

# FOSSIL CREEK LITTLE LEAGUE LOCAL OPTIONS

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## Section 1: Boundaries

The boundaries of Fossil Creek Little League are on file with the league. A mapped copy is available on our website [www.fossilcreeklittleleague.com](http://www.fossilcreeklittleleague.com)

## Section 2: League Divisions

The League's divisional structure shall be as follows based on official League age:

T-Ball	ages 4, 5, 6 (first season)
Coach Pitch	ages 6, 7, 8
Minors (Player Pitch)	ages 9, 10
Majors	ages 11, 12
Juniors	ages 13, 14
Seniors	ages 15, 16
Challenger	ages 4 through 18

## Section 3: T-Ball

The following rules shall govern the operations of the T-Ball division.

a. **Team Size**

Team roster size shall be at least seven (7) players, with expansion up to fifteen (15), if necessary.

b. **Team Selection**

Team selection is made by the player agent. If possible, there shall be no more than **FIVE (5)** players of the same league age assigned to one team, unless circumstances prevent it. FCLL will consider parent/coach requests to place players on same team, but will NOT guarantee such placements.

c. **Game Length**

Games will consist of a maximum of five (5) innings with no new inning starting after one (1) hour. (See explanation of time limit at end of these options). No score is kept; game ends at the end of the inning after both teams have batted the lineup. Infield practice will begin ten (10) minutes before game time with the Visiting team taking the field first. The Home team will then take the field (5) minutes before game time. Games will start promptly according to schedule.

d. **Playing Rules**

All Official Regulations and Playing Rules in the Little League manual apply, with the following exceptions:

- There will be no strikeouts.
- Each team will bat its entire lineup each inning; HOWEVER, three (3) outs will be observed and players who are ruled out will NOT remain on the bases but shall return to the dugout. (This is being done to provide a basis foundation for the rules of baseball). If the third out comes before the entire lineup has batted in an inning, the bases will be cleared if there are any runners on base, and then the rest of the lineup will continue to bat. (This process will be repeated each inning, until the entire lineup has batted). When the LAST batter of the team comes to bat, the coach shall declare LAST BATTER by yelling out that phrase to be heard by the opposing coach and team. That will be the final batter, regardless of how many outs, if any, at that time.
- See participation rules below Re: lineups and batting orders.

e. **Modification**

The player will be allowed to receive 3 pitches (to include foul balls) thrown by the coach; prior to the player using the hitting T. This modification is based on the players ability and if the coach feels the player is ready.

f. **Managers and Coaches,**

The offensive team shall have three (3) coaches. The first coach will work at home plate and is responsible for assisting the batter by adjusting the tee, moving the tee away from home plate after the ball is hit, and serves as Umpire-in-Chief. The other two coaches will be in the coaching boxes at 1st and 3rd bases and are responsible for instructing their runners and umpiring their respective bases. The defensive team shall have three (3) coaches. Two (2) coaches will be located in the outfield behind the outfielders, one in left field and one in right field. They will be responsible for positioning and instructing the players in their immediate areas. Additionally, the coach in right field is responsible for umpiring 2nd base. A coach or Team Parent MUST be in the dugout at all times.

g. **Participation.**

- When playing defense, the normal infield positions (P, 1B, 2B, SS, 3B -- there will be NO catcher) must be filled with the balance of all players spread throughout the outfield in fair territory at least ten (10) feet beyond the baseline as to not interfere with base runners or assigned infielders.
- The batting order shall include every player present and be changed each game so that the same players are not always batting at the top or the bottom of the lineup.
- Every effort should be made that no player shall play consecutive innings in the same position, and the efforts should be made to rotate players between infield and outfield positions each inning (if the number of players at a game allows).
- Every effort should be made to let each child play each infield position through the season. We want all players to get an opportunity to learn all positions.

## **Section 4: Coach Pitch**

The following rules shall govern the operation of the Coach Pitch division.

a. **Team Size**

Team roster size shall be at least ten (10), with expansion up to fifteen (15), if necessary.

b. **Team Selection**

Team selection is made by the player agent. Also, there shall be no more than **SIX (6)** players of the same league age assigned to one team, unless circumstances prevent it. FCLL will consider parent/coach requests to place players on same team, but will NOT guarantee such placements.

c. **Game Length**

Games will consist of a maximum of six (6) innings with no new inning starting after 1 hour and 30 minutes. \*\* See explanation of time limit on final page of these options. An inning will be completed when: 1) Three outs are made, or 2) five runs have been scored (this applies to every inning). Four (4) innings are a regulation game unless the home team is ahead after three and one half (3-½) innings and the time limit has expired; a maximum of six innings may be played. Infield practice will begin ten (10) minutes before game time with the Visiting team taking the field first. The Home team will then take the field (5) minutes before game time. Games will start promptly according to schedule.

d. **Mercy Rule**

If after three and one half (3 ½) innings, or any point after that, the Home team is ahead **15** or more runs or ahead by **10 after 4 innings**, the game is officially over.

e. **Playing Rules**

All Official Regulations and Playing Rules of Little League Baseball, Inc. for Coach Pitch league will apply with the exception of the following local options:

- There will be no walks in coach pitch.
- In-field fly rule shall not be enforced.

- Each batter will be given six (6) pitches. Batter is out after three (3) strikes or the sixth pitch if no ball has been hit into fair territory or the last pitch has not been fouled.
- Catcher shall wear a helmet with attached mask with throat protector, a full length chest protector, shin guards, and cup. The catcher may use a fielder's glove.
- Any runner missing any base including home plate will automatically be called out after play is stopped and that player will not score a run. If this results in the third out, then the following runners that cross home plate will not score. Runs before that base runner will count. Umpires judgment will be final.
- A chalk line will extend two feet to both sides of the pitcher's mound behind the coach pitcher. The pitcher-fielder must remain with BOTH feet on the extended line until the coach pitcher releases the ball to the batter. In the absence of the chalk line the pitcher will be required to stand with one foot inside the dirt portion of the mound positioned on either side behind the coach pitcher.
- All players on the roster will bat throughout the entire game. The batting order will remain as submitted to the score keeper throughout the entire game.
- Free substitutions will be allowed since all player's bat. Any player may be put into or taken out of any defensive position once per inning. Players not starting may re-enter the game.
- The distance from home plate to the pitching rubber shall be forty (40) feet.
- Pitching coach shall deliver the ball from a standing position with foot in contact with the pitching coach's rubber. Use an overhand throw to deliver the ball.
- Pitching coach is not allowed to coach the batter from the mound.
- Pitching coach must move OFF playing field when ball is hit. Move to foul territory by 3rd Base dugout to avoid batter/runner
- On deck batters are not allowed on the field.
- All batters must take a full swing, bunting is not allowed.
- A player shall be ruled out for throwing a bat outside of the 10-foot circle whether or not the ball is hit and is fair or foul- this determination is made at the discretion of the umpire and no warning shall be given. If the umpire declares an out on a thrown bat then the ball is automatically considered a \*DEAD BALL.
- Leadoffs and base stealing are not allowed. Runners may advance only on a batted ball.
- A regulation hardball (LLB) will be used in coach pitch divisions. One ball from each team is to be given to the umpire prior to the start of each game.
- Play stops when the umpire rules the ball dead.
  - \*DEAD BALL definition: Play stops when the defense stops all runners and the umpire has called time out. Runners may not advance once the umpire calls time.

## **Section 5: Minors**

The following rules shall govern the operation of the Minor (Player Pitch) division.

### **a. Team Size**

Team roster size shall be at least nine (9), with expansion up to fifteen (15), if necessary.

### **b. Game Length**

Games will consist of a maximum of six (6) innings with no new inning commencing after 1 hour and 45 minutes. \*\* See explanation of time limit on final page of these options. If time allows, Infield practice will begin ten (10) minutes before game time with the Visiting team taking the field first. The Home team will then take the field (5) minutes before game time. Games will start promptly according to schedule.

### **c. Run Limit**

A maximum of five (5) runs or three (3) outs; whichever occurs first, is allowed by each team per inning.

d. **Mercy Rule**

If after three and one half (3 ½) innings, or any point after that, the Home team is ahead 10 runs or 15 runs after the 4<sup>th</sup> inning, the game is officially over.

e. **Playing Rules**

All Official Regulations and Playing Rules of Little League Baseball, Inc. for minor league will apply with the exception of the following local options:

- The batting rotation shall include every player present.
- On a batted ball, or when a batter reaches first base on a walk, play stops under the following situations:
  1. The lead runner is stopped and on the base while the pitcher has control of the ball within the confines of the pitcher's mound (on the raised mound area, NOT necessarily on the rubber) OR
  2. A ball has been declared foul or dead by the umpire. OR
  3. Time out is declared by the umpire.

f. **Pitching Rules**

All Official Regulations and Playing Rules of Little League Baseball, Inc. for Minor League will apply, no exceptions.

g. **One Foot in the Batter's Box** per Playing Rule 6.02(c)

After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat.

Exceptions:

- On a swing, slap, or check swing.
- When forced out of the box by a pitch.
- When the batter attempts a "drag bunt"
- When the catcher does not catch the pitched ball.
- When a play has been attempted.
- When time has been called.
- When the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher's plate after receiving the ball or the catcher leaves the catcher's box.
- On a three ball count pitch that is a strike that the batter thinks is a ball.

Penalty:

If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter.

Minor/Major Division Baseball: No pitch has to be thrown, the ball is dead, and no runners may advance.

NOTE: The batter may return their position in the batter's box and assume the new count at any time during the at-bat, unless such enforced penalty is the third strike.

## **Section 6: Majors**

The following rules shall govern the operation of the Major League.

a. **Team Size**

Team roster size shall be nine (9), however, expansion up to fifteen (15) may occur if necessary.

b. **Game Length**

Games will consist of maximum of six (6) innings, with the exception being that the game is tied after the completion of six (6) full innings and the time limit has not expired. \*\* See explanation of time limit on final page of these options.

No new inning can commence after 1 hour and 45 minutes.

c. **Playing rules**

All Official Regulations and Playing Rules of Little League Baseball, Inc. for Major league will apply with the exception of the following local options. (NOTE: Big League rules, those in section 3.03 of Little League rule book do NOT apply to FCLL):

- Play stops only when the lead runner is stopped and the umpire rules the ball dead.

d. **Run Limit**

A maximum of five (5) runs or three (3) outs; whichever occurs first, is allowed by each team per inning.

e. **Mercy Rule**

- If after 3 1/2 innings (or at any point after that), the home team is ahead by 10 or more runs, the game is officially over.

f. **Pitching Rules**

All Official Regulations and Playing Rules of Little League Baseball, Inc. will apply, no exceptions.

l. **One Foot in the Batter's Box** per Playing Rule 6.02(c)

After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat.

Exceptions:

- On a swing, slap, or check swing.
- When forced out of the box by a pitch.
- When the batter attempts a "drag bunt"
- When the catcher does not catch the pitched ball.
- When a play has been attempted.
- When time has been called.
- When the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher's plate after receiving the ball or the catcher leaves the catcher's box.
- On a three ball count pitch that is a strike that the batter thinks is a ball.

Penalty:

If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter.

Minor/Major Division Baseball: No pitch has to be thrown, the ball is dead, and no runners may advance.

NOTE: The batter may return their position in the batter's box and assume the new count at any time during the at-bat, unless such enforced penalty is the third strike.

## ***Section 7: Juniors/Senior***

The following rules shall govern the operation of the Major League.

a. **Team Size**

Team roster size shall be nine (9), however, expansion up to fifteen (15) may occur if necessary.

b. **Game Length**

Games will consist of maximum of seven (7) innings, with the exception being that the game is tied after the completion of seven (7) full innings, 1 extra inning will be played if time limit \*\* See explanation of time limit on final page of these options of one (1) hour and forty-five (45) minutes has not expired. No new inning can commence after one (1) hour and forty-five (45) minutes. Hard Stop after two (2) hours.

c. **Playing rules**

All Official Regulations and Playing Rules of Little League Baseball, Inc. for Junior league will apply with the exception of the following local options.

- Play stops only when the lead runner is stopped and the umpire rules the ball dead.
  - The batting order shall include every player present
  - Teams bat through the roster with free field substitution.
  - Any player ejected from a game will also be suspended for the next game. Umpire in chief will submit a full report.
  - All protests will be resolved before play continues. The chief umpire may consult the commissioner but the chief umpire has the final judgment.
  - League age 15-year-old players may play but, are not eligible to pitch unless both coaches agree before the game with the umpire in chief.
- d. Run Limit**  
A maximum of six (6) runs or three (3) outs; whichever occurs first, is allowed by each team per inning.
- e. Mercy Rule**  
• If after 4 1/2 innings (or at any point after that), the home team is ahead by 15 or more runs, the game is officially over.
- f. Pitching Rules**  
All Official Regulations and Playing Rules of Little League Baseball, Inc. will apply, no exceptions.

## ***Section 8: Challenger Division***

The following rules shall govern the operation of the Challenger Division.

- a. Team Size**  
Teams can include as many as 15 to 20 players.
- b. Team Selection**  
Teams are selected according to abilities, rather than age.
- c. Game Length**  
Games typically are one or two innings or when the time limit of 1 hour is up (See explanation of time limit on final page of these options).
- d. Playing Rules**  
Games may be played as T-ball, Coach Pitch, Kid Pitch or a combination of all three. Everyone bats every inning and everyone plays defensively; however, three outs will be observed and players who are ruled out will not remain on the bases but shall return to the dugout (This is being done to provide a basic foundation for the rules of baseball). After the third out the players that are on bases will return to the dugout and the rest of the lineup will finish batting. Games are non-competitive. No score is kept.
- e. Participation.**
- When playing defense, the normal infield positions (P, 1B, 2B, SS, 3B -- there will be NO catcher) must be filled with the balance of all players spread throughout the outfield in fair territory at least ten (10) feet beyond the baseline as to not interfere with base runners or assigned infielders.
  - The batting order shall include every player present and be changed each game so that the same players are not always batting at the top or the bottom of the lineup.
  - Every effort should be made that no player shall play consecutive innings in the same position, and the efforts should be made to rotate players between infield and outfield positions each inning (if the number of players

at a game allows). Every effort should be made to let each child play each infield position through the season. We want all players to get an opportunity to learn all positions

f. **Practice.**

The Challenger Division may only participate in one practice and one game a week. Practice may not last more than 1 hour.

g. **Challenger “Buddies”**

**All Challenger players must have a “buddy”**. Buddies assist the challenger players on the field, but whenever possible encourage the player to bat and make plays themselves. Buddies are always nearby to help when needed.

- a. Challenger Buddies will assist Challenger players in any way necessary during game play.
- b. Can be Little League players, family or other approved volunteers.
- c. When possible, each player should use the same buddy for the duration of the season.
- d. Responsibilities of a Buddy
- e. Batting:
  - Help your player choose a bat and get into position.
  - Help your player select a helmet
  - Help get your player into position and adjust the tee, if necessary.
  - Help your player swing the bat, if necessary.
- f. Base Running:
  - In most cases, runners advance one base at a time.
  - Run with your player, stay close enough to protect him or her from a thrown or batted ball, but allow the player to lead.
  - Point your player in the right direction, if necessary. This may be necessary after they bat the ball.
- g. After the Game:
  - Assist coaches with lining players up to shake hands.
  - Remind players to shake hands gently.
  - Stay with your player until a family member picks them up after the game – never leave a player unattended.

Buddies must be 11 years old or older. If a Buddy is 18 years or older they must fill out a volunteer application and wear their ID Badge (see section 21: Volunteer ID Badges) at all times. All Buddies will receive a Buddy Shirt to wear during the games.

### ***Section 9: Draft Procedures (Small Fields)***

This draft allows players to be able to stay together through the upper levels of play and gives each team a more competitive advantage. This also allows for a few 10 year olds to be drafted into the Major League. However, all 11 and 12 year olds must be drafted on a Majors team and the 10 year olds will be able to fill the empty spots (please be aware that 10 year olds must be given permission by their parents to be played up into the Majors. This will be determined during and after registration but before the FCLL LOOK (see definition of FCLL LOOK at the end of these local options) and cannot be changed after permission is given by the FCLL.

**All registered players that are eligible for the Majors/Minors Division, except protected players, must attend the FCLL LOOK.**



#### *Draft rules:*

- a. Players from the previous Season's roster, that have not aged out, are considered protected players for the team. Only draft those players that the team has lost from the previous Season's roster. No more than **6** of any age group on a team.
- b. All players not on the previous Season's roster must attend the FCLL LOOK (see definition of FCLL LOOK at the end of these local options).
- c. Trades will be allowed before and after the draft for a reasonable amount of time not to exceed 10 minutes.
- d. The draft will be conducted and overseen by FCLL board members. Coaches will draw numbers for the draft order on the day of the draft at the coaches meeting. The draft will be in a Serpentine fashion (the team with the first pick in the first round will have the last pick in the second round and the first pick in the third round, etc. and so forth).
- e. Once the draft order is determined, each team will either pick from the draft board or pick from the blind draw until their team has a full roster. Each team **MUST** make a pick, no skipping or bypassing picks. Once your team has a full roster you may wait until the draft is over and participate in trading for the time allotted. (The league can **NOT** and will **NOT** consider request for team placements in Majors or Minors divisions due to carpool or other reasons).
- f. If you are an existing coach at FCLL and are moving up into the division (i.e. CP2 to Minors or Minors to Majors), you are allowed to protect 4 players (which includes your own child). But you will also inherit a team if there is a group of players whose coach moved up to another division and those players want to stay together. This will not apply to coaches who are new to the league and new to the division. The protected players also have to have played for the coach during the previous regular season. If the coach moving up was an All-Star coach, he will **NOT** be allowed to protect an All-Star player who did not play for his regular season team.
- g. In the event that two or more major coaches move up to Juniors at the same time their Major teams will be made available to the incoming major coach who had the best record the prior Spring. If neither new Major coach was a head coach the prior season, then the pick of teams would go to the most senior coach. If both coaches are new to FCLL then the President will assign those teams.
- h. **Should a player not wish to return to the same team an email request must be submitted to the league email by the players parents prior to the FCLL LOOK [playeragent@fossilcreeklittleleague.com](mailto:playeragent@fossilcreeklittleleague.com)**

### ***Section 10: Practice/Games/Player Attendance***

Fossil Creek Little League does not recommend practice on Wednesdays or Sundays. No players are allowed to attend more than three team-related baseball activities per week: Two (2) weekday events and one (1) weekend event per week. The initial game schedule will not have games scheduled on Wednesdays or Sundays, though makeup games could be played on those days. Baseball activities include games, practices and team meetings at batting cages and/or other practice facilities. Also, practices should generally not exceed the length of what the time limit would be for a normal game. (ex: 1 hour for T-Ball, 2 hours for Majors).

### ***Section 11: Dress Code***

Shorts will not be worn by players in the games. Shorts are not recommended for practice sessions. Managers and Coaches must wear appropriate footwear. Open-toed shoes will **NOT** be allowed.

### ***Section 12: Uniforms***

All teams will be issued jerseys and caps at the beginning of the season, which they may keep. Managers and Coaches will be provided with jerseys and caps; three (3) maximum. Players will be responsible for appropriate baseball pants, socks and belts matching color determined by coach. In the Spring Season Sponsor names are required on the back of all player's jerseys. Also, there can be NO alterations or additions to uniforms (vests, warm-up shirts, etc.) unless approved by FCLL. Aside from pants, socks and belts, coaches can NOT require parents to purchase any addition items as part of the team uniform.

### **Section 13: Equipment**

All equipment (helmets and bats available upon request) issued by the league to each team at the beginning of the season will be returned to the Equipment Manager at a specified place/time. Only USA bats and wood bats allowed. Managers must sign a form at equipment check-out informing them that they must return equipment. Damaged equipment must be returned but manager will not be responsible for replacing unusable items. (Also, team trophies will NOT be distributed until equipment has been checked in after the team's final game). Tournament teams will be reissued equipment and must follow the same procedure for receiving equipment as they did at the beginning of the season.

### **Section 14: Game Rescheduling**

The League President or duly appointed representative is responsible to reschedule any game that is postponed. Games will only be postponed due to poor weather or other acts of God. The games will be rescheduled at the soonest open date available in the order that they were postponed, weather permitting or unforgiving circumstances.

### **Section 15: Field Preparation**

The HOME team is responsible for preparation of the field prior to the first game or as needed through the day. This includes the following:

1. Raking the field
2. Chalking the foul lines and batter's boxes (use metal templates for boxes)
3. Setting bases up before first game of day or
4. Returning bases to equipment boxes after last game of the day
5. Home team shall occupy the first base dugout

### **Section 16: Game Balls**

FCLL will provide game balls for each game.

### **Section 17: Umpires/Scorekeepers**

1. The home team shall provide a scorekeeper (a non-coach that can NOT be on the field or in the dugout) for each game. The scorekeeper will maintain the batting order and outs in the league-issued scorebook or score sheets, assist the umpire with outs and notify the umpire when five (5) runs have been scored to end an inning.
2. Scorekeepers should remain behind the backstop for easy access for the umpire and both coaches.
3. Away team shall provide someone to operate the scoreboard
4. Umpire assignments will be made by the FCLL umpire in chief.
5. The umpire, positioned behind or in an area near the catcher, will be responsible for counting pitches and determining safe/out calls at each base and home plate.
6. In the league-issue scorebooks or score sheets, the following information must be completed for each game- scorekeeper's name, date, teams, and players. The acting umpire must sign the scorebook/score sheet at the end of each game, and the final score should be clearly indicated on the sheet.

## **Section 18: Courtesy Rosters**

Each Manager will furnish one (1) courtesy roster to the Umpire-In-Chief for the official scorekeeper and one (1) courtesy roster to opposing team manager.

## **Section 19: Dugouts**

During the course of the game, Coaches and/or Team Parent are responsible for keeping all team players in the dugout when not on the field. Players may be excused for quick trips to the restroom if absolutely necessary. Only Managers, Coaches, and/or Team Parent will be allowed in the dugout/field during a game. At least one adult must be in the dugout at all times; **NO ONE UNDER THE AGE OF EIGHTEEN (18) IS ALLOWED IN THE DUGOUT OR ON THE FIELD, WITH THE EXCEPTION OF THE PLAYERS AND ANY JUNIOR UMPIRES.** All adults coming in contact with players MUST fill out a Volunteer Application and be wearing their ID Badge (see section 24). Managers and Coaches may not leave the dugout during a game without permission from the Umpire-In-Chief unless to take their normal position (coach's box) when their team is at bat. Each team will be responsible for cleaning out the trash from their dugouts after the game. REMEMBER, our children are always watching so please help them to help us keep our fields clean and safe. Please dispose of any trash before you leave your dugout.

## **Section 20: Volunteer ID Badges**

**There will be a \$5 charge for each replacement badge.** All adults coming in contact with players **must** fill out a Volunteer Application and have a background check done and approved. The approved volunteer will receive an ID Badge (This includes all coaches, umpires, team moms, board members, etc.) that is to be worn at all times. NO ONE is allowed on the field or in the dugout without an ID Badge. Umpires will check to make sure that all volunteers placed on the field/dugout are wearing their ID Badges. **If you do not have your badge you will be asked to leave the field/dugout.**

Umpires will confiscate Volunteer Badges from any volunteer that they remove from the game, including Coaches, Asst. Coaches, Team Parents, etc. for any reason. The volunteer will then come before the Rules Board before receiving their badges back depending on the outcome.

## **Section 21: Protests and Forfeit**

All Little League Officials, including scorekeeper, are urged to take precautions to prevent any Manager from making a decision, which could cause forfeiture of a game. Protests shall be considered only when based on the violation or interpretation of a playing rule or the use of an ineligible player. Only the Manager of a team shall have the right to protest a game (or in his/her absence, the Coach). All protests must be made in accordance with Rule 4:19 of the Official Little League Rules for the appropriate division with strict adherence to the following: Written notification of any unresolved protest must be provided to the FCLL President within twenty-four (24) hours. Upon notification of an unresolved protest, the FCLL President will immediately request the Rules Board to investigate.

## **Section 22: Rules Board**

The Rules Board shall consist of: FCLL President, Chief Umpire, Player Agent or a board member duly appointed by the League President.

Action of the Rules Board in regards to protests filed with FCLL will be the official league position. As such, Rules Board decisions will be executed as expeditiously as possible as and no later than ten (10) days after receipt of the written protest.

In the event that a Rules Board member is associated with the division in which the protested game was played, the member may participate in debate of the protest, but must abstain from

voting on the issue. If a Rules Board member is involved with the protest, they will abstain from the Rules Board meeting during resolution of the protest.

### ***Section 23: Managers' Right to Discipline***

Managers have the right to declare any player ineligible for play at an official game for missing practices, causing trouble, i.e., horseplay at practices, foul language, unsportsmanlike conduct, etc. Managers must contact the Player Agent immediately following any such action from a player. With prior approval of the Executive Committee, a written notice must be provided to the respective Commissioner before the game is started. The Manager shall also inform the Umpire-In-Chief, the scorekeeper, and the opposing team's manager at game time. All conditions above must be met for the Manager to avoid the Official Little League MINIMUM PLAY TIME rule (Players, rule IV, 1.)

### ***Section 24: Spectator Removal***

Any spectator may be told by the Umpire-In-Chief or an Officer of the League to leave the ballpark for continued harassment of any league official, umpire, manager, coach or player, for destruction of league/Watauga property, or improper conduct. At the discretion of the Umpire-In-Chief and/or league official, any related game will not continue until resolved. Please make sure all parents are aware of this.

### ***Section 25: Manager, Coach or Player Removal***

If or when any Manager, Coach or Player is removed from a game for flagrant offense such as use of indecent language or assault upon an umpire, manager, coach or player, the umpire must require they hand over their Volunteer Badge before they leave the game. The umpire shall forward full particulars to the League President within twenty-four (24) hours of the game. After receiving the umpire's report, the League President shall require named person to appear before the Rules Board to explain his/her conduct. Depending on the outcome of the Rules Board at this time they would or would not receive the Volunteer Badge back. In case of a player, his/her manager, along with his/her parent or guardian, shall appear with the player in the capacity of an advisor.

### ***Section 26: Disqualification Penalties***

The Board of Directors may impose any of the following penalties: verbal warning, game suspension, and loss of future consideration as coach or manager, or disbarment from league.

### ***Section 27: All-Stars - Selection of Coaches and Players***

#### **a. Selection Panel**

The FCLL Majors and Minors All-Star coaches and players will be chosen by a panel of FCLL board members and/or league-affiliated personnel as duly appointed by the league president by the midpoint of the regular season schedule.

#### **b. Managers/Coaches**

That panel will initially determine the managers and coaches for the Coach Pitch 1, Coach Pitch 2, Minors, Majors, Juniors, and Seniors All-Star teams that will represent the league in postseason tournaments. By the second weekend in May, or a date determined by the panel, managers in Majors and Minors will be asked to submit nominations for All-Star managers (preferred method will be for each coach to submit two-three choices, listed in order of preference, though a coach will be unable to vote for themselves). Based on those recommendations, but NOT bound by results of that vote that will NOT be made public, the FCLL panel will chose the manager and coaches. That decision will not be based solely on the record of the coach's regular league team, but also character, the ability to work with players, parents and league

officials, and the ability to make the time commitments to be available to conduct practices and participate in postseason tournaments for whatever length of time such teams are not eliminated from play.

c. **Players**

By the final weekend of May, or at a date determined by the FCLL panel, each manager in Coach Pitch 1, Coach Pitch 2, Minors, Majors, Juniors, and Seniors will be asked to submit nominations of players to be part of the All-Star teams. The written nominations by the coaches should include player's names, primary position(s) played, and a short description on why the player should be considered for All-Stars. Those nominations will be taken and converted into a ballot for the FCLL panel (and team manager, at the discretion of the panel) to use to determine the All-Star teams. Each All-Star team will include 12 players, with up to three alternates, and a manager and assistant coach. An effort will be made to include at least one player from each team on the appropriate All-Star teams (Coach Pitch 1, Coach Pitch 2, Minors, Majors, Juniors, and Seniors), but is not guaranteed. The goal is to select players that will best represent the character of FCLL, and also provide a competitive group representing our best players on the field who can play together as a team. Another consideration for player selection will be if the players will be available to attend all practices and games for whatever length of time such teams are not eliminated from play.

All-Star teams can NOT be announced or begin practice prior to dates set by Little League, in accordance to national policy and based on starting dates of tournaments.

**NOTE:** All-Star selections are based solely on age, only players league age 9 and 10 are eligible for Minors and players league age 11 and 12 are eligible for Majors. Thus, a 10-year-old player participating in the FCLL Majors Division can be eligible to be part of the FCLL Minors All-Star team, but NOT the Majors team. When making All-Star nominations for his team, any Majors coach can nominate 10-year-old for Minors All-Stars, but must be clear in that nomination, which will be considered by the FCLL panel. Any players playing up in the Minors division are NOT eligible for All-Star consideration because they will not be at least league age 9.

The Board of Directors each year shall confirm the method of selecting the players that will make up the FCLL-sponsored teams to play in Little League tournaments.

The league will determine the uniforms/jerseys used by All-Star teams, and may require players to return the uniforms/jerseys at the completion of tournament play, or to purchase them.

### **Section 28: Tobacco**

No Smoking, No Dipping, No Smoke Free Cigarettes (example: E Cigarettes) of any kind will be allowed during practices or ball games. This is a Little League Baseball, Inc. policy and will be enforced by FCLL.

### **Section 29: Pets**

Pets will not be allowed in or around the ball fields and surrounding area. This is for the safety of the pet as well as the safety of our children. **Registered Service Animals with proper ID and vest will be the exception.**

### **Section 30: Bad Weather**

If lightning is seen, game play or practice is automatically suspended, no exceptions. The children's safety is the most important consideration. The Umpire and/or Managers (if no Umpire is present) should determine if continued play is unsafe, game play should be

suspended if necessary, in a rain situation. The app Weatherbug will be used to determine the distance of lighting. If lighting is within 10 miles all players need to be removed from the fields. If the lighting has stopped for 30 mins play will be allowed to resume.

### **Section 31: Postseason Tournament Pairings**

The seedings for the postseason single-elimination tournaments in Coach Pitch, Minors, Majors, Juniors, and Seniors will be determined by the standings from the regular season. Interleague games do not count against postseason seedings. The brackets will be standard brackets in each division, the seedings determined by the league standings. (i.e. for a six-team division, the first- and second-place teams will get a first-round bye, with the No. 3 seed playing No. 6, and No. 4 playing No. 5 in the first round / for an eight-team division, the seedings would be 1 vs. 8, 2 vs. 7, 3 vs. 6 and 4 vs. 5)

If two teams are tied for the same position, the first tiebreaker will be head-to-head competition during the regular season. If they had the same record against each other (i.e. both winning one game), a coin flip will determine the higher seed.

If three teams or more are tied for the same position, the first tie-breaker will be head-to-head competition among the teams involved (i.e. Team 1's combined record vs. Team 2 and Team 3) based on winning percentage. Continue until ties are broken, with each team eliminated placed in the lowest remaining seed. Once ties broken to two teams, head-to-head results or a coin toss could be used. If above doesn't get below three tied teams, the FCLL board will determine the seedings.

If teams in the division play an uneven number of games due to weather and/or other postponements, the winning percentage will be the final determination (ties count as half a win/half a loss).

### **Section 32: Electronic Voting Options for Board of Directors**

In agreement with Roberts Rules of Procedures, our local options allow for business requiring votes of the Board of Directors to be held via electronic means including email. All board members are to be included on votes put before the board by the active board President and all votes are to be recorded openly and publicly.

### **Section 33: Concessions Scheduling**

Each team will be required to provide two (2) volunteers to work in the concession stand and/or run the golf cart for one (1) shift (however long that may be).

If a team fails to show up or fulfill for their shift the Head Coach of that team will then sit out the next game. This means that the Head Coach will not be allowed on the field, in the dugout, or coaching from the stands.

### **Section 34: Board of Directors Meeting Policy**

Fossil Creek Little League Board Members are required to come to monthly board meetings, if for any reason a board member misses 2 meetings consecutively the board can then discuss the possibility of that member's dismissal from the board at the next board meeting. If you miss six (6) meetings in a year you will be removed from the board. Advance notice of the discussion will be sent to the member by the Secretary. The member will be given the opportunity to come and be a part of the discussion. If for any reason the member chooses not to be there, then the Secretary will notify the member of the outcome.

## **Section 35: Registration Refund Policy**

- a. A Processing fee of \$35.00 will be deducted from all Registration Refunds.
- b. Fossil Creek Little League will issue Registration Refunds up to 2 weeks after Registration is closed. No refunds will be given after that date.

## **Section 36: Coaches Training & Meeting**

Fossil Creek Little League Coaches are required to attend the Big AI Clinic held every year in Arlington. A flyer is given to each coach in the Coaches book for information on Time, Date, and Place. Attendance of the Coaches Meeting is MANDATORY.

Fossil Creek Little League Coaches are required to take an online training course prior to their first game of the season. This video course (“Heads Up Online Training Course”) on concussions is mandatory for all Coaches. The course will print out a certificate of completion once all tests have been taken. The certificate then must be turned into the Player Agents. ID Badges will not be given to any coach until this certificate is turned in. A link to the online training course is on [fossilcreeklittleleague.com](http://fossilcreeklittleleague.com) Coaches Resource Page.

### **ADDITIONAL NOTES:**

#### *DEFINITION OF THE FCLL LOOK:*

All players that are eligible for the Seniors, Juniors, Majors, Minors and Coach Pitch draft must attend the FCLL LOOK. This will give coaches a chance to see all the eligible players before the draft. Players will be participating in throwing, hitting, and running in order for all FCLL coaches to observe. If a player that is eligible and not protected does not show up to the FCLL LOOK they will be placed in a blind draw for the draft.

#### *TIME LIMITS\*:*

The time limits listed for each division are used to determine at what point a new inning shall NOT be started. Once the time limit has been reached in Coach Pitch, Minors and Majors divisions, the game concludes immediately when:

- o the visiting team records its third out of an inning and trails the game; OR
- o the home team scores a go-ahead run OR
- o a complete inning ends with a tie score, in which the game will be declared a tie game.
- o In T-Ball, when no score is kept, play will continue through the completion of the inning so that each team has the equal number of at-bats.

\*\_The home-plate umpire, at his/her discretion, can shorten the time limit by up to 20 minutes in CP, Minors and Majors if in his/her determination a new inning can NOT be completed due to impending darkness (for games starting after 5:30 p.m.) or threatening weather.

\*\_On days when multiple games are scheduled on the same field (i.e. Saturdays), when the visiting team completes its at-bat and TRAILS in the game, the umpire can declare the game over without the home teams taking its turn at bat.

Any rules and/or issues not covered specifically by these FCLL local options will fall under the official rules of Little League Inc., as specified in the rule book and/or operating manual.