



2025 Bylaws

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SAFETY

See the Safety Plan on the FCLL website: www.fcllbaseball.com under About > Documents/Forms. See below for other general safety community information.

1. No Smoking or Alcohol is permitted on Little League facilities or school grounds. Violation of this policy could result in our school facility use permits being revoked. Violations of No Smoking/Alcohol will result in disciplinary action taken by the FCLL Board of Directors.
2. There will be no climbing on fences or backstops at any time, unless supervised by Field Maintenance.
3. Bicycles, scooters, skateboards, roller blades should be walked or ridden at a safe speed near the field.
4. No children under 16 shall operate the Golf Cart, unless under adult supervision (on board).
5. When batting (no matter what type of ball is used), players are REQUIRED to wear batting helmets. This applies to both practices and games. When retrieving bats during games, the player must have a batting helmet on, and coaches are not allowed to retrieve bats. Players or volunteers under the age of 18 serving as 1st or 3rd base coaches must wear a batting helmet.
6. Any player serving as a catcher (for example catching for a coach who is hitting balls) during infield or outfield practice must wear a catcher's mask with a dangling throat guard, catcher's glove and cup.
7. Only wiffle ball is allowed past the Field 1 bleachers per the signs. No playing catch or swinging of bats in directly in front of the snack bar is allowed of any kind.
8. On any school grounds, there will be no playing catch or batting of any type within the walkways and common areas of the FCLL complex. This includes pitchers warming up.
9. First Aid kits must be available at all practices and games.
10. To the greatest extent possible, the presence of at least two mandated reporters is required whenever administrators, employees, or volunteers are in contact with, or supervising, children (CA B&P Division 8, Chapter 2.9).
11. Managers/coaches are required to report all injuries that occur during an FCLL game or practice, regardless of how minor they appear, to the FCLL Safety Officer within 24 hours. Simultaneously, the manager/coach must complete an Injury Report and any additional needed background information.
12. In the case of a serious injury where the player or Manager/Coach/Umpire seeks medical attention, the League Safety Officer and President shall be notified immediately by cell phone. Any player injured on or off the field that requires medical treatment by a doctor must submit a physician's release to the Player Agent. The clearance must be on the health provider's letterhead and display the address location. It is important to note that conditional clearances will NOT be accepted. Upon approval of the President, Player Agent, and Safety Officer, the player may return to baseball or softball activity.

GENERAL CONDUCT AND CITIZENSHIP

FCLL recognizes that to carry out the mission of supporting Little League in a positive environment it is necessary to establish and enforce standards of conduct expected of all personnel involved in the Little League program.

The Fremont Centerville Little League program is made up of personnel who include Players, Parents (including guardians), Coaches, Managers, Umpires, Player Agents, other Board members and several other volunteer positions that all contribute to the success of the Little League program. Little League expects the highest levels of conduct from all personnel. Little League Regulation XIV governing decorum and behavior of players, managers, coaches, umpires and league officials, on or off the field, will be strictly enforced by the Board of Directors. The regulation includes any Little League activity (e.g. post-game pizza party) and includes online and social media. Failure to comply with the minimum standards will result in sanctions which will be enforced by the FCLL Board of Directors.

The FCLL Code of Conduct establishes the minimum standards of conduct. The Code is segregated by participation level so there is a clear understanding of protocol for the various roles.

PLAYERS

1. Actions by players are governed in part by the Official Regulations and Playing Rules. These are specific to each of the divisions of Little League.
2. Player issues / violations on the playing field should be resolved by the team Manager whenever possible. At any time, the Manager can involve the Board for assistance.
3. Managers can impose warnings at their discretion.
4. Managers can impose a single game benching at their discretion but must inform the Player Agent upon imposition. The Player Agent will inform the Board.
5. Extended suspensions must be reviewed and approved by the Conduct Committee.
6. Physical contact with other players and/or adults must only be instructional or congratulatory in nature.
7. Sanctionable actions/events are not limited to the confines of the playing field and, such events that are considered significant will be reviewed by FCLL BOD. Significant actions include acts of a violent nature, bullying (including taunting), theft and/or behavior of a destructive nature.
8. Issues relating to players are to be brought to the attention of the appropriate Player Agent. Player Agents are to present the issue to the BOD.

MANAGERS AND COACHES

1. Actions by Coaches and Managers are governed in part by the Official Regulations and Playing Rules. These are specific to each of the divisions of Little League.
2. Actions outside the confines of the playing field (or otherwise not covered by Playing Rules) that are considered significant will be reviewed by FCLL BOD.
 - a. Significant actions include verbal and/or physical actions of an abusive nature.
3. Physical contact with players and/or other adults must only be instructional or congratulatory in nature. Contact can never be punitive or violent.
4. Umpires are not to be exposed to ridicule or second guessing. Disagreements with rulings are governed by the rulebook.
5. It is not permissible for any person or group of persons to display violent or vocal disagreement with calls or rulings made by the umpire.
6. Questions that managers have about the ability of the umpires are to be directed to the Head Umpire after the game is over.
7. Disagreements about calls or rulings are not to be pursued by any parties after the game other than the protest process governed by the Playing Rules.
8. All managers and coaches should strive for positive interactions, however in situations that require corrective conversations/actions, they should always be constructive and should never be demeaning or confrontational. Conversations which degrade and may become confrontational are to be terminated.
 - a. In such cases the appropriate Player Agent or Board Members are to be contacted to resume the discussion to a positive conclusion.
 - b. The preceding applies to all contact with players, coaches, manager, parents, umpires or other volunteers.
9. Any violations of these guidelines are to be reported to the appropriate Player Agent. Player Agents are to present the issue to the BOD.

UMPIRES

1. Actions by Umpires are governed in part by the Official Regulations and Playing Rules. These are specific to each of the divisions of Little League.
2. The umpires will be in complete charge of all games once started.
3. The umpires will enforce all rules with special emphasis on ensuring good sportsmanship for all participants.
4. The FCLL Board of Directors will always fully support the umpires.
5. All umpires should strive for positive interactions, however in situations that require corrective conversations/actions, they should always be constructive and should never

be demeaning or confrontational. Conversations which degrade and may become confrontational are to be terminated.

- a. In such cases the appropriate Player Agent or Board Members are to be contacted to resume the discussion to a positive conclusion.
 - b. The preceding applies to all contact with players, coaches, manager, parents, umpires or other volunteers.
6. Any violations of these guidelines are to be reported to the appropriate Player Agent. Player Agents are to present the issue to the BOD.

PARENTS, GUARDIANS AND OTHER SPECTATORS

1. Unless performing some other League role, parents and guardians are spectators. As spectators they are expected to support their children, team and the Little League program. Their actions are to be of a positive, encouraging nature. Negative comments of a loud, continuous, and/or obnoxious nature are not permissible.
2. All spectators and parents attending games or practice involving teams from FCLL are expected to uphold the highest standards of behavior and decorum.
3. Umpires are not to be exposed to ridicule or second guessing. Disagreements with rulings are governed by the rulebook.
4. It is not permissible for any person or group of persons to display violent or vocal disagreement with calls or rulings made by the umpire.
5. Disagreements about calls or rulings are not to be pursued by any parties after the game other than the protest process governed by the Playing Rules.
6. All parents, guardians and spectators should strive for positive interactions, however in situations that require corrective conversations/actions, they should always be constructive and should never be demeaning or confrontational. Conversations which degrade and may become confrontational are to be terminated.
 - a. In such cases the appropriate Player Agent or Board Members are to be contacted to resume the discussion to a positive conclusion.
 - b. The preceding applies to all contact with players, coaches, manager, parents, umpires or other volunteers.
7. Taunting, baiting, harassing, or interfering with any on-field activity, player, umpire, manager, coach, League Official and other spectators is prohibited.
 - a. Anyone involved in these activities will be asked to leave the playing field area.
 - b. If the individual repeats the behavior, the individual may be banned, by action of the Board of Directors, from attendance at any FCLL team or League activities or any FCLL facility.
 - c. FCLL reserves the right to ask for assistance from local Law Enforcement to remove any individual from FCLL facilities, playing areas or activities.
8. Any individual who is involved in any physical altercation during any FCLL activity is subject to expulsion from all FCLL activities, functions, and facilities.

- a. FCLL reserves the right to seek immediate assistance from local Law Enforcement to remove any individual involved in any physical altercation.
9. In situations where fans are unruly or display disapproval with rulings or other actions that take place on the field, the Umpire should have the players retire to the dugouts to suspend play and request a Board member to talk to the fans, letting them know the action must stop or the police will be called and the fan ejected.
 - a. If the fan is in the league files listed as a member, the fan can be brought before the Board or Conduct Committee to justify his/her actions and can face disciplinary actions from a written warning to suspension from all activities at the ball field.
10. Any violations of these guidelines are to be reported to the appropriate Player Agent. Player Agents are to present the issue to the BOD.
11. Spectator actions not covered by the rulebook or bylaws are to be brought to the attention of the appropriate Player Agent. Player Agents are to present the issue to the BOD.

VOLUNTEERS AND ALL OTHERS

1. Actions by other volunteers are governed in part by the Official Regulations and Playing Rules and the Little League bylaws. Our volunteers provide the fundamental support for players, managers, parents and guardians.
2. In supporting these persons, they will treat these persons with dignity and understanding.
3. In situations when discussions are negative, they should never be demeaning or confrontational. Conversations which degrade and may become confrontational are to be terminated.
 - a. In such cases the Player Agent will involve appropriate Board Members before continuing discussions.
4. Physical or verbal contact that is abusive or confrontational is never permitted.
5. Any violations of these guidelines are to be reported to a member of the Board of Directors.

CONDUCT COMMITTEE

The BOD will establish a Conduct Committee for the purpose of reviewing and ruling on issues presented to the BOD by Player Agents or other personnel. Review issues as presented by Player Agents or other persons.

1. The Conduct Committee shall be comprised of the Vice President Conduct and at least two other board members, depending on the topic, to represent the required quorum.

2. If an incident is directly related to a member of the Conduct Committee or their immediate family/player, they will be removed from the Committee until the incident is resolved.
3. If necessary other board members can be appointed to the Conduct Committee by the President.
4. The committee will conduct interviews as necessary to determine the facts of the issue as best they can.
5. The committee will determine what took place to cause the issue as best they can.
6. The committee will suggest appropriate action based on what is believed to have taken place.
7. The committee will report and propose sanctions to the full Board for final approval if necessary.

SANCTIONS

Fremont Centerville Little League's disciplinary policy establishes the range of discipline to be used for any violations of the League's Code of Conduct Policy. This policy applies to both the players and the general membership, including parents, guardians, volunteers, spectators and fans. All applicable sanctions shall be covered by Article 3, Section 4 of the Fremont Centerville Little League Constitution.

In the event of a first violation, a penalty to be imposed based upon the infraction, ranging from, but not limited to:

1. Warning
2. Benching - Player
3. League service requirements
4. Restitution (fine)
5. Game(s) suspension (which includes all other LL activities during the period, including practices/events)
6. Loss of Post Season Eligibility as a player or coach
7. Current year Expulsion

In the event of a second violation, a penalty to be imposed based upon the infraction and prior sanctions, ranging from, but not limited to:

1. Benching - Player
2. League service requirements
3. Restitution (fine)
4. Game(s) suspension (which includes all other LL activities during the period, including practices/events)

5. Loss of Post Season Eligibility as a player or coach
6. Current year expulsion

In selecting a proposed penalty or deciding what penalty to impose for an offense, the Conduct Committee and Board consider the following factors:

1. The nature and seriousness of the offense, including whether the offense was intentional, technical or inadvertent, was committed maliciously for gain, or was repeated
2. The individual's past disciplinary record
3. Consistency of the penalty with those imposed upon other people for the same or similar offenses
4. Impact upon the reputation of the League
5. Mitigating circumstances surrounding the offense such as personality problems, provocation on the part of others involved in the matter, or malice

PUBLICATION

All volunteers, including BOD members, managers and coaches will be required to read and sign the Code of Conduct at the beginning of each season indicating they understand and will abide by the Code of Conduct. A parent or guardian will be asked to sign the Parent / Family Code of Conduct on behalf of their family at the time of registration which will be maintained with registration documentation. Players will be required to sign the Player Code of Conduct which will be maintained by the Manager in their Manager's binder. The Codes of Conduct will be available in the clubhouse.

FINANCES AND FUNDRAISING

FINANCES

1. The operating budget of FCLL includes:
 - a. Income collected from player registration fees
 - b. Sponsorships
 - c. Fundraising
2. Registration fees are used toward the purchase of
 - a. Uniforms
 - b. Equipment
 - c. Field maintenance
 - d. Insurance for players of FCLL

- e. Charter fee to Little League Baseball. These purchases are made well in advance of the season.
3. Scholarships are available upon request
 - a. Scholarship families may be asked to perform additional volunteer duties
4. The treasurer may issue refunds without board approval when due to erroneous registrations (i.e. out-of-boundary addresses, documented erroneous charges, or other similar mistakes.)
5. All receipts for FCLL expenses must be submitted to the treasurer within 60 days of expenditure and no later than September 15th of the current Little League year.
6. Executive Board Members have discretion to spend funds budgeted to their programs for items related to approved Operating Budget expenditures.

REFUNDS

1. FCLL will NOT offer refunds for players (and their families) that withdraw, are suspended, or are dropped from the League roster.
2. FCLL will accept refund requests prior to the draft for the Minor, Major, Intermediate, Junior and Senior divisions.
3. FCLL will accept refund requests prior to the draft for the Minor, Major, Intermediate, Junior and Senior divisions.
4. FCLL will accept refund requests prior to the formation and release of team rosters for Minor A/AA and tee ball divisions.
5. The Board of Directors will vote to decide whether to honor a refund request, but there are no guarantees that a refund will be offered.
6. To be considered for a refund, you must submit to the FCLL Board of Directors a written request for a refund.
7. Requests will only be considered for medical issues, families moving out of the area and family income issues.
8. Your written request must detail the reason(s) for the refund.
9. A 5% administration fee will be assessed for all refunds.

FUNDRAISING

To supplement the operating budget of FCLL, the League engages in an annual Fundraising program. ALL players and their families are required to participate. Each year the Board of Directors will set a minimum fundraising responsibility for which each player is accountable. Families with multiple players may not combine their fundraising responsibilities. Each player has their own minimum.

1. Families may opt for a “buyout” from the fundraising program. The League will establish a buyout value per player. Buyouts are paid on an individual player level.
2. In lieu of participating in the fundraising program, a family may wish to solicit a Sponsorship amount that equals or exceeds the “buy-out” amount. The value of which will be established by the league.
 - a This option allows a family to bring in a specified amount of money (cash or check) to the League from an outside sponsorship source.
3. Hit-a-thon is the league’s biggest fundraiser.
4. Other fundraising opportunities for parents will be available for families to meet the minimum fundraising goal.

FIELDS AND FACILITIES

PARKING

Anyone parking cars near any field does so at their own risk.

ONLY the following people are allowed to bring motorized vehicles into the field areas and snack bar of each park.

1. Field Maintenance
2. Snack Bar Buyer
3. Pizza delivery driver
4. Closing Snack Bar Manager
5. Equipment Manager (when delivering equipment.)
6. Board members as deemed necessary.

MARSHALL PARK

1. Handicapped parking will be allowed in designated areas only.
(Parking will be at their own risk)
2. Do not block driveways of neighbors around Marshall Park

MATTOS ELEMENTARY SCHOOL

1. No vehicles are allowed on the field or blacktop areas except for those needed for field maintenance and deliveries to the snack bar.
2. After the field maintenance is done and/or the snack bar delivery made, the vehicle must be immediately moved off the field/blacktop and parked in the parking lot.
3. Coaches and/or parents are not to park on the field or to drive onto the field or blacktop to drop off equipment bags.
4. This is a Fremont Unified School District Policy.

PATTERSON ELEMENTARY SCHOOL

1. Parking is only permitted in designated parking lots in front of the school or on the street behind the school.
2. No cars (even for dropping off equipment, players, etc.) are permitted on the paved area outside or inside the gates at the rear of the school near the Daycare Center.
3. This is a Fremont Unified School District Policy.

GLENMOOR ELEMENTARY SCHOOL

1. Parking is only permitted in designed parking lots in front of the school.
2. No cars (even for dropping off equipment, players, etc.) are permitted on the paved area outside or inside the gates of the school.
3. This is a Fremont Unified School District Policy.

HARVEY GREEN ELEMENTARY SCHOOL

1. Parking is only permitted in designed parking lots in front of the school.
2. No cars (even for dropping off equipment, players, etc.) are permitted on the paved area outside or inside the gates of the school.
3. This is a Fremont Unified School District Policy.

PARKING VIOLATIONS

Violations of FCLL Parking Policies shall result in the following penalties:

1. 1st Offense: Written warning
2. 2nd Offense: Appearance before the Board of Directors
3. 3rd Offense: One game suspension and possible disqualifications from All Star Manager selection
4. 4th Offense: Suspension for the remainder of the season

BATTING CAGES

Use of the batting cages is a privilege for FCLL members. Users must agree to abide by rules for proper use and care of the batting cages.

1. No metal cleats may be worn inside the cages.
2. Players must wear a helmet while inside the cage.
3. There must be at least one coach in the cage when players are present
4. Users will not have food or drinks (except bottled water) in the cage.
 - a. This especially includes no sunflower seeds or chewing gum.
5. Users will treat all equipment with respect and care for purposes of safety as well as good maintenance.
6. After use pick up balls and put back into buckets.
7. Replace protective tarps/covers.
8. Leave the cage ready for the next users

SNACK BAR

1. Anyone working in the Snack Bar will receive one 1 large drink and food item.
2. Volunteer UMPIRES may receive 1 large drink and 1 food item.
3. Funds will be removed from the cash register by the snack bar manager on duty ONLY, counted and witnessed by an adult and delivered to the treasurer or the president at the end of every shift, excluding Saturdays when it can be delivered at the end of the day.
4. An adult must supervise all children in the meeting area of the snack bar.
5. At Marshall Park, only the Snack Bar Manager or a Board Member may authorize use of the phone.
6. The team responsible for staffing the snack bar must provide names of snack bar volunteers to the Snack Bar Coordinator for all assignments a minimum of 1 week prior to the first game of the season.
7. If a team is unable to provide volunteers for their scheduled shift, they MUST notify the Snack Bar Coordinator 3 days before their scheduled day.
 - a. Teams are encouraged to try to find substitute workers, however, the Snack Bar coordinator will make their best effort to reschedule the team shift and find volunteers to cover the day.
 - b. If a team does NOT provide ample notice or has volunteers that do not show up penalties include:
 1. Duties rescheduled
 2. Additional duties added
 3. Loss of practice time
 4. Team Manager Sanctions

ON FIELD PARTICIPANTS

MANAGERS AND COACHES

1. All persons interested in managing or coaching shall note their interest online during the registration process.
2. All managers and coaches will complete a JDP background check yearly.
3. All managers and coaches must complete a fingerprint check per the state of California
4. All managers and coaches must complete the following yearly training prior to receiving practice schedules. Reference the [Volunteer Requirements](http://www.fcllbaseball.com) site on www.fcllbaseball.com for a list of the annual website. Go to the Volunteers tab.
5. Potential managers for tee ball and Minor A/AA will be vetted through the following approval process prior to teams being assigned
 - a. Division group meetings with coaching coordinator(s) and president

- i. Note that being invited to the division group meeting does not guarantee a team assignment
 - b. Be nominated by the president and approved by the Board
- 6. Coaches and other team volunteers are chosen after the draft for competitive divisions
 - a. Coaches may be asked to participate in an approval process as well, including interviews with Coaching Coordinators and/or other Board Members.
- 7. Managers must submit the names of their coaches, scorekeepers, umpires and any other volunteers that help on the field or with the players in any way to the coaching coordinators so that they can be sent a volunteer application and fingerprinted as necessary.
 - a. All team volunteers must complete training for teams to receive uniforms.
- 8. Managers and coaches must attend all the following
 - a. Coaching Clinic
 - b. District Rules Clinic
 - c. Field Preparation Training
- 9. All managers and/or a team representative must attend scheduled District Umpire Clinics
- 10. Managers and coaches are encouraged to attend monthly District Manager meetings. See FCLL calendar for dates.
- 11. All managers are responsible for filling umpire assignments
 - a. The manager does not have to do the assignment, but they are responsible for having a team representative fill the assignment.
- 12. All managers, or a team coach, must attend the monthly managers meetings or have a team representative in attendance.
- 13. Home team Manager Responsibilities (with help from the team)
 - a. Watering and dragging the infield
 - b. Preparing the pitcher's mound and batter's box, including filling holes
 - c. Chalking the baselines, batter's boxes, runner's lane, and coach's boxes\
 - d. Empty garbage in home base dugout
- 14. Visiting team Manager Responsibilities (with help from team)
 - a. Put away bases and league equipment
 - b. Drag the infield and cover the mound and home plate area as necessary
 - c. Clean up trash in the dugout and stands
 - d. Lock/secure equipment boxes and score booths
 - e. Empty the garbage cans.
 - f. If the visiting team is a non-FCLL team, then the home team will be responsible for these duties.

UMPIRES

1. All FCLL umpires are volunteers and must complete a background check.
2. Umpires are comprised of managers, coaches, parents and other league approved volunteers who have attended an Umpire Training clinic.
3. FCLL may also use District-approved umpires.
4. All Managers and/or a team representative are required to attend at least the scheduled basic umpire clinic.
5. Each team in the Junior, Intermediate, Major and Minor AAA divisions must provide at least two, and up to five volunteers to the Umpire Coordinator.
6. Each team in the Minor A/AA and tee ball divisions must provide at least 2 volunteers to the Umpire Coordinator.
7. Every Manager or team representative will be required to umpire at least three (3) games per season.
8. All Coaches are required to umpire at least two (2) games per season.
9. A minimum of 2 umpires are required and assigned to each scheduled Junior, Intermediate, Major and Minor AAA game.
10. The Umpire in Chief will determine the umpire schedule.
11. Players who have attended an Umpire Clinic may be a base umpire or plate umpire in any division lower than the division they play in.
12. Teams are required to provide volunteer names to the Umpire in Chief a minimum of 1 week prior to the start of the first season game, for all their assigned games.
 - a. If a team is unable to provide volunteers for their scheduled shift, they MUST notify the UIC 3 days before their scheduled day.
 - b. Teams are encouraged to try to find substitute volunteers, however, the UIC will make their best effort to reschedule the team shift and find volunteers to cover the day.
 - c. Teams failing to cover shifts will be charged League Support funds.
 - i. If UIC must find a different volunteer umpire, a penalty fee will be deducted from the original scheduled team's fund and deposited into League Support account. The penalty fee is \$50.00.
13. Failure to comply with umpire duty requirements will result in the following additional penalties with due course of action to be taken by the FCLL Board of Directors:
 - a. 1st Offense: Duties rescheduled
 - b. 2nd Offense: One week of reduced practice time
 - c. 3rd Offense: Two weeks of reduced practice time
 - d. 4th Offense: One game suspension of the team's manager

PLAYERS

1. Any player injured and unable to play in (1) game or practice must be reported to the Safety Coordinator and the Player Agent within 48 hours of injury via the Incident Form.
2. It is the full responsibility of the manager, not the scorekeeper, to make sure all special notes are indicated in the scorebook(s), such as no shows, injuries, disciplinary actions, benching and PROTESTS.
3. Players will start at least every other game they play in throughout the regular season in all divisions.
4. Mandatory play in all divisions will be 9 defensive outs and 1 at bat. Defensive outs do not have to be consecutive in continuous batting format.
 - a. This rule will be relaxed for shortened games, but each player should still receive minimum play of 6 defensive outs and 1 at bat per little league rules.
 - b. If because of a shortened game mandatory play is not met, the players who did not meet mandatory play must start and complete mandatory play for the previous game and the current game before being taken out of the game.
5. Only uniforms issued by the league are to be worn during all games and FCLL events where jerseys are worn, including picture day

DIVISIONS

BASEBALL

League Age	Division	League Age	Division
4, 5, 6	Tee ball	9,10,11,12	Major
6,7,8	Minor A	11,12,13	Intermediates
6*,7,8,9	Minor AA	12*,13,14,15	Juniors
7*,8,9,10, *11	Minor AAA	13,14,15,16	Seniors

* These ages will be the exception rather than the rule and will be based on safety, player ability and the recommendation of the Player Agent.

1. A 6-year-old or a 7-year-old may only play Minor AA if they have had 1 year of Minor A or are approved to play by the player agent.
2. Other exceptions can be made on the recommendation of the player agent and the approval of the Board.
3. In competitive divisions, players will play where drafted.

4. League age 9 players who participated in a player evaluation may be eligible for the Major draft if such has been done, in order,
 - a. A parent or guardian has registered the Player for majors or has subsequently declared interest in playing in the Majors division AND
 - b. The player agent has approved. Regardless, registering for the Major division does not guarantee a player to be drafted to the Major division
5. League age 13 players may decline to be drafted to Juniors if requested by parent or guardian AND approved by the player agent.

SOFTBALL

League Age	Division
4-7	Tee ball
6-9	Minor AA (Coach Pitch/Player Pitch
9-10	Minor AAA
9-12	Majors
12-14	Juniors
13-16	Seniors

1. Exceptions can be made on the recommendation of the player agent and the approval of the Board.
2. In competitive divisions, players will play where drafted.

CHALLENGER

This division is for players ages 4–18 with physical and/or intellectual disabilities as per Little League rules.

SENIOR CHALLENGER

This division is for players ages 15 and above with physical and/or intellectual disabilities per Little League rules.

REGULAR SEASON

PLAYER EVALUATIONS

1. Players 11, 12, or 13 who want to be available to play in a higher division must specify this at the time of evaluations.
2. All players who want to be considered for Minor AA or above must participate in at least one evaluation. Only players who want to be considered for Minor AAA and above will be considered for the draft. **Minor AA evaluations will be done at Board discretion.**
3. The board of directors must approve a player's excuse for not participating in at least one evaluation for that player to be eligible to be drafted.

LATE REGISTRATION

DRAFTED DIVISIONS

1. Late Registration – Prior to Draft. All players registering after evaluations are required to submit in writing to the president their reasons for not participating in the evaluations.
 - a. If approved by the Board, players may be included in the draft.
2. Late Registration – After the Draft. All players registering after evaluations are required to submit in writing to the president their reason for not participating in tryouts.
 - a. All players who register after the draft are subject to the following:
 - i. All players who register after the draft will be placed on a waitlist. These players will be assigned to a team if a roster position becomes available in their appropriate division of play.
 - ii. Player Agents shall assign any available players on the waitlist PRIOR to implementation of any other replacement proceedings. Such players shall be assigned on a “first registered - first assigned” basis.

UNDRAFTED DIVISIONS

1. The player agents will assign players to teams if a roster position is available in the appropriate division of play
2. Players will be assigned on a “first registered – first assigned” basis
3. If rosters are full player will be added to the waitlist and assigned to a team if a roster spot opens up

DRAFT

The draft will take place after evaluations have been completed using guidelines prescribed by Little League. Drafts will be in person with approved managers, or a proxy if approved by the league President. Only Minor AAA, Major, Intermediate, Junior and Senior Divisions will be drafted. Other divisions shall be assigned by the Player Agent with input from Managers and the Board as needed. Managers (or their representative) will select one player per turn in the draft until their roster is filled. The order of draft selection is described below for each division.

Only Managers, the President, the Player Agent(s), District Staff and any other board members specified by the president may be present at the drafts.

BASEBALL MINOR AAA DIVISION

1. Teams will be assembled via player draft.
 - a. FCLL will use the Alternative Method for Draft Plan B
2. Order of the draft will be decided by drawing numbers. Once the teams are assembled the Board of Directors will review and approve them.
3. The Minor AAA Manager Option will be applied as follows:
 - a. League age 7 or 8 draft in round 5
 - b. League age 9 draft in round 4
 - c. League age 11 or 10 draft in round 3

SOFTBALL MINOR AAA DIVISION

1. Teams will be assembled via player draft.
 - a. FCLL will use the Alternative Method for Draft Plan B
2. Order of the draft will be decided by drawing numbers. Once the teams are assembled the Board of Directors will review and approve them.
3. The Minor AAA Manager Option will be applied as follows:
 - a. League age 8 draft in round 5
 - b. League age 9 draft in round 4
 - c. League age 10 draft in round 3

BASEBALL MAJOR DIVISION

1. Draft order will follow Draft Plan A and will be based on last regular season's standings, not including inter-league games, with last place team drafting first, second to last place team drafting second, and so on.
 - a. If two or more teams have identical records the team with lower number of wins in games played between the two teams that are tied will have the first draft selection.
 - b. If a tie still exists, draft preference will be given to the team with the highest Runs Allowed Per Inning Played ratio between the teams that are tied.
 - c. If a tie still exists, it will be settled with a coin toss.

- d. If the season is cut short for all teams for any reason and less than half of the regular season games are completed the draft order for the following season will be determined by drawing numbers.
- 2. All 12-year-olds must play in the Major Division, unless the player has received an approved waiver from District 14 or requests to be considered for an upper division.
- 3. If a 12- or 11-year-old would like to be considered for the Intermediate or Junior Divisions, they must specify prior to the Majors evaluations.
- 4. Following the draft, a manager may, if they desire, trade drafted players until the rosters are approved by the Board.
 - a. Players may be traded only within the division in which they were drafted.
 - b. All trades must be player for player only.
 - c. Property players may not be traded unless requested by parents in writing.
 - d. Trades involving draft picks are not permitted.
 - e. All trades shall be made through and with the approval of the Player Agent.
 - f. All trades must be for justifiable reasons and be approved by the Board of Directors.
- 5. No communication of rosters to players or parents shall be made until the trades are approved or denied by the Board of Directors
- 6. Only manager options are valid.
- 7. Expansion in a Property Player Division:
 - a. FCLL will exercise EXPANSION OPTION 3 as outlined in the Little League Manual.
 - i. If two expansion teams are established, a coin flip will determine the draft order of expansion teams.
 - ii. If more than two expansion teams are established, a blind draw of numbers will determine the draft order of expansion teams.
- 8. Team Reduction
 - a. The league will use method A from the Little League Operating Policies.
 - b. The players on the team that has been disbanded shall be drafted first in a preliminary draft prior to the regular draft, in the same draft order as the regular draft (last place team first, etc.). In other words, there will be two separate drafts: (1) Supplementary Draft for the Disbanded Players, followed by (2) Regular Draft.
 - c. If only one team is fielded for the division, tryouts will be conducted, and a draft will take place. A maximum roster size of 15 players will be assigned. The remaining un-drafted players will be placed in a player pool. If the player does not wish to be placed in the pool, that player can request a full refund.

SOFTBALL MAJOR DIVISION

- 1. FCLL will use the Alternative Method for Draft Plan B.
- 2. Draft order will be determined by drawing numbers.

3. Only manager options are valid.

BASEBALL INTERMEDIATE DIVISION

1. FCLL will use the Alternative Method for Draft Plan B.
2. Draft order will be determined by drawing numbers.
3. Only manager options are valid.

BASEBALL JUNIOR DIVISION

1. FCLL will use the Alternative Method for Draft Plan B.
2. Draft order will be determined by drawing numbers.
3. Only manager options are valid.

SOFTBALL JUNIOR DIVISION

1. FCLL will use the Alternative Method for Draft Plan B.
2. Draft order will be determined by drawing numbers.
3. Only manager options are valid.

BASEBALL SENIOR DIVISION

1. FCLL will use the Alternative Method for Draft Plan B.
2. Draft order will be determined by drawing numbers.
3. Only manager options are valid.

SOFTBALL SENIOR DIVISION

1. FCLL will use the Alternative Method for Draft Plan B.
2. Draft order will be determined by drawing numbers.
3. Only manager options are valid.

PLAYER REPLACEMENT

1. Replacement Notification
 - a. Managers have seven (7) days to replace a player who has been released from his/her team.
 - b. A player is considered “released” only with the approval of the Board.
 - c. Any manager who fails to notify the appropriate Player Agent of a player’s continued absence, or is found with a short roster, will be required to accept a player assigned by the Player Agent.
2. Player Replacement Procedures
 - a. All player replacement procedures will be administered in accordance with the Little League Regulations and Operating Policies.
 - b. The Player Agent is in charge of all player transactions, with Board approval.
3. Major Division Player Replacement Procedure

- a. If there are players on the wait list that are 11 or 12, the major manager will be assigned a player from the wait list based on the order of the wait list. It will be first come first serve.
 - i. With six in-season games remaining, a Major Manager does not need to replace a single approved removed roster player
 - b. If there are no players 11 or 12 on the wait list the Major Manager who is losing a player may confidentially evaluate the players in the Minor A Division but will not talk to any player or parent.
 - c. The manager will submit his or her selection to the Division Player Agent.
 - d. In accordance with Little League rules, the league has adopted a policy of not allowing a minor player to be drafted to the majors during the last two weeks of the regular season.
 - e. All Minor AAA division players are subject to a draft/promotion by a FCLL Major Division team. Refusal of a player to comply shall result in the forfeiture of further eligibility of that player to play in the Major Division for the current season. He or she may still be eligible for postseason play. The player who refused to move up will be placed on the team whose player was promoted to the Major Division. If the player promoted is on the same team as the player that refused promotion, the player that refused promotion may stay on his or her current team. Note: This is a promotion based on playing abilities and managerial needs. All players should be made aware of this at the beginning of the season.
 - i. Exception: Children of a Manager (who plays on that Manager's team) may be exempt from the Player Replacement procedure at the discretion of the Manager (must have approved waiver from Little League). The Manager shall notify the Player Agent of his/her intention immediately after the conclusion of the Player Draft. This decision cannot be reversed until after the season is completed.
 - ii. This exception does not apply to the children of an Assistant Coach.
 - iii. Example: Player A refuses, Player B refuses, Player C accepts. Player C will move up to the Major Division team. Player A will be reassigned to Player B's team, Player B will be reassigned to Player C's team, assuming that all players in the example are on different teams, and a new player is placed on Player A's team as stipulated by Reg. VIII of the Little League Rules.
4. Minor AAA will follow a similar procedure as above. The manager will select from the 10-year-old wait list. If there is not one the manager may choose any player from Minor AA .

PLAYING RULES

All playing rules will be by the Little League Rule book, with the following options adopted.

TEE BALL

1. The side is retired when all players on the roster have batted once in their half-inning.
2. Use of a 4th adult coach is permitted.
3. The manager or other adult coaches may be on the field defensively, provided one adult always remains in the dugout or on the bench when players are on the bench
4. All rostered players may be on the field defensively. Three outfielders may play on the lip of the grass use of the additional infielders may be used so long as they are a safe distance away from the batter.
5. Baserunners may only advance one base at a time.
6. Scores and standings will not be kept.
7. After half the season's games are completed, for all batters, an adult coach may deliver up to 4 pitches, then revert to hitting off the Tee for one additional swing.
8. No inning shall be started after 60 minutes
9. Stealing is not allowed
10. A base runner may not advance on an overthrow
11. On offense, one of the three or four coaches may put the ball on the tee and help position the batter.
12. Each player may not play more than 3 defensive innings in the infield during a game and no more than 2 consecutive innings in the infield. A player must play at least 1 inning in the infield
13. Also refer to APPENDIX A

MINOR A BASEBALL

1. Scores and standings will not be kept, except for tracking runs per half-inning to determine if the side is retired after five runs are scored
2. Rule 6.02 (c) requiring batter to keep one foot in batter's box is not adopted
3. Infield Fly Rule is not in effect
4. The five run per inning limit is not suspended in last half inning for either team
5. Use of a 4th adult coach is permitted.
6. The manager or other adult coaches may be on the field defensively, provided one adult always remains in the dugout when players are in the dugout or on the bench
7. Use of a 4th outfielder defensively is permitted for either team (10 defensive players).
 - a. Outfielders must be positioned in the outfield grass.
8. Baserunners may only advance one base, at the risk of being played on, on any overthrow or wild throw that remains in play.
9. Stealing or advancing on a passed ball or wild pitch is not permitted
10. Bunting is not permitted.

11. No inning shall be started after 90 minutes. The new inning starts when the last out is made in the preceding inning.
12. The adult pitcher may instruct the batter briefly to reposition in the batter's box, but to maintain pace of play pitches should be delivered within 30 seconds of the adult pitcher receiving the ball
13. The batter will receive a maximum of 5 pitches, unless the batter either:
 - a. Hits a fair ball.
 - b. The batter fouls off the 5th pitch, in which case the at bat continues until the batter either:
 - i. Hits a fair ball
 - ii. Swings and misses
 - iii. Does not swing
14. There are no walks in this division.
15. Batter hit by coach is a "no pitch" and will not result in a base award or count against the maximum pitches.
16. Player pitch will be allowed for 4 games during the second half of the season.
 - a. Four of the final intra-FCLL games (or games with interleague leagues agreeable to player pitch) are to be player pitch.
 - b. During the final 6 weeks of the season, four games per team will be selected as player pitch games such that they are adequately spaced to provide a minimum of 2 days of rest between games.
 - c. During player pitch games, pitch counts must be recorded in accordance with all Little League rules. Regardless of game spacing, players must adhere to required days of rest.
 - d. During player pitch, if the pitcher hits 2 batters in an inning or 3 batters in a game he/she must be removed from the mound and be replaced with another player pitcher for safety reasons.
 - e. If after 4 batters no pitches from the pitcher are put in play or no outs are recorded the pitcher must be removed.
 - f. If no other pitchers are available coach pitch will resume.
 - g. Each batter will receive a maximum of 8 pitches: 5 pitches from the player pitcher and up to 3 from the coach. If there are 2 strikes after the 5th pitch, one additional player pitch may be thrown to complete the at bat. If the batter still has less than 2 strikes, the batter may receive up to 3 pitches from the coach but the at bat cannot end on a foul ball.
 - h. A maximum of 5 innings will be played during player pitch.
 - i. Balls and strikes will be called from behind the pitcher's mound.
 - j. If the batter does not put the ball into play, then he/she shall return to the dugout and an out will be recorded.
17. Each player may not play more than 3 defensive innings in the infield during a game and no more than 2 consecutive innings in the infield. A player must play at least 1 inning in the infield

18. Also refer to APPENDIX B

MINOR AA BASEBALL

1. Eight, ten and fifteen run rules are in effect (4.10-e)
2. 6.02 (c) regarding batter keeping one foot in batter's box is not adopted
3. Infield Fly Rule is not in effect
4. There is a 5 run per inning limit.
5. The run per inning limit in Rule 5.07 is suspended in the last inning and/or when last inning is declared by the umpire. However, limited to only once through the batting order.
6. Rule 9.01(d) option regarding the penalties for stealing and relaying of signs and/or pitch location is adopted
7. Tournament Rule 14 will be used for Tie Games
8. Every player must play at least one inning in the infield
9. No inning shall be started after 120 minutes
10. The league will adopt rule 7.14(b) and allow a courtesy runner for the for the next inning catcher only.
11. A pitcher may only throw a maximum of 35 pitches
12. A pitcher may pitch a maximum of 2 innings per week within their pitch count
13. At the discretion of the Board of Directors the first 6 games may be coach pitch only
14. No parents or coaches other than the umpire may be positioned behind the catcher
15. For the first half of the season
 - a. The pitcher will get a maximum of 6 pitches per batter.
 - b. A coach will come in to complete the at bat if the batter does not put the ball in play with the 6 pitches from the pitcher
 - c. The at bat will continue until the player puts the ball in play or strikes out.
 - d. The number of strikes that the batter has will be carried over from the player pitch part of the at bat.
 - i. For example, if the batter has 2 strike and 4 balls, they will still have 2 strikes with the coach takes over to pitch
 - e. There are no walks
 - f. A batter hit by the pitch from a coach will not result in a base award.
 - g. The coach will throw a maximum of 4 pitches to complete the at bat
 - i. If after 4 pitches from the coach the batter does not but the ball in play the batter is out.
 - h. Runners may only advance one base per steal attempt. This applies to all runners on base at the same time.
 - i. Stealing home is not allowed

- j. The manager or other adult coaches may be on the field defensively, provided one adult always remains in the dugout when players are in the dugout or on the bench
 - k. A player may only catch 1 inning per game
- 16. For the second half of the season
 - a. A batter will receive a walk on 4 balls from the pitcher in all situations.
 - b. There is no coach pitch
 - c. Restriction of advancing only one base per steal attempt is lifted
 - d. Restriction of not stealing home is lifted
 - e. Managers and coaches are not allowed on the field defensively
 - f. A player may only catch 2 innings per game
- 17. On a steal the runner can leave the base when the ball reaches the plate
- 18. Runners may advance at their own risk on a on wild pitch during player pitch
- 19. Runner may advance at their own risk on an overthrow
- 20. Bunting is allowed during player pitch
- 21. Dropped 3rd strike is not adopted.
- 22. Ball is dead when it is intentionally thrown to the pitcher, regardless of if the ball is caught or not
- 23. If the batter throws the bat after hitting the ball while at bat they will receive a warning
 - a. For any additional at bats where the same batter throws the bat they will be called out
- 24. Use of a 4th outfielder defensively is not permitted
 - a. Outfielders must be positioned in the outfield grass.
 - b. Outfielders should remain in the outfield until the ball is hit
- 25. The home team will provide the plate umpire for the game
- 26. The away team will provide the base umpire for the game
- 27. Runners may not advance to home on wild pitches or passed balls at home.

MINOR AA SOFTBALL

1. Eight, ten and fifteen run rules are in effect (4.10-e)
2. 6.02 (c) regarding batter keeping one foot in batter's box is not adopted
3. Infield Fly Rule is not in effect
4. There is a 3 run per inning limit.
5. The run per inning limit in Rule 5.07 is suspended in the last inning and/or when last inning is declared by the umpire. However, limited to only once through the batting order.
6. Rule 9.01(d) option regarding the penalties for stealing and relaying of signs and/or pitch location is adopted
7. Tournament Rule 14 will be used for Tie Games

8. Every player must play at least one inning in the infield
9. Continuous batting is used.
10. No inning shall be started after 90 minutes
11. Time limit of a game is a hard stop at 105 minutes of play
12. The league will not adopt rule 7.14(b) and allow courtesy runners for the catcher and pitcher.
13. The pitcher will get 3 pitches per batter.
14. A coach will come in to complete the at bat if the batter does not put the ball in play with the 3 pitches from the pitcher
 - a. The at bat will continue until the player puts the ball in play or strikes out.
 - b. The number of strikes that the batter has will be carried over from the player pitch part of the at bat.
 - i. For example, if the batter has 2 strike and 4 balls, they will still have 2 strikes with the coach takes over to pitch
 - c. A batter hit by the pitch from a coach will not result in a base award.
 - d. The coach will throw a maximum of 4 pitches to complete the at bat
 - i. If after 4 pitches from the coach the batter does not but the ball in play the batter is out.
15. There are no walks
16. It is highly recommended that all defensive players stationed in the infield use an approved protective face mask.
17. Pitchers MUST use an approved protective face mask.
18. Bunting is allowed during player pitch
19. Dropped 3rd strike is not adopted.
20. Stealing bases is not allowed
21. Ball is dead when it is intentionally thrown to the pitcher in the pitcher's circle, regardless of if the ball is caught or not
22. A player may pitch in a maximum of twelve (12) innings in a day. If a player pitches in seven (7) or more innings in a day, one calendar day of rest is mandatory. Delivery of a single pitch constitutes having pitched in an inning.
23. Base runners can only advance one base on an overthrow
24. Base runners may not advance on a wild pitch
25. Use of a 4th outfielder defensively is permitted for either team (10 defensive players).
 - a. Outfielders must be positioned in the outfield grass.
 - b. Outfielders should remain in the outfield until the ball is hit

MINOR AAA BASEBALL

1. Eight, ten and fifteen run rules are in effect (4.10-e)
2. 6.02 (c) regarding batter keeping one foot in batter's box is adopted
3. Infield Fly Rule is in effect

4. The five run per inning limit in Rule 5.07 is suspended in the 6th inning, or when last inning is declared by the umpire.
5. Rule 9.01(d) option regarding the penalties for stealing and relaying of signs and/or pitch location is adopted
6. Every player must play at least one inning in the infield
7. Tournament Rule 14 will be used for Tie Games
8. No inning shall be started after 120 minutes
9. The league will adopt rule 7.14(b) and allow courtesy runners for the catcher and pitcher.
10. Outfielders must be positioned in the outfield grass.

MINOR AAA SOFTBALL

1. Eight, ten and fifteen run rules are in effect (4.10-e)
2. 6.02 (c) regarding batter keeping one foot in batter's box is adopted
3. Infield Fly Rule is in effect
4. For the first half of the season there is a 3 run per inning limit. For the second half of the season there is a 5 run per inning limit
5. The run per inning limit in Rule 5.07 is suspended in the last inning and/or when last inning is declared by the umpire. However, limited to only once through the batting order.
6. Rule 9.01(d) option regarding the penalties for stealing and relaying of signs and/or pitch location is adopted
7. Tournament Rule 14 will be used for Tie Games
8. Every player must play at least one inning in the infield
9. Continuous batting is used.
10. No inning shall be started after 105 minutes
11. Time limit of a game is a hard stop at 120 minutes of play
12. The league will adopt rule 7.14(b) and allow courtesy runners for the catcher and pitcher.
13. For the first half of the season a coach will come in to pitch when the bases are loaded and the player at bat has 4 balls.
 - a. The at bat will continue until the player puts the ball in play or strikes out.
 - b. The number of strikes that the batter has will be carried over from the player pitch part of the at bat.
 - i. For example, if the batter has 2 strike and 4 balls, they will still have 2 strikes with the coach takes over to pitch
 - c. A batter hit by the pitch from a coach will not result in a base award.
14. For the second half of the season a batter will receive a walk on 4 balls from the pitcher in all situations.
15. It is highly recommended that all defensive players stationed in the infield use an approved protective face mask.
16. Pitchers MUST use an approved protective face mask.

17. Bunting is allowed during player pitch
18. Dropped 3rd strike is not adopted.
19. During the first half of the season runners may only advance one base per steal attempt. This applies to all runners on base at the same time.
 - a. Restriction lifted during second half of the season
20. During the first half of the season stealing home is not allowed
 - a. Restriction lifted during the second half of the season
21. On a steal the runner can leave the base when the ball reaches the plate
22. Runners may advance at their own risk on a on wild pitch during player pitch
23. Runner may advance at their own risk on an overthrow
24. Ball is dead when the pitcher has the ball in the pitcher's circle
25. A player may pitch in a maximum of twelve (12) innings in a day. If a player pitches in seven (7) or more innings in a day, one calendar day of rest is mandatory. Delivery of a single pitch constitutes having pitched in an inning.

MAJOR BASEBALL

1. Eight, ten and fifteen run rules are in effect (4.10-e)
2. Rule 6.02 (c) regarding batter keeping one foot in batter's box is adopted
3. Option to use Minor Division rule for third strike not caught by catcher is not adopted, so 6.05(b)(2) and 6.09(b) are in effect.
4. Rule 9.01(d) option regarding the penalties for stealing and relaying of signs and/or pitch location is adopted
5. Continuous Batting Order will be used
6. Tournament Rule 14 will be used for Tie Games.
7. No inning shall be started after 150 minutes
8. The league will adopt rule 7.14(b) and allow courtesy runners for the catcher and pitcher

MAJOR SOFTBALL

1. Eight, ten and fifteen run rules are in effect (4.10-e)
2. 6.02 (c) regarding batter keeping one foot in batter's box is adopted
3. Infield Fly Rule is in effect
4. Rule 9.01(d) option regarding the penalties for stealing and relaying of signs and/or pitch location is adopted
5. Tournament Rule 14 will be used for Tie Games
6. No inning shall be started after 120 minutes
7. Time limit of a game is a hard stop at 135 minutes of play
8. The league will adopt rule 7.14(b) and allow courtesy runners for the catcher and pitcher.
9. It is highly recommended that all defensive players stationed in the infield use an approved protective face mask.
10. Pitchers MUST use an approved protective face mask.

11. Bunting is allowed
12. Dropped 3rd strike is adopted.
13. Continuous batting is used.
14. On a steal the runner can leave the base when the ball leaves the pitcher's hand
15. Runners may advance at their own risk on a on wild pitch during player pitch
16. Runner may advance at their own risk on an overthrow
17. Ball is dead when the pitcher has the ball in the pitcher's circle
18. A player may pitch in a maximum of twelve (12) innings in a day. If a player pitches in seven (7) or more innings in a day, one calendar day of rest is mandatory. Delivery of a single pitch constitutes having pitched in an inning.

INTERMEDIATE BASEBALL

1. Eight, ten and fifteen run rules are in effect (4.10-e)
2. Rule 6.02 (c) regarding batter keeping one foot in batter's box is adopted
3. Rule 9.01(d) option regarding the penalties for stealing and relaying of signs and/or pitch location is adopted
4. Continuous Batting Order will be used.
5. The option to use tournament rule 3(d) for Special Pinch Runner instead of rule 7.14 is not adopted. Regular season rule 7.14 is in effect.
6. The league will adopt rule 7.14(b) and allow courtesy runners for the catcher and pitcher.
7. Tournament Rule 14 will be used for Tie Games
8. Game scores shall be reported by each District 14 manager to the District Division coordinator within 48 hours of completion of the game.
 - a. The district may implement an electronic form on the district website for score reporting, in which case that form will be used for all score reporting.
9. District by-laws and rules options take precedent for intra-district games
10. No inning shall be started after 150 minutes

JUNIOR BASEBALL

1. Eight, ten and fifteen run rules are in effect (4.10-e)
2. Rule 6.02 (c) regarding batter keeping one foot in batter's box is adopted
3. Rule 9.01(d) option regarding the penalties for stealing and relaying of signs and/or pitch location is adopted
4. Continuous Batting Order will be used.
5. The option to use tournament rule 3(d) for Special Pinch Runner instead of rule 7.14 is not adopted. Regular season rule 7.14 is in effect.
6. The league will adopt rule 7.14(b) and allow courtesy runners for the catcher and pitcher.
7. Tournament Rule 14 will be used for Tie Games
8. Game scores shall be reported by each District 14 manager to the District Division coordinator within 48 hours of completion of the game.

- a. The district may implement an electronic form on the district website for score reporting, in which case that form will be used for all score reporting.
9. Inter-district by-laws and rules options take precedent for inter-district games
10. No inning shall be started after 150 minutes

JUNIOR SOFTBALL

1. Eight, ten and fifteen run rules are in effect (4.10-e)
2. 6.02 (c) regarding batter keeping one foot in batter's box is adopted
3. Infield Fly Rule is in effect
4. Continuous Batting Order will be used.
5. Rule 9.01(d) option regarding the penalties for stealing and relaying of signs and/or pitch location is adopted
6. Tournament Rule 14 will be used for Tie Games
7. No inning shall be started after 120 minutes
8. Time limit of a game is a hard stop at 135 minutes of play
9. The league will adopt rule 7.14(b) and allow courtesy runners for the catcher and pitcher.
10. It is highly recommended that all defensive players stationed in the infield use an approved protective face mask.
11. Pitchers MUST use an approved protective face mask.
12. Bunting is allowed
13. Dropped 3rd strike is adopted.
14. Continuous batting is used.
15. On a steal the runner can leave the base when the ball leaves the pitcher's hand
16. Runners may advance at their own risk on a on wild pitch during player pitch
17. Runner may advance at their own risk on an overthrow
18. Ball is dead when the pitcher has the ball in the pitcher's circle
19. No pitching limits

SENIOR BASEBALL

1. Eight, ten and fifteen run rules are in effect (4.10-e)
2. Rule 6.02 (c) regarding batter keeping one foot in batter's box is adopted
3. Rule 9.01(d) option regarding the penalties for stealing and relaying of signs and/or pitch location is adopted
4. Continuous Batting Order will be used.
5. The option to use tournament rule 3(d) for Special Pinch Runner instead of rule 7.14 is not adopted. Regular season rule 7.14 is in effect.
6. The league will adopt rule 7.14(b) and allow courtesy runners for the catcher and pitcher.
7. Tournament Rule 14 will be used for Tie Games
8. Game scores shall be reported by each District 14 manager to the District Division coordinator within 48 hours of completion of the game.

- a. The district may implement an electronic form on the district website for score reporting, in which case that form will be used for all score reporting.
9. Inter-district by-laws and rules options take precedent for inter-district games
10. No inning shall be started after 150 minutes

SENIOR SOFTBALL

1. Eight, ten and fifteen run rules are in effect (4.10-e)
2. 6.02 (c) regarding batter keeping one foot in batter's box is adopted
3. Infield Fly Rule is in effect
4. Rule 9.01(d) option regarding the penalties for stealing and relaying of signs and/or pitch location is adopted
5. Tournament Rule 14 will be used for Tie Games
6. No inning shall be started after 120 minutes
7. Time limit of a game is a hard stop at 135 minutes of play
8. The league will adopt rule 7.14(b) and allow courtesy runners for the catcher and pitcher.
9. It is highly recommended that all defensive players stationed in the infield use an approved protective face mask.
10. Pitchers MUST use an approved protective face mask.
11. Bunting is allowed
12. Dropped 3rd strike is adopted.
13. Continuous batting is used.
14. On a steal the runner can leave the base when the ball leaves the pitcher's hand
15. Runners may advance at their own risk on a on wild pitch during player pitch
16. Runner may advance at their own risk on an overthrow
17. Ball is dead when the pitcher has the ball in the pitcher's circle
18. No pitching limits

GAME DAY RULES

1. For Minor AAA divisions and above for baseball and softball, each manager shall provide a lineup card with 4 copies, listing player first name, jersey number and defensive position by number (1-9). All copies will be brought to the plate meeting before the game. Lineup changes can be made at the plate meeting, before the umpire verifies the lineups.
2. Pitching records must be kept for Minor AA and above for both baseball and softball
 - a. Pitching records must be completed in ink and signed by both managers after the game. The Little League International Tournament Pitching Record will be used.

- b. Each manager shall be responsible for their own pitching records and shall present the records to the Official Scorekeeper at least 15 minutes prior to the game. Pitching records may be reviewed by the opposing manager up until 5 minutes before the game start time.
3. The home team shall prepare the field before each game. Both teams shall help with clean-up after the game, including the stands and their respective dugouts.
 - a. For any inter-league game, the home team is responsible for preparing the field and after gam clean-up
4. The managers must always carry player medical releases (including pool players) and a first-aid kit during practice and games.
5. Artificial noisemakers are not permitted at games.

GAME SCHEDULING

1. The Board shall schedule all games for each division of play prior to the start of the season. The number of games to be played in the regular season shall be at the discretion of the Board
2. There shall be a minimum of twelve (12) regular season games.

INTERLEAGUE AND INTERDISTRICT GAMES

Prior to the start of the season, at the discretion of the Board, the Board may elect to participate in Inter-league and Inter-district games during the Regular Season. Inter-league games are defined as games played against other teams at the same level of play from neighboring leagues within CA District 14 boundaries. Inter-district games are defined as games played against other teams at the same level of play from neighboring districts. The decision to play interleague and inter-district games will be on a division-by-division basis. District 14 Interleague and Inter-district rules shall apply to these games and may supersede these bylaws. Teams may play a combination of league, interleague, and inter-district games during the Regular Season.

RESCHEDULING OF GAMES

1. Baseball Minor AAA and Baseball Major divisions, games canceled due to weather or other reasons shall be made up on the next available date. The date must be within a 7-day period but may be extended with the approval of the interleague coordinator, VP of Operations and the division Player Agent. If any manager refuses to play a makeup or rescheduled game, that manager must appear before the Board of Directors and may lose their invitation to manage in the District TOC/Invitational or All Stars.

2. Softball Minor AAA, Softball Major and Softball Junior divisions, games canceled due to weather or other reasons shall be made up on the next available date. The date must be within a 14-day period but may be extended with the approval of the interleague coordinator, VP of Softball and the division Player Agent. If any manager refuses to play a makeup or rescheduled game, that manager must appear before the Board of Directors and may lose their invitation to manage in the District TOC/Invitational or All Stars.
3. Rescheduling of interleague games will be done according to the interleague bylaws.
4. For Minor A, Minor AA and Tee ball, managers should make every effort to make up games canceled due to weather or other reasons within 7 days. The game can be cancelled with the approval of both managers, the Interleague Coordinator, the VP of Operations or VP of Softball and the division Player Agent.
5. Games suspended without a winner or prior to becoming a regulation game may be played as part of a double header for Major Division and above games, provided that first half games are completed within the first half of the season; otherwise, the games must be completed on the next available date.
6. 14 days prior to the date of a scheduled game, either manager can request a reschedule. The requesting manager must confirm that due to a conflicting FUSD school event, the team is unable to field 9 players.
 - a. The request for a reschedule must be sent to the division player agent who has the sole responsibility to approve or deny the request for reschedule and the sole responsibility to determine the date the game will be played.
 - b. If no rescheduling request was submitted to player agents, the game will not be considered as an official game nor a forfeit. It will be up to the Board of directors to review the reason why the team could not field nine players to start the game and then decide such game is a forfeit or have legitimate reason to reschedule, for example, last minute illness is an acceptable reason to reschedule whereas conflict with boy scout scheduled events is not.

PLAYER POOLS

To aid teams that are having a difficult time getting enough players for their scheduled games, the League may form pools of players from existing teams.

1. Pools may be formed for the Minor AAA division and above.
2. Pools will be formed and administered as required by Little League Regulation V (c). 7.6.1.
3. Pool players will wear their original team's uniform

GAME SCORES AND DIVISION STANDINGS

1. Game scores and division standings are not kept, shown or posted for Tee ball and Minor A and Minor AA Divisions. No scores or division standings shall be posted or recorded.
2. Game scores and division standings for Minor AAA divisions and above shall be posted and recorded.
3. Only intra-league games will count in the division standings for Minor AAA and Majors
4. All games count in the division standings for Intermediates, Juniors and Seniors

TIED STANDINGS

1. Division standings that are tied at the end of all scheduled games shall use the following tie-breaking rules to determine the seeding for the league championship tournament.
 - a. If two or more teams end with the same win/loss record, the team with best head-to-head record shall be declared the higher seed.
 - b. If two or more teams end with the same win/loss record, and their head-to-head record is tied, then the team with the least amount of runs against shall be the higher seed.
 - c. If all above criteria are tied, then the higher seed will be determined by coin flip.

LEAGUE CHAMPIONSHIP

1. A League Champion shall only be determined in the Minor AAA, Majors, Intermediate, Juniors, and Seniors divisions.
2. For Minor AAA and Majors there will be an end of the season tournament incorporated into the game schedule.
 - a. The tournament will be a modified double elimination for all teams.
 - b. The tournament bracket will be set to give the highest seed the advantage of a first round bye.
 - c. The following highest seeds will play the lowest seed in each round of the tournament.
 - d. The tournament winner will represent FCLL in the district tournament of champions for their division
3. For any division in Minor AAA or above that only has 1 team, that team will represent FCLL in the district tournament of champions.
4. For Intermediates, Juniors and Seniors the league champion will be determined by the team with the best season record
 - a. If there is a tie, the tied standings rules will apply.

ALL STARS

ALL STAR TEAMS

1. FCLL will field the following teams provided we have enough players to fill the rosters
 - a. One Baseball Seniors Team
 - b. One Baseball Juniors Team
 - c. One Softball Juniors Team
 - d. One Intermediate Team
 - e. One Baseball Little League Team (Majors – 10/11/12 year olds), comprising the best players in the Major Division.
 - f. One Softball Little League Team (Majors – 10/11/12 year olds), comprising the best players in the Major Division.
 - g. One Baseball 9/10/11 Year Old Team (developmental) from players remaining after the Little League Team has been selected. The emphasis is on giving 11-year-olds tournament experience to expand our pool for next year's Little League team.
 - h. One Softball 9/10/11 year old Team
 - i. One Baseball 8/9/10 Year Old Team
 - j. One Softball 8/9/10 Year Old Team
2. Each All Star team roster shall be comprised of a minimum of twelve (12) players, but may be expanded to fourteen (14) players at the discretion of the selection committee.
3. Each team shall have one manager, and two coaches.
4. The Board of Directors will determine if we have enough players to field any of the above All Star Teams
5. If the league is short on players for any reason in the Major and Minor divisions, the priority will be to field a Little League team, then an 8/9/10 team and last a 9/10/11 team
 - a. In all other cases we will field teams in age order starting with seniors down to 8/9/10

ALL STAR PLAYER SELECTION PROCESS

FCLL has determined the following method of selection for All Star Tournament Teams. This method of selection applies to the 8/9/10, 9/10/11, Little League, Intermediate, Junior, and Senior All Star Teams for both baseball and softball. Note that while the process used is public, the actual rankings of the players that make up the final selection are confidential and are neither published nor discussed. This is to protect the

integrity of the process and self-confidence of players and is a requirement of Little League International.

SELECTION COMMITTEE PREPARATION

There are two parts to the preparation: Player Voting and Manager/Coach Recommendations.

1. The All Star Selection Committee is composed of the managers in that division, the Head Player Agent, and the President.
2. The Player Agents shall prepare the ballots for player voting for each division.
3. Each team's Manager, in conjunction with his/her coaches, shall prepare the following:
 - a. Their recommendation for 18 players to be considered for the roster of the All Star team. The rosters should be in ranked order, 1 through 18 with 1 being the first pick etc.
 - b. Major Division Managers prepare ranked lists for the Little League (10/11/12), 9/10/11, and the 9- and 10-year-olds in the Major division if there are more than 12.
 - c. Minor AAA Managers prepare ranked lists for 8, 9, 10 year olds for the case the (8/9/10) team has openings.
 - d. If proposing 11-year-olds to the Little League team, these should also be on the 9/10/11 team.
 - i. This is similar for 10-year-olds and 9-year-olds for the divisions they are eligible for.
 - e. If there are 12 or less players available, then Managers need not prepare a ranked list
 - f. For each player on a roster that comes from their own regular season team, they should be prepared to discuss the merits of that player in the Selection Committee meeting. Managers can also discuss players on other teams.
4. The Manager should send his/her proposed ranked list(s) to the Head Player Agent at least three days before the selection committee meeting to allow for the necessary preparation work to be done. They should bring the merits of their players and availability of their players to the meeting.

PLAYER VOTING

1. Majors and up players can cast ballots for All Star teams that are formed from their respective Division
2. Each player can vote for up to ten players from the division in which the player played in the regular season.
3. Ballots will be counted by the league Head Player Agent.
4. The 3 players with the most votes for each team in Intermediates, Juniors and Seniors will take the first 3 places on their respective All Star teams.
5. In Majors a total of 9 players will be chosen

- a. The top 3 12-year-old vote getters will be assigned to the Little League team (10/11/12)
 - b. The top 3 11-year-old vote getters will be assigned to the 9/10/11 team
 - c. The top 3 10-year-old vote getters will be assigned to the 8/9/10 team
6. If one of the players was selected to a higher team, then the player with the next highest number of votes will make the team.
- a. For instance, if the top 11-year-old vote getter is chosen for the Little League team then the 4th highest 11-year-old vote getter will be assigned to the 9/10/11 team. This is true at all levels
7. The Head Player Agent will closely hold the results of the player balloting until the All Star Selection Committee meeting.

ALL STAR TEAM SELECTION PROCESS

An All Star Selection Committee will be formed for each All Star team and will consist of the managers of the division the players are primarily drawn from plus the Head Player Agent and the President. The Secretary may also be present at the All Star selection meeting to take the meeting notes.

1. Prior to the meeting the Head Player Agent will determine the following two categories of players, which will be on the respective All Star team
 - a. The top 3 players as determined by the players voting for that team. If one of the players makes it to a higher-level team, then the next player voted for will be on the team.
 - i. So, for example, if Joe is the top pick 11 year old by the players, but Joe is selected to the Little League team during the selection process, then Joe is replaced on the 9/10/11 year old team by the next players' choice. If there is a tie for third place on the player balloting, then both players will be assigned to the team.
 - b. Any player that is in the top 9 of the ranked lists of ALL managers from that division will automatically be assigned to that All Star team. This is simply to save time at the meeting since there should be no need for discussion for anyone that is ranked high by all managers.
2. The Selection Committee will use the following process to come to a list of 18 ranked players
 - a. Each Manager will nominate the next player on their ranked list that hasn't already been assigned to the team.
 - b. The Manager of each player in regular season will give a brief overview of the players merits (no more than a couple of minutes – while stats can be presented, the skills, teamwork, sportsmanship, and intangibles should be highlighted)
 - c. The Committee will discuss which one of these players should definitely be assigned to the All Star team and (hopefully) reach consensus. If it is obvious that consensus cannot be reached after a reasonable time, then

the Head Player Agent should determine from the discussion which player on the list is most likely to make the team and call for a vote for that player – the majority vote counts. If that player is not assigned, the Head Player Agent should move to the next player.

- d. After a player is assigned to the All Star team, the Manager that nominated him/her will nominate the next player on their ranked list.
 - e. The process (steps 2 through 4) is repeated until there is a ranked list of 18 players. Note that usually filling the first 10 or 11 slots on the team should be easy. When it gets to those on the cusp, then discussions get more difficult.
3. Once the 18- player ranked list has been determined for the Senior, Junior, Intermediate, Little league, and 9/10/11 teams, it then comes time to define the All Star team as follows:
- a. The top 9 players (of the 9, 3 are from the player voting) on the ranked list are automatically assigned to the team.
 - b. The Head Player Agent will then ask if the Managers know whether they will all be available.
 - i. If it is known that a player will definitely NOT be available, then they are removed from the team and the next player from the ranked list is placed on the team.
 - ii. The Head Player Agent may decide to call the parents to confirm availability.
 - iii. FCLL will recognize the player that is selected but is not available when the teams are announced, hence the reason that players that aren't available are placed on the ranked list in the first place.
 - c. Once the first 9 are determined, the Manager of that All Star team will then select the final 3-5 players depending on the determined size of the team.
 - i. Specialty positions are defined as pitcher, catcher, or short stop.
 - ii. These are chosen by continuing down the ranked list of 18 until the next players who play those positions are identified.
 - iii. These players are assigned to the team.
 - iv. At no time can anyone not on the ranked list of 18 be assigned to the team.
4. For the 8/9/10 division the process is as follows
- a. All 10- and 9-year-old players not selected to the Little League team or the 9/10/11 team who played in the Major division will automatically be selected to the 8/9/10 team.
 - b. Based on the number of spots left on the roster the Player Agent will determine the size of the ranked list that the Minor AAA managers will prepare.
 - c. The top players ranked on each list within the number of spots available will automatically be placed on the team. So, for instance if there are 5 spots

available and each manager has the same top 5 players ranked in any order then those players will be placed on the team.

- d. If there are remaining spots open after any automatic assignments, Each Manager will nominate the next player on their ranked list that hasn't already been assigned to the team.
 - e. The Manager of each player in regular season will give a brief overview of the players merits (no more than a couple of minutes – while stats can be presented, the skills, teamwork, sportsmanship, and intangibles should be highlighted)
 - f. The Committee will discuss which one of these players should definitely be assigned to the All Star team and (hopefully) reach consensus. If it is obvious that consensus cannot be reached after a reasonable time, then the Head Player Agent should determine from the discussion which player on the list is most likely to make the team and call for a vote for that player – the majority vote counts. If that player is not assigned, the Head Player Agent should move to the next player.
 - g. After a player is assigned to the All Star team, the Manager that nominated him/her will nominate the next player on their ranked list.
 - h. The process (steps 2 through 4) is repeated until there is a ranked list of 18 players. Note that usually filling the first 10 or 11 slots on the team should be easy. When it gets to those on the cusp, then discussions get more difficult.
5. If in any division the Head Player Agent determines in advance that there may be many players on the ranked list of 18 that will not be available, then he/she can continue the ranking process to increase the number of players to 20 or whatever he/she thinks will be necessary. To ensure the integrity of always choosing the best players, at no time should there be a discussion to bring onto the team a particular player that isn't on that ranked list.
 6. Final team rosters must be approved by the Board of Directors.
 7. If later it is determined that a player is not available or a player has become injured, then a replacement may be added to the team (according to Little League tournament rules). In this case, the Head Player Agent will assign the next player on the ranked list not already assigned to a team.
 8. In order to protect the integrity of the process and self-confidence of the players, it is essential that anyone involved in this process keeps the voting and discussion in confidence and does not discuss it with anyone (including spouse) after the meeting. This is not only required by Little League International but is common sense. Experience shows that if anything gets out, it can be misinterpreted by parents and used by players to taunt others of their age.
 9. When ranking information is leaked out and verified by FCLL members, the person(s) responsible for leaking such information should come before the disciplinary committee to explain. Sanction we be handed out as necessary.

ALL STAR MANAGER AND COACH SELECTION

1. The League President shall appoint All-Star team managers, which are subject to Board approval.
 - a. Candidates interested in becoming an All-Star team manager must formally apply to the Board by emailing the league president to indicate interest.
 - b. Applications are to be submitted to the President no sooner than April 1.
 - c. Candidates must be from the current season's staff of FCLL managers and coaches.
2. The League President shall appoint two assistant coaches subject to the approval of the Board. The President may seek input from the All-Star team manager or other League officials in making appointments.
 - a. Candidates must be from the current season's staff of FCLL managers and coaches.
3. The President and Board may consider the following during the selection of Allstar Managers and Coaches
 - a. Coaching skill-level and ability to compete
 - b. Seniority or status with his/her division
 - c. Overall character, integrity, and sportsmanship.
 - i. Does the candidate have integrity and behavior appropriately on the field and while facing competition.
 - ii. Does the candidate show utmost respect to umpires calls regardless of the outcome.
 - iii. Is the candidate involved in extra activities to help build tournament teams
4. The league will follow Little League Tournament rule to determine manager eligibility.
5. The league President may serve as an All Star Manager or Coach with DA approval.

ALL STAR PLAYER COMMITMENTS

To be selected to participate on an FCLL All-star team is an honor and a privilege. It represents the culmination of a season-long effort of our players, our managers and coaches, and the great volunteer staff to make FCLL a great Little League Program. It is also the time to recognize those players who have consistently sustained a level of performance above all others and who have demonstrated exceptional sportsmanship and leadership abilities in and around the league.

We will rely on those players who have been selected, to live up to the commitments expected by each member of the team. The level of play in tournaments is much greater

than what has been experienced in league play, and the preparation of our players starts with our practices. Attendance at all practices and games is imperative.

Prior to participation in any practices and/or games, the selected tournament players and their respective parents must acknowledge and agree to the following FCLL Tournament Team Attendance Policy.

The Policy

1. From the official start of practice through the end of the tournament, each player is required to attend ALL practices and tournament games. The official start date for Allstar team practice will be stated in the “Tournament Rules and Guidelines” section of the Little League Rule Book. Realizing that there may be unforeseen circumstances which may prohibit a player from completely fulfilling his/her commitment, each player is permitted the following:
 - a. A maximum of three (3) excused absences (illness, medical appointments, or family emergency) where either a practice or a game is missed. Of these three absences, only ONE of them may result in a missed game.
 - b. A maximum of one (1) unexcused absence (absent without notifying the manager or coach at least two hours prior, lack of transportation) where either a practice or a game is missed.
 - c. A vacation whereby the parent notifies the manager at least two (2) weeks in advance of the absence may be accepted as an excused absence.
 - i. In this case, the absence criteria will be based on the number of games and/or practices the player will miss.
 - ii. If the player will miss at least THREE practices OR at least TWO practices and ONE game, it will be necessary to replace that player.
2. If, after accepting a place on the tournament team by returning a signed agreement, any player breaches his/her commitment to the team by violating one or more of the rules detailed above will be immediately replaced on the team by the next eligible player.

ALL STAR PROCESS CALENDAR

The Head Player Agent will be responsible for publishing the All Star Selection process calendar. The calendar should list the following dates:

1. Player vote deadline
2. Manager/coach deadline for delivering rankings to the Head Player Agent
3. All Star manager/coach application deadline
4. All Star Manager Selection Committee meeting date
5. All Star team announcement date

APPENDIX A FCLL TEE BALL REMINDERS

Tee ball is “Non-competitive Play.” No scorekeeping of any type is allowed. No standings are maintained.

Rule	Explanation
Inning	The half-inning is complete when all players on the team have batted once
Coaches	Four coaches are allowed per team. These are the manager and three assistant coaches
Run Limitations / Inning	No run limit. (Runs are not tracked)
Game Time Limit	No inning shall be started after 60 minutes
Defensive Alignment	All players may be on the field for defense. Extra players will be placed in the outfield. Each player may not play more than 3 defensive innings in the infield during a game and no more than 2 consecutive innings in the infield All players must play at least 1 inning in the infield
Mandatory Play	Each player must play 3 complete innings of defense during game.
Adult in the Dugout	An adult who has completed a background check and Little league Abuse training must be in the dugout when 1 or mor players are in the dugout
Defensive Coaches	All coaches may be on the field for defensive instruction
Offensive Coaches	An offensive coach places ball on tee, moves tee during play and assists batter and catcher with placement. The offense may have 2 adult base coaches. Players may base coach – with helmet.
Coach Pitch	After half the season's games are completed, for all batters, an adult coach may deliver up to 4 pitches, then revert to hitting off the Tee for that at bat.
Base Running	Base runners may only advance 1 base at a time when the ball is put in play. There is no stealing. A base runner may not advance on an overthrow
Catcher	Option position

APPENDIX B FCLL BASEBALL MINOR A REMINDERS

Minor A “Non-competitive Play.” Scorekeepers track runs for purposes of 5-run inning limit only. No standings are maintained. Games are to allow the players to PLAY. In-game instruction should be minimal to players on both offense and defense. Keep the game (and fun) going!

Rule	Explanation
Inning	Half inning is complete when 3 outs are collected Half inning is complete when the offense scores 5 runs
Coaches	Four coaches are allowed per team. These are the manager and three assistant coaches
Run Limitations / Inning	There is a limit of 5 runs per inning
Game Time Limit	No inning shall be started after 90 minutes
Defensive Alignment	The use of a 4 th outfielder is permitted. (10 defensive players) Each player may not play more than 3 defensive innings in the infield during a game and no more than 2 consecutive innings in the infield. All players must play at least 1 inning in the infield Outfielders must be positioned in the outfield grass.
Mandatory Play	Each player must play 3 complete innings of defense during game.
Adult in the Dugout	An adult who has completed a background check and Little League Abuse training must be in the dugout when 1 or mor players are in the dugout
Defensive Coaches	All coaches may be on the field for defensive instruction
Offensive Coaches	The offense may have 2 adult base coaches. Players may base coach – with helmet.
Player Pitch	During the final 6 weeks of the season player pitch will be allowed for 4 games.
Base Running	Base runners may only advance 1 base on an overthrow at the risk of being played on. The ball is dead when??? There is no stealing or advancing on a wild pitch. A base runner may not advance on an overthrow (above says may advance)
Batter	Bunting is not allowed. There are no walks. A batter will get a max of 5 pitches unless the batter fouls off the 5 th pitch. The at bat will continue until the ball is hit fair, the batter swings and misses or the batter does not swing.

Dead Ball	Ball is dead when it is intentionally thrown to the pitcher, regardless of if the ball is caught or not
Infield Fly	Infield fly is not in effect