days must be followed in all baseball divisions
- Bats must meet current Little League standards
- Game balls must meet current Little League standards and be in good condition

Safety Best Practices

In addition to official rules, many leagues adopt extra safety practices that strengthen routines, reinforce expectations, and create a positive environment for players, families, and volunteers.

Common safety best practices include:

- Keeping dugout and field gates closed during play
- Using a double first base on baseball and softball fields
- Reminding players not to throw equipment or swing bats near others
- Reviewing lightning and severe weather procedures with coaches and umpires
- Ensuring each team has emergency contact information available at practices and
- games Leading age-appropriate warm-ups and stretching to reduce injury risk
- Marking spectator areas clearly and keeping them separate from the field
- Encouraging volunteers, parents, and players to model sportsmanlike and respectful behavior
- Sharing safety reminders with families (emails, signage, or meetings)
- Posting safety signage in common areas (e.g., "No Climbing Fences," "Foul Ball Awareness," "AED Located Here")

Additional information provided by your league:

The scope of signage is limited by what the CITY OF FORT LAUDERDALE allows/provides on their fields.

2026 Facility Survey Report

This report provides an overview of the information submitted by FORT LAUDERDALE LL through the Little League Annual Facility Survey. The survey helps document the condition of each field, identify safety or maintenance needs, and track important facility details such as fencing, bleachers, lighting, emergency equipment, and field use.

The information in this summary reflects the league's responses for each field and is intended to support planning, safety awareness, and ongoing facility improvements throughout the season.

Bayveiw Park East

4401 Bayview Dr
fort lauderdale, FL 33308

Facility survey last updated 2/9/2026

Field Dimensions

Left Field	Center Field	Right Field	Backstop	Outfield Fence Height
200 ft.	220 ft.	200 ft.	20 ft.	4 ft.

Left Field Foul Territory

Home Plate	Third Base	Foul Pole
15 ft.	15 ft.	15 ft.

Right Field Foul Territory

Home Plate	First Base	Foul Pole
15 ft.	15 ft.	15 ft.

General Details

Parking Capacity	1-50
Bleacher Capacity	None/NA
Ownership	Municipality
Maintenance Responsibility	Municipality

Emergency Equipment

Safety Features	Dugout fencing, Disengageable bases
Emergency Equipment Available	First aid kit

Field and Playing Area

Field is Fenced	Permanent
Fence Material	Chain-link
Basepath Material	Soil
Baseline Marking Material	Lime
Infield Surface	Grass
Playing Features	Permanent pitching mound, Foul poles, Backstop

Lighting

Lights Installed	Yes
Pole Type	Concrete
Underground Wiring	✓
Light Poles Grounded	✓
Date Electrical System Last Inspected	
Date Light Levels Last Tested	2/1/2018
Light Levels Meet Little League Standards	Yes

Field Usage

Field	No

Bleachers

Material	Metal

Used for Tournament Play

Annual Inspection