



Local Ground Rules

www.unionlittleleaguebaseball.com



Union Little League

San Jose, California

For use in the following divisions:

- Tee Ball
- Minors (A, AA, AAA)
- Little League (Majors)
- Juniors

Approved by the Board of Directors – February 8th, 2024

Union Little League

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Union Little League

The League hereby establishes these local rules. In no way should these rules conflict with the rules of Little League Baseball, Inc.

* Approved by the Board of Directors – January 26th, 2023

1. Sign up of Players

- a. The league will use an online registration system to permit children between the League ages of 4 and 16 years of age to play in the League.
- b. The league will hold at least one verification night to verify that a new registrant's address is within the boundaries of the League or they have a waiver to play in the League.

2. Division Age

- a. Junior League 12 – 15 years old
- b. Majors Division 10 – 12 years old
 - i. Parents may request, at sign-ups or evaluations, that a 10 year-old not be drafted into the Majors Division.
 - ii. All 12 year olds shall be drafted to a Majors Division team unless granted a safety waiver by the District 12 Administrator.
- c. Minors Divisions (AAA, AA, A) 6 – 11 years old
 - i. Players are assigned by the Player Agent to a Minors division based on the Player Agent's evaluation of their ability. This evaluation takes into account the player's performance at evaluation as well as past history at Union Little League (if applicable).
 1. AAA Division 9 – 11 years old
 - This division is intended to be for skilled baseball players. Games are predominantly played under Blue Book Little League Division rules (see Division Rules for specifics).
 2. AA Division 6-9 year old
 - This division is more of an instructional league with emphasis placed on skill improvement. This division will be the first time players are allowed to pitch. Although scores and standings are kept, the intention is for players to gain exposure to all positions on the field so as to prepare them for the more competitive AAA and Majors Divisions.
 3. A Division 6-7 year old
 - This division is more of an instructional and beginner league with emphasis on learning skills and basic rules. Standings are not kept. The intention is for players to gain exposure to all positions on the field so as to prepare them for the next level of the AA Division.
 4. T-Ball 4 – 6 year old

3. Evaluation Criteria

There shall be an evaluation session held for all players ages 6-12. T-Ball players do not need to be evaluated. Each player will be evaluated in multiple skill areas and a rating system will be created that will be utilized during the drafting of teams. The Player Agent and the Division Reps will schedule and conduct all evaluation sessions. All registered players are to be notified in advance. All Majors, AAA, AA & A Division Managers and Coaches should attend.

4. Draft Procedure

- a. Majors Division teams are drafted first, followed by AAA, AA and A in that order.
- b. Each spring season the League will draft new teams in all divisions.
- c. Prior to the draft, the Player Agent, President, Vice President, and Division Reps shall determine the desired number of players per team in each division.
- d. At the conclusion of the Evaluation sessions, each player will have a point total assigned to him/her. The point total will be the basis for conducting the drafting of Managers' sons or daughters and siblings. Each player will be ranked in ascending order based on their point total. The Manager's son/daughter will be drafted in the round that their point total dictates. For example, if there are 6 teams and a Manager's son/daughter is ranked with the 10th highest point total, that child will be drafted in the second round. Majors draft will be conducted by Blue Book Rules.
- e. Prior to the start of the draft, all Managers in a specific division will place their name onto a folded piece of paper that will be placed into a hat. The Division Rep will draw the names out of the hat. The first name drawn will have the first pick in the first round of the draft. The last name drawn will have the last pick in the first round of the draft.
- f. The second round of the draft will follow a reverse order from the first round (i.e. the manager who picked last in the first round will pick first in the second round). This snake system will continue until the conclusion of the last full round of the draft.
- g. In the event that there will be an unequal number of players on each team (i.e. 5 teams with 12 players, 3 teams with 13), the following procedure shall be followed for selecting the players in the final round.
 - i. Each manager will place their name on a folded piece of paper that will be placed into a hat. The Division Rep will draw the names out of the hat. The first name selected will have the first pick in that final round. The second name selected will have the next pick. This process will continue until all players have been selected.
- h. Under no circumstances will any allowance be made to "lock" players so that a manager will be able to ensure that they can coach with a certain player's parent. This is done to ensure the greatest amount of parity within each division.
- i. Sibling Option – if (2) or more siblings are trying out for the same team in the same Division, and the parents have requested that they be placed on the same team, then any team drafting one of the siblings must draft the other sibling in the round where they are ranked.

5. Umpires

- a. Two umpires will be scheduled for every game in the Majors and AAA Divisions. At least one umpire will be scheduled for every game in the AA Division. Single A will have at least one umpire for playoff games. Scheduling of umpires is the responsibility of the Umpire in Chief and this Board will contract with the umpire association and/or approved volunteer umpires to provide umpires. In the Majors and AAA Divisions, a League umpire must be at least 11 years of age and carried on a roster maintained by the Umpire in Chief. In the A and AA Division, a League umpire must be at least "league age 11" and carry on a roster maintained by the Umpire in Chief.
- b. Umpires must wear an umpire's hat (hat will be provided by the League). In addition, the home plate umpire must wear a chest protector and shin guards, both of which will be provided by the League.
- c. An umpire must have a copy of the Little League Regulations on his/her possession during a game and have access to a copy of the Little League Rules (Blue Book), a copy of which must be in possession of each Team Manager during a game. The Home Team Manager will provide the home plate umpire with the official time of sunset that day and the umpire will ensure that an inning does not begin 15 minutes prior to that time.

6. Equipment

- a. The equipment Director will furnish the managers with sufficient equipment for each team prior to the start of the season, to include the following items:
 - i. (1) First Aid Kit
 - ii. (1) catchers shin guards, (1) catcher's mask, (1) R-H catcher glove, (1) catcher chest protector
 - iii. (12) new game balls
 - iv. At their discretion they can request additional equipment such as:
 1. (1) Bat
 2. (2) helmets
 3. (12) new practice grade baseballs
 4. (1) equipment bag
- b. The Equipment Director will be given a budget at the beginning of the year, as approved by the Board of Directors to purchase equipment listed above as necessary.
- c. The manager of each team is responsible for the proper care and inventory of equipment. Items (i), (ii), (1), (2), and (4), must be returned to the Division Rep at the conclusion of the season.

7. Uniforms

- a. Spring Season
 - i. The Division Rep of each division or uniform coordinator will issue uniforms to each manager in that division.
 - ii. The League will provide the following for the team:
 1. (1) hat per player plus 3 extras (Manager + 2 coaches)
 2. (1) game jersey

3. (1) practice jersey
4. (1) Little League patch to be ironed on per Little League guidelines by team coordinator
- iii. Parents are required to purchase pants, socks, a belt, and if the player is male, a protective cup to be worn during games and practices.
- iv. The Fall Ball Coordinator will issue uniforms to each manager.
- v. The League will provide the following to each team:
 1. (1) hat
 2. (1) jersey
- vi. Parents are required to purchase pants.

8. General Player and Manager/Coach Regulations

- a. All Managers and Coaches will be required to sign and agree to the Union Little League “Code of Conduct”. It will be the Manager’s responsibility to have all players (except T-Ball) and parents (including T-Ball parents) sign and agree to the “Participant’s Code” and the “Parent’s Code” and have them at all times in their team binder.
- b. Prohibit One-on-One Interactions: ULL adopts a policy that limits one-on-one contact with minors without being in an observable and interruptible distance from another adult, as described by Little League International’s Child Protection Program.
- c. No team shall start practices until the last week of January or after.
- d. No child is ever to be left unattended after a practice, game, or after the last game of a particular day. This includes children not on your team.
- e. Any adult assisting in practice must have a complete and approved Volunteer Application (background check) for the current season. Managers and coaches are responsible for the safe conduct of players after any practice or games.
- f. Tobacco products are not permitted on the field or in the dugout.
- g. Swearing on the field, dugout, or stands will be considered as grounds for ejection by an umpire and/or censure by the Board.
- h. The manager will maintain a player roster and have it available at all times.
- i. Uniformed players on the same team may “warm-up” a pitcher. A mask and cup must be worn when doing so during pre-game, bullpen and games. This is in addition to anyone covered in the green book.
- j. The manager must inform the Player Agent at least 24 hours in advance of any intent to bench a player for disciplinary reasons.
- k. All base runners, players acting as base coaches, catchers, and batters shall wear approved NOCSAE helmets at all times.
- l. No bat donuts are allowed in the league for Majors division and all lower divisions. First infraction is confiscation with a warning. On the second infraction the player or team manager of the team that violates this policy will be automatically suspended for one game. A third infraction will result in dismissal from the league for the remainder of the season.

9. Field Preparation & Equipment Storage Responsibilities

- a. Weeknight games:
 - i. The Home Team is responsible for setting up the field, including

1. Watering/dragging the infield
2. Raking the pitcher's mound
3. Raking and filling the batter's box
4. Chalking the base paths and batter's box
5. Installing the bases
6. Sweeping the dugouts and removing the trash from the dugouts
7. Setting out the trash cans
8. Removing and safely storing the tarps
- ii. The Visiting Team is responsible for tearing down the field after the game, including:
 1. Watering the infield dirt
 2. Raking and leveling the field and watering soft spots
 3. Dragging the infield
 4. Placing the tarps on pitchers mound and home plate if available
 5. Putting the bases away
 6. Cleaning the dugouts
 7. Emptying the trash cans
 8. Locking the dugout gates
 9. Locking the storage facility gates/doors
- b. Weekend games:
 - i. Prior to the first game, the Home Team shall have all of the responsibilities of a typical Weeknight game.
 - ii. If a subsequent game is to be played;
 1. The Visiting Team from the previous game shall be responsible for the following:
 - a. Watering/dragging the infield
 - b. Raking the infield and base paths and leveling dirt
 - c. Sweeping the dugouts and removing the trash from the dugouts
 2. The Home Team for the next game shall be responsible for the following:
 - a. Raking the pitcher's mound
 - b. Raking and filling the batter's box
 - c. Chalking the base paths and batter's box
 - iii. After the last game is played, the Visiting Team shall have all of the responsibilities of a typical Weeknight game.
- c. The visiting team manager of the last Majors or AAA division game to finish on any evening is responsible for final facility lock up. This includes ensuring that the bathrooms are locked, the snack shack has been properly closed, and the main facility gate is locked.

10. Pre-Game Warm Up

Each team will be allowed an opportunity to warm up their defense prior to the start of the game.

- a. The Home Team shall go first. They will get a maximum of 5 minutes, starting 15 minutes before the start of the game.
- b. The Visiting Team shall go last. They will get a maximum of 5 minutes, starting 10 minutes before the start of the game.

- c. Five minutes before the start of the game, the Managers and Umpires will meet to review the game particulars and exchange line-ups (AA, AAA, Majors).

11. Home Team Responsibilities

- a. The Home Team shall provide (3) new game balls for each game. These shall be provided to the Home Plate Umpire at the start of each game.
- b. The Home Team will be the official scorekeeper and official pitch counter.

12. General Rules and Responsibilities

- a. All batting and infield practice shall cease five minutes prior to game time.
- b. Only the team players, three adults (manager and 2 coaches) will be in the dugout during a game. You must have an adult in the dugout at all times. Only adults with approved volunteer forms can coach the bases, or be in the dugout at any time. No exceptions.
- c. The Division Reps of a particular Division may not coach or manage a team in such Division and may not be in a dugout during a game.
- d. Members of the teams (players and coaches) involved in a game should not be in the spectator stands or behind the backstop during a game.
- e. Games postponed, incomplete (non-legal) or canceled should be made up through arrangements with the scheduler. It is the scheduler's responsibility to reschedule. If Interlock play is involved, the Division Rep should be asked for assistance in rescheduling. The President of the League shall be advised if a team from another league is refusing to adhere to this regulation.
- f. An equal number of players shall be drafted to each Majors Division team and effort to maintain equal players across teams should be maintained in the Little League Majors Division. Any manager or coach who is made aware that a player has quit (i.e. two unexcused absences from games, and/or notification from a player or parent) shall immediately notify the Player Agent. The Player Agent will then confirm with the player's parents if he/she has quit the team. The manager shall have 3 games from being notified by either the player, parent, or Player Agent within which to replace the player, unless other arrangements are made with the approval of the League President. It is the responsibility of the Player Agent to fill such vacancy after obtaining a list of replacement candidates from the Manager of the team that requires an additional player once the season has begun. If a player is asked to join a Majors Division team and declines, that player is ineligible to be brought up to the Majors Division for the remainder of that season.
- g. Rain Outs:
 - i. You will be notified as soon as possible by a Board Member if a game is canceled due to rain or if the field has been determined to be unplayable.
 - ii. All rained-out games will be made up on the first available date.
- h. No inning shall start within 15 minutes of the official time of sunset for the day posted on the ULL website. Such time will be reviewed by the umpires and managers prior to the start of a game.
- i. Game rules for playoffs will be the same as the regular season, or follow Little League Blue Book rules that supersede them unless specifically stated under the Division Rules.
- j. Sportsmanship – laughing at an improperly made play will not be tolerated.
- k. Foul or abusive language from players, managers, coaches, or parents will not be tolerated.

- I. Scorekeeping will be the responsibility of both teams' scorekeepers as required by division or facility. The home team will keep score in GameChanger and the visiting team will operate the scoreboard and record pitch count in the paper book at the end of the game. If a scorekeeper is absent, the remaining scorekeeper shall use GameChanger as a priority.

13. Game Time Durations

The following are the time limits from which a new inning can be started:

- | | |
|-----------|--|
| i. T-Ball | 1 hour 15 minutes (from start of game) |
| ii. A | 1 hour 30 minutes (from start of game) |
| iii. AA | 1 hour 45 minutes (from start of game) |
| iv. AAA | 2 hours (from start of game) |
| v. Majors | No time limit |

14. Pitch Counts and Rest Days

Pitch Counts – Pitch counts and rest days stated below must be observed by all divisions.

- a. League Age

<u>Player Age</u>	<u>Max # of Pitches Allowed</u>
13-16	95
11-12	85
9-10	75
6-8	50

- b. Rest Days – Pitchers 14 years and under must adhere to the following requirements
 - i. If a player pitches 1-20 pitches in a day, no (0) calendar days of rest are required.
 - ii. If a player pitches 21-35 pitches in a day, one (1) calendar day of rest is required.
 - iii. If a player pitches 36-50 pitches in a day, two (2) calendar days of rest are required.
 - iv. If a player pitches 51-65 pitches in a day, three (3) calendar days of rest are required.
 - v. If a player pitches 66 or more pitches in a day, four (4) calendar days of rest are required.
- c. A pitcher cannot pitch for 3 consecutive days.

15. Player Pool

A pool of eligible players will be formed for each division, and are intended to be replacement players for teams within the same division in case a team is not able to field enough players to play a game.

- a. A notification will be sent to all players in the league requesting to be on the pool play list. Once a pool player has played a game, he must be put at the bottom of the list and can only play if all other players have been contacted.
- b. Managers must give 24-hours notice to the Division rep if a pool player is needed. Failure to do so may lead to a team not having access to a pool player.
- c. Pool players must play in the outfield only, and must bat last in the order.

16. Common Division Rules for A, AA, AAA, and Majors

- a. **Interlock Play:** In the event of Interlock Play, ULL will play by our Local Ground Rules when playing on our home fields and will play by the Local Ground Rules of the opposing Leagues while playing away.
- b. **Batting Order:** A continuous batting order will be used for all games played during the regular season and postseason.
- c. **Injured/Sick Player:** An injured or sick player is simply skipped in the lineup, and if they become healthy enough to play may return to that spot in the lineup. If a player gets hurt while at bat (not struck by the ball), the next batter in the order takes his/her place and assumes the count and the game continues.
- d. **Umpire Challenge:** Only a Manager is permitted to ask an Umpire for a second opinion or verify the interpretation of a rule, with the following understanding:
 - i. Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach or substitute shall object to any such judgment decisions.
 - ii. If there is reasonable doubt that any umpire's decision may be in conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made. Such appeal shall be made only to the umpire who made the protested decision.
 - iii. If a decision is appealed, the umpire making the decision may ask another umpire for information before making a final decision. No umpire shall criticize, seek to reverse, or interfere with another umpire's decision unless asked to do so by the umpire making it.
- e. **League Etiquette:** All Managers, Coaches, & Players are expected to adhere to all Union LL Code of Conduct policies.
- f. **Regulation Game:** It is a regulation game if either of the following occur:
 - i. The Home Team has scored more runs in 5.5 innings than the Visiting Team has scored in 6 complete innings, or after a team is ahead after the completion of 6 or more innings.
 - ii. After three (3) innings, or two and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more. The manager of the team with the least runs shall concede the victory to the opponent.
 - iii. After four (4) innings, or three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more. The manager of the team with the least runs shall concede the victory to the opponent.
 - iv. After five (5) innings, or four and one-half innings if the home team is ahead, one team has a lead of eight (8) runs or more. The manager of the team with the least runs shall concede the victory to the opponent.
- g. **No Pre-Judging Calls:** No coach, manager or parent shall pre-judge a call out loud before the umpire call is made. e.g., "Great pitch," "Safe!", "Out!"
 - If there are repeated offenses, the managers should meet and jointly address the situation.
- h. **Safety:** Travel Ball bats are not permitted to be used. Only Bats labeled "USA" are allowed.

17. Division Rules

- a. All rules governing all Divisions will follow Williamsport Rule Book, except as noted below for the appropriate Division:
- b. Juniors Division
 - Per the Williamsport Rule Book and the District 12 Interlock Rules. Voted on by all of the leagues in the Interlock. Rules will be given out prior to start of play.
- c. Majors Division
 - i. **Mandatory Minimum Play:** Minimum Play is three defensive innings (9 outs) through the regular season and two defensive innings (6 outs) through the post season.
 - 1. No player shall sit 2 consecutive innings.
 - 2. Substitutions shall be done freely, with players able to exit and re-enter thru-out the entire game.
 - ii. **Pitching:** Any player on a regular season team may pitch. There is no limit to the number of pitchers a team may use in a game.
 - 1. Any player who has played the position of catcher in four or more innings in a game is not eligible to pitch on that calendar day.
 - 2. A pitcher who throws more than 40 pitches in a game cannot play the position of catcher on that day.
 - 3. A pitcher once removed from the mound cannot return as a pitcher.
 - 4. Managers should adhere to the LL Blue Book rules for required days of rest for all pitchers, as outlined in section 14.b.
 - iii. **Pitch Count:** The Official Pitch Count will be recorded by the Official Scorekeeper. Manager's shall not question the official count.
 - 1. The current pitch count for any pitcher must be provided by the Scorekeeper when requested by either manager or umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.
 - 2. The Official Scorekeeper should inform the Umpire-In-Chief when a pitcher has delivered his/her maximum limit of pitches for the game.
 - 3. Failure by the Official Scorekeeper to notify the Umpire-In-Chief, and/or the failure of the Umpire-In-Chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.
 - 4. For all Interlock Games, Union teams must still log pitch counts.
 - 5. No pitcher shall start pitching to a new batter once the limit is reached. (eg. - If the pitcher is age 8, a new batter cannot be started on pitch 51. A pitcher may only face a new batter prior to or on the max pitch limit. It is ok if the final pitch count exceeds the max limit due to that batter. Per LL rules.) The Scorekeeper should indicate the pitch count of when the last batter was started as the final pitch count.
 - 6. Managers should ensure their pitchers do not exceed the maximum numbers of pitches a pitcher can throw per LL Blue Book rules, as outlined in section 14)a.
 - iv. **Dropped Third Strike:** Players may advance on a third strike that is not caught in flight by the catcher, provided:
 - 1. First base is unoccupied.
 - 2. First base is occupied with two outs.

3. A batter forfeits his/her opportunity to advance to first base when he/she enters the dugout or other dead ball area.
- v. **Courtesy Runner:** A team may use a courtesy runner for the catcher of record when there are two (2) outs. A courtesy runner must be reported to the plate umpire. **Exception:** If the continuous batting order is used, the “courtesy runner” may be in the team’s batting order and must be the player in the batting order who made the last out.
- vi. **Game Duration:**
 1. No inning shall start after 15 minutes prior to sunset. Sunset time shall be determined at the Manager’s/Umpire meeting prior to the game time start.
 2. Length of game on Saturday – there is no time limit to a (6) inning game. The (6) innings will be completed regardless of the time it takes to complete them.
 3. Except for playoffs, games shall be allowed to end in a tie.
- vii. **Number of Players:** A game may not be started with less than 8 players on either side. Pool Players may be used if a team is short players, provided the following:
 1. Players must be from a list of compiled players obtained from each of the teams in that division, that is managed by the Player Agent. The Player Agent will assign the Pool Player(s).
 2. Maximum number of Pool Players allowed in a game is 3. A team must have at least 6 of their own players.
 3. All Pool Player(s) are restricted to outfield only, and are not allowed to catch or pitch.
 4. Pool Player(s) must be placed at the end of the batting order.
- viii. **Number of Coaches:** No more than (1) manager and (2) coaches may be in the dugout at one time.
- ix. **Dugout:** Coaches must remain in the dugout (with the gate closed) while the game is in play, unless the following apply:
 1. When a Manager/Coach is a first or third base coach and their team is batting.
 2. Warming up a pitcher at home plate or in the bullpen or elsewhere at any time including in-game warm-up, pre-game warm-up, and in other instances.
 3. Standing by to observe a pitcher during warm-up in the bullpen.
- d. **AAA Division**
 - i. **Mandatory Minimum Play:** Minimum Play is three defensive innings (9 outs) through the regular season and two defensive innings (6 outs) through the post season within the first 4 innings.
 1. No child shall sit 2 consecutive innings.
 2. Substitutions shall be done freely, with players able to exit and re-enter thru-out the entire game.
 - ii. **Batting Order:** The batting order shall be continuous for regular and postseason.
 - iii. **Stealing Home:**
 1. The following shall be in effect through the first 4 games of the team who has played fewer games;

- a. A runner on third cannot advance to home on a wild pitch (wp) or passed ball (pb). This is NOT a dead ball situation – other runners can still advance. The runner on third is allowed to take his normal secondary lead (3-5 steps or so down the line after the ball reaches the plate) but must return to the base when the pitcher has the ball and steps on the rubber (this is per Blue Book rule 7.13).
- b. If the defensive team loses control of the ball subsequent to the wild pitch/passed ball (eg: wild throw back to the pitcher), or tries to make a play on another runner (eg: throw down to second), then the runner on third can attempt to score.
 - i. Ex 1: Runner on third, WP/PB occurs, runner on third cannot advance (other runners can advance if able). Catcher makes a poor throw back to the pitcher and the ball rolls away – the runner on third can attempt to score.
 - ii. Ex 2: Runner on third, WP/PB occurs, runner on third cannot advance (other runners can advance if able). Catcher throws back to pitcher who drops the throw and is lackadaisical picking it up and getting back to the rubber and is not paying attention to the runner – the runner on third can attempt to score.
2. After the first 4 games, stealing of home on a wild pitch/pass ball is allowed, as long as the runner does not leave the base prior to the pitch passing home plate.
3. All runners are encouraged to slide feet first when attempting to score at home and a play at the plate is being attempted. This is not a must slide rule.
- iv. **Substitute Runner**: The following are instances when a substitute runner may be used;
 1. A batter is struck by a pitch and cannot run, the player that made the last out in the current inning (or previous inning if no outs are recorded in the current inning) shall run for the batter struck by the pitch.
 2. A substitute runner may be used for a Player that is injured while running the bases. The player who made the last out in the current inning (or previous inning if no outs are recorded in the current inning) shall be used.
 3. A courtesy runner may be used for a player who is slated to play the catcher position the next inning, but only if there are 2 outs. The player then taken out must play the Catcher position the next inning (unless an injury occurs). The player who made the last out shall be used as the courtesy runner.
- v. **Pitching**: Any player on a regular season team may pitch. There is no limit to the number of pitchers a team may use in a game.
 1. Any player who has played the position of catcher in four or more innings in a game is not eligible to pitch on that calendar day.
 2. A pitcher once removed from the mound cannot return as a pitcher.
 3. A pitcher who throws more than 40 pitches in a game cannot play the position of catcher on that day.
 4. Managers should adhere to the LL Blue Book rules for required days of rest for all pitchers, as outlined in section 14.)b.
- vi. **Pitch Count**: The Official Pitch Count will be recorded by the Official Scorekeeper. Managers shall not question the official count.
 1. The current pitch count must be provided by the Scorekeeper for any pitcher when requested by either manager or umpire. However, the manager is responsible for knowing

- when his/her pitcher must be removed.
2. The Official Scorekeeper should inform the Umpire-In-Chief when a pitcher has delivered his/her maximum limit of pitches for the game.
 3. Failure by the Official Scorekeeper to notify the Umpire-In-Chief, and/or the failure of the Umpire-In-Chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.
 4. For all Interlock Games, Union teams must still log pitch counts.
 5. No pitcher shall start pitching to a new batter once the limit is reached. (eg. - If the pitcher is age 8, a new batter cannot be started on pitch 51. A pitcher may only face a new batter prior to or on the max pitch limit. It is ok if the final pitch count exceeds the max limit due to that batter. Per LL rules.) The Scorekeeper should indicate the pitch count of when the last batter was started as the final pitch count.
 6. Managers should ensure their pitchers do not exceed the maximum numbers of pitches a pitcher can throw per LL Blue Book rules, as outlined in section 14)a.
- vii. **Runs per Inning Limit:** No matter how many outs there are, once five runs have been scored, that half of the inning is complete.
1. There shall be no five run limit imposed during the 6th inning or later.
 2. If it is determined by the Umpire that the 5th inning will be the last inning to be played (due to time constraints) and determined prior to the start of the 5th inning, the 5 run limit can be removed and the batter limit is put in place. (Note** For Postseason the Batter Limit is removed for the last inning or more.)
 3. Batter Limit is as follows: Once through the batting order for each team unless 3 outs are made, or the Home Team scores the winning run. If Team A has 12 players, and Team B has 10 players, Team B will be allowed to bat the next 2 hitters in order.
 4. The 4th inning remains a 5 run limit regardless if it is the last inning played.
 5. If, in the last inning of a 6 inning game, the trailing team comes back and ties the score, the game goes to extra innings if regulation time permits.
 6. In innings where five runs scored ends an inning, there is no “play in progress” allowance, although it is recommended that the play be completed in case a run is disallowed.
 7. If after 4 innings the next inning cannot be completed, the score reverts back to the score of the last full inning played. If the score ends in a tie of the last full inning able to be played, it will be recorded as a tie.
- viii. **Number of Players:** A game may not be started with less than 8 players on either side. Pool Players may be used if a team is short players, provided the following:
1. Players must be from a list of compiled players obtained from each of the teams in that division, that is managed by the Player Agent. The Player Agent will assign the Pool Player(s).
 2. Maximum number of Pool Players allowed in a game is 3. A team must have at least 6 of their own players.
 3. All Pool Player(s) are restricted to outfield only, and are not allowed to catch or pitch.
 4. Pool Player(s) must be placed at the end of the batting order.
- ix. **Game Duration:**

1. Except for playoffs, games shall be allowed to end in a tie.
 2. No new inning shall start more than 2 hours after the start of the game.
 3. No inning shall start after 15 minutes prior to sunset. Sunset time shall be determined at the Manager's/Umpire meeting prior to the start of the game.
 - x. **Number of Coaches:** No more than (1) manager and (2) coaches may be in the dugout at one time.
 - xi. **Dugout:** Coaches must remain in the dugout (with the gate closed) while the game is in play, unless the following apply:
 1. When a Manager/Coach is a first or third base coach and their team is batting.
 2. Warming up a pitcher at home plate or in the bullpen or elsewhere at any time including in-game warm-up, pre-game warm-up, and in other instances.
 3. Standing by to observe a pitcher during warm-up in the bullpen.
 - xii. **Other Rules:** Dropped 3rd-strike and Infield Fly rules do not apply for this Division.
- e. **AA Division**
- i. **Mandatory Minimum Play:**
 1. Playing Time: Minimum of 4 defensive innings per game required. A player cannot be on the bench twice before all players have been on bench once.
 2. Position Play: Every player needs 2 or more innings playing in the infield. All kids must play at least one inning in the outfield. No player can play more than two innings at any one position. Each player should play all positions throughout the year. The exception being a player that is a safety risk at first base or the pitcher position.
 3. If a game runs shorter than 6 innings, it can be tough to meet the minimum infield time requirements. Plan accordingly and all players should play a minimum of one inning in the infield in the first 3 innings.
 - ii. **Substitute Runner:** The following are instances when a substitute runner may be used;
 1. A batter is struck by a pitch and cannot run, the player that made the last out in the previous inning shall run for the batter struck by the pitch.
 2. A player that is injured while running the bases can be pinch-run for with the player making the last out in the previous inning.
 3. A courtesy runner may be used for a player who is slated to play the catcher position the next inning, but only if there are 2 outs. The player then taken out must play the Catcher position the next inning (unless an injury occurs). The player who made the last out shall be used as the courtesy runner.
 - iii. **Pitching:**
 1. A combination of coach pitch and player pitching will be used.
 2. All pitching must occur from the pitching rubber. When a coach is pitching, the defensive player playing the pitcher position must have one foot within the dirt circle.
 3. Any player on a regular season team may pitch. There is no limit to the number of pitchers a team may use in a game.
 4. Any player who has played the position of catcher in four or more innings in a game is not eligible to pitch on that calendar day.
 5. A pitcher once removed from the mound cannot return as a pitcher.

6. Managers should adhere to the LL Blue Book rules for required days of rest for all pitchers, as outlined in section 14.)b.
7. Hit By Pitch: A batter hit by a pitch automatically is given first base. However the batter can decide to take that pitch as a ball and continue the at bat.
8. Hit By Pitch: A batter hit by a pitch automatically is given first base. However the batter can decide to take that pitch as a ball and continue the at bat.
9. Hit By Pitch: A pitcher must be replaced after three HBP's have occurred. There is no inning limitation on HBP. Example, Pitcher hits 2 batters in the 1st inning and another in the 2nd inning. In this case, the pitcher must then be removed.
10. Opening Day through Spring Break:
 - a. Players will pitch the first 3 innings of the game. Coaches will pitch the remainder of the game.
 - b. After the Player Pitcher throws (4) called balls to the batter, the Coach of the batting team shall come in to pitch and finish that batters at-bat. The strike count will remain, and a maximum of (5) pitches will be thrown to the batter. The umpire will call strikes, swinging and caught looking, during this time. If no ball is put in play after the last pitch, the batter will be recorded as out even if all the pitches were Balls.
 - i. A foul ball can't end the at bat.
 - ii. If a coach hits the batter, it shall not be counted in the (5) pitch allotment. A batter can't receive a base-on-balls from a coach pitcher.
11. Spring Break through the end of the Regular Season:
 - a. Players will pitch the first 3 innings of the game. Coaches will pitch the remainder of the game.
 - b. After the Player Pitcher throws (4) called balls to the batter, the Coach of the batting team shall come in to pitch and finish that batters at-bat. The strike count will remain, and a maximum of (5) pitches will be thrown to the batter. The umpire will call strikes, swinging and caught looking, during this time. If no ball is put in play after the last pitch, the batter will be recorded as out even if all the pitches were Balls.
 - i. A foul ball can't end the at bat.
 - ii. If a coach hits the batter, it shall not be counted in the (5) pitch allotment. A batter can't receive a base-on-balls from a coach pitcher.
12. Post-Season Tournament:
 - a. The player pitch coach pitch format from post spring break will continue through the playoffs.
- iv. **Pitch Count:** The Official Pitch Count will be recorded by the Official Scorekeeper. Managers shall not question the official count.
 1. The pitch count must provide the current pitch count for any pitcher when requested by either manager or umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.
 2. The Official Scorekeeper should inform the Umpire-In-Chief when a pitcher has delivered his/her maximum limit of pitches for the game.

3. Failure by the Official Scorekeeper to notify the Umpire-In-Chief, and/or the failure of the Umpire-In-Chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.
4. For all Interlock Games, Union teams must still log pitch counts.
5. Managers should ensure their pitchers do not exceed the maximum numbers of pitches a pitcher can throw per LL Blue Book rules, as outlined in section 14)a.
- v. **Number of Defensive Positions**: There shall be nine defensive players. The three outfielders must start each play 15 ft beyond the infield dirt. A white line will be placed on the field representing this dimension.
- vi. **Bunting**: There shall be no bunting in this Division.
- vii. **Stealing**: There shall be no stealing in this Division. Runners may only leave the base after the ball has been put into play.
- viii. **Sliding**: If the runner does not slide into 2nd base, 3rd base, or home plate, and interferes with the play then the runner will be called out. This is not a must slide rule.
- ix. **Defensive Control of the Ball**: Base runners cannot advance once the ball is controlled in the infield. Control is defined by an infielder making a clean catch (from a bounce is acceptable) on a baseball while standing on the infield dirt/grass.
 - a. If a runner is less than 75% to a base (marked by a line on the field) when the ball is controlled by the defense, he/she must return to the previous base after the play.
 - b. If he/she is thrown out while attempting to get to the forward base, then he/she is out.
 - c. All runners can advance at least one base on a base hit, unless the runners did not advance to avoid a play at the next base.
 - d. The purpose of this rule is to discourage base coaches from attempting to entice the infielders into making a throwing error by always sending their base runners.
- x. **Overthrows**:
 1. **Opening Day through Spring Break**:
 - a. An overthrow to 1st or 3rd base from an infielder is a dead ball.
 - b. An overthrow at any base from the outfield is a live ball. Until the ball is controlled by an infielder on the infield dirt/grass, the ball is considered live.
 2. **Spring Break through End of Regular Season & Post Season tournament**:
 - a. An overthrow at any base is a live ball. Until the ball is controlled by an infielder on the infield dirt/grass, the ball is considered live.
- xi. **Runs per Inning Limit**: No matter how many outs there are, once five runs have been scored, that half of the inning is complete.
 1. There shall be no five run limit imposed during the 6th inning or later.
 2. There is no limit to the number of batters in any inning.
 3. The 4th or 5th inning remains a 5 run limit regardless if it is the last inning played.
 4. If, in the last inning of a 6 inning game, the trailing team comes back and ties the score, the game goes to extra innings if regulation time permits.
 5. The extra innings remain open and there shall be no limit to the number of runs that may score.
 6. In innings where five runs scored ends an inning, there is no "play in progress"

allowance, although it is recommended that the play be completed in case a run is disallowed.

7. If after 4 innings the next inning cannot be completed, the score reverts back to the score of the last full inning played. If the score ends in a tie of the last full inning able to be played, it will be recorded as a tie.
 - xii. **Number of Players:** A game may not be started with less than 6 players on either side. If a team is short players they can borrow up to 3 outfielders from the opposing team. The team borrowing players will still bat through their lineup.
 - xiii. **Game Duration:**
 1. Games are scheduled for a maximum of 6 innings.
 2. Except for playoffs, games shall be allowed to end in a tie.
 3. No new inning should be started 1 hour and 45 minutes from the start of the game.
 4. No inning shall start after 15 minutes prior to sunset. Sunset time shall be determined at the Manager/Umpire meeting prior to the start of the game and posted in the league schedule.
 5. The home team is ensured the last at-bat, even if behind by more than 5 runs, but if it is not yet the sixth inning (or beyond), the 5 run rule remains in force.
 - xiv. **Number of Coaches:** No more than (1) manager and (4) coaches may be in the dugout at one time. All coaches in the dugout will need to pass ULL safety requirements.
 - xv. **Dugout:** Coaches must remain in the dugout (with the gate closed) while the game is in play, unless the following apply:
 1. When a Manager/Coach is a first or third base coach and their team is batting.
 2. Warming up a pitcher at home plate or in the bullpen or elsewhere at any time including in-game warm-up, pre-game warm-up, and in other instances.
 - xvi. **Outfield put outs:** No outfielder can tag or complete an unassisted force out on any base.
 1. They must transfer the ball to an infield player to get the out.
 2. No out can be recorded from an outfielder throwing the ball directly to 1st base.
 - xvii. **Standings:** Game scores will be kept but standings will not determine playoff seeding.
- f. **A Division**
- These rules are Union Little League Ground Rules. Any rules not specifically listed here will then defer to the Little League Baseball Blue Book rules, regulations & policies for 2023.
- i. **Mandatory Minimum Play:** Minimum Play is three defensive innings (9 outs) within the first 4 innings.
 1. No child shall sit 2 consecutive innings.
 2. A player cannot be on the bench twice before all other players have been on the bench once.
 3. Substitutions shall be done freely, with players able to exit and re-enter thru-out the entire game.
 - ii. **Substitute Runner:** The following are instances when a substitute runner may be used;
 1. A batter is struck by a pitch and cannot run, the player that made the last out (in the current inning or previous inning if no outs recorded in the current inning) shall run for the batter struck by the pitch.

2. A player that is injured while running the bases may be replaced with a substitute runner. The player who made the last out (in the current inning or previous inning if no outs recorded in the current inning) shall be used.
- iii. **Pitching:** Coaches will pitch in all innings.
 1. Coaches shall pitch using an overhand motion. Coaches are allowed to pitch from the knee if needed.
 2. Coaches will pitch to their own team's batters.
 3. A maximum of (6) pitches will be allowed.
 4. No walks will be granted.
 5. Strike outs will be recorded based on swinging strikes only.
 6. A player cannot be out on the last pitch if it is a foul tip, unless the opposition catches the foul ball.
- iv. **Number of Defensive Positions:** There shall be a minimum of (7), and maximum of (10) defensive players.
 1. With 10, you will add an additional outfielder (4).
 2. If playing with 9, the catcher plays.
 3. If you play with 8 or less, start by eliminating the catcher position in order to keep as many outfielders as possible.
- v. **Position Play:** Every player needs to play a minimum of 2 innings in the infield and 1 inning in the outfield. Utilize the first 3 innings to meet these requirements.
 1. No player can play more than two innings at any one position.
 2. Each player should play all positions throughout the year unless a player is a safety risk at first base or the pitcher position.
 3. Pitcher's position is to the left or right of the coach pitcher, no further than an arms-length away.
 4. Outfielder positions must start each play 10 ft. beyond the infield dirt. A white line will be placed on the field representing this dimension.
 5. Infielder positions not actively part of a play need to be clear of the baserunners base path to avoid player collisions or interfering with runners progress.
- vi. **Outfield put outs:** No outfielder can tag or complete an unassisted force out on any base.
 1. They must transfer the ball to an infield player to get the out.
 2. No out can be recorded from an outfielder throwing the ball directly to 1st base.
- vii. **Bunting:** There shall be no bunting in this Division.
- viii. **Stealing:** There shall be no stealing in this Division. Runners may only leave the base after the ball has been put into play.
- ix. **Running:**
 1. Batters running to 1st base are to use the outside base, unless they are advancing to 2nd base. Runners using the inside bag can result in interference at first base and will be called out.
 2. Baserunners should avoid running into defensive players actively fielding a live ball. Avoidable interference may result in the runner being called out.
- x. **Defensive Control of the Ball:** Base runners cannot advance once the ball is thrown into the infield and the ball hits the infield dirt or is controlled by an infielder.

1. If a runner is less than 75% to a base (marked by a line on the field) when the ball hits the infield dirt or is controlled by an infielder, he/she must return to the previous base after the play is completed.
 2. If he/she is thrown out while attempting to get to the forward base, then he/she is out.
 3. The purpose of this rule is to discourage base coaches from attempting to entice the infielders into making a throwing error by always sending their base runners.
- xi. **Runs per Inning Limit:** No matter how many outs there are, once five runs have been scored, that half of the inning is complete.
1. There shall be no five run limit imposed during the 6th inning or later.
 2. There is no limit to the number of batters in any inning.
 3. The 4th or 5th inning remains a 5 run limit regardless if it is the last inning played.
 4. If, in the last inning of a 6 inning game, the trailing team comes back and ties the score, the game goes to extra innings if regulation time permits.
 5. The extra innings remain open and there shall be no limit to the number of runs that may score.
 6. In innings where five runs scored ends an inning, there is no “play in progress” allowance, although it is recommended that the play be completed in case a run is disallowed.
 7. If after 4 innings the next inning cannot be completed, the score reverts back to the score of the last full inning played. If the score ends in a tie of the last full inning able to be played, it will be recorded as a tie.
- xii. **Number of Players:** A game may not be started with less than 7 players on either side.
- xiii. **Game Duration:**
1. No new inning should be started 1 hour and 30 minutes from the start of the game.
 2. No inning shall start within 15 minutes to sunset. Sunset time shall be determined at the Manager/Umpire meeting prior to the start of the game.
 3. Except for playoffs, games shall be allowed to end in a tie.
- xiv. **Number of Coaches:** No more than (1) manager and (3) coaches may be in the dugout at one time.
- xv. **Dugout:** Coaches must remain in the dugout (with the gate closed) while the game is in play with these exceptions:
1. The batting team may have a first & a third base coach.
 2. The defensive team may have a coach in the outfield to give instructions to defensive players.
 3. The Coach who is pitching.
 4. A Coach assisting a batter.
- xvi. **Standings:** Game scores will be kept but standings will not be.
- xvii. **Playoffs:** Regular season rules will apply to all postseason games.
- g. **Tball**
- i. **Mandatory Minimum Play:**
 1. No child shall sit 2 consecutive innings.
 2. No player shall sit a second time before all players have sat once

3. Substitutions shall be done freely, with players able to exit and re-enter thru-out the entire game.
- ii. **Batting Order:** The batting order shall be continuous. All players on a team shall bat once each inning, regardless of how many players each team has.
- iii. **Substitute Runner:** Substitute runners shall be used freely under any circumstance. Any player is eligible to be a substitute runner.
- iv. **Batting:** There are no strike-outs or walks in this Division.
 1. **Opening Day thru Spring Break:**
 - The tee will be used. A player will continue to swing until they make contact and put a ball in play. The ball must go more than 8 feet from the batter's box or it is deemed a foul ball. It is up to the offensive coach to determine if a batted ball is fair or foul.
 2. **Spring Break thru End of Season:**
 - Coaches may pitch to their own players. Each batter is allowed a maximum of (5) pitches, regardless of whether the pitched balls are hittable or not. If after (5) pitches the batter has not put the ball in play, then the player will be given the opportunity to complete their at bat with the use of a tee.
- v. **Number of Defensive Positions:** There can be up to (10) defensive players, with the additional defensive player being placed in the outfield. The (4) outfielders must start each play 10 feet beyond the infield dirt.
- vi. **Outfield and First Base:** No out can be recorded from an outfielder throwing the ball directly to 1st base.
- vii. **Bunting:** There shall be no bunting in this Division.
- viii. **Stealing:** There shall be no stealing in this Division. Runners may only leave the base after the ball has been put into play.
- ix. **Game Time Limit:** It is up to the managers and coaches to keep the game moving. We do not keep score in t-ball.
 1. No inning shall start after 15 minutes prior to sunset. Sunset time shall be determined at the Manager meeting prior to the start of the game.
 2. No new inning should be started 1 hour and 15 minutes from the start of the game.
- x. **Player Rotation:** Fielders must be rotated every inning on defense. No player is to play the same position twice in a game. Every player must play at least 1 inning in the infield and 1 inning in the outfield in a game.
- xi. **Defensive Coach Mentoring:** Each team may have a maximum of (4) adult coaches on the field during play to help mentor and instruct players regarding baseball rules, strategy, skills, and for the safety of the kids.

18. Post-Season Tournament

- a. Majors and AAA Divisions:
 - i. Prior to the start of the regular season, the board will vote for one of two tournament formats listed below. In the event of a tie, the Division Representative will vote.
 1. Option A
 - At the conclusion of the regular season, each team will participate in a Pool Play format tournament to determine the division champion and TOC representative. The teams will

be seeded using a blind draw. Teams may be required to play more than 2 games in a calendar week.

2. Option B

- At the conclusion of the regular season, each team will participate in a Little League approved double elimination tournament bracket to determine the division champion and TOC representative. The teams will be seeded based on win-loss record against ULL teams. Teams may be required to play more than 2 games in a calendar week.
- ii. A blind draw. The first draw is the top seed, the second draw is the second seed, and this continues until all games are set. The higher seeded team in any matchup is the home team.
- iii. Regular Season Standings: The following format will be used to break any ties in the final standings and to determine seeding placement:
1. Head to Head meetings
 2. If the teams ended each with one victory and the 3rd game as a tie, then the run differential will be used. The Team with the higher run differential gets the lower seeding.
 3. In the case of a 3 team tie, if Team “A” has a record of 2-1 or better against both Team “B” and Team “C”, Team “A” gets the higher seed. Then the two remaining teams will be based on head to head meeting (criteria #2). If Team “A” has a record of 2-1 (or better) against Team “B”, Team “B” has a record of 2-1 against Team “C” and Team “C” has a record of 2-1 (or better) against Team “A”, then we move to the next criteria.
 - a. If the run differential does not break the tie, then the team that gave up the least amount of runs for all games during the regular season wins the tiebreaker and receives the higher seed.
 - b. If there is still a tie, then we will go to a coin toss.
 4. Home Team is the higher seed for each game except for the Championship Games. Team from the winner’s bracket will be the home team against the team from the loser’s bracket.
 5. For the “if necessary” Championship Game, the home team will be decided by a coin toss.
 6. Postseason rules will follow regular season rules except where stated in Division Rules.
- b. AA & A Divisions:
- i. Prior to the start of the regular season, the board will vote for one of two tournament formats listed below. In the event of a tie, the Division Representative will vote.
 - ii. Option A
 - At the conclusion of the regular season, each team will participate in a Pool Play format tournament to determine the division champion. The teams will be seeded based on a blind draw. Teams may be required to play more than 2 games in a calendar week.
 - iii. Option B
 - At the conclusion of the regular season, each team will participate in a Little League approved double elimination tournament bracket to determine the division champion. The teams will be seeded based on a blind draw. Teams may be required to play more than 2 games in a calendar week.

- iv. A blind draw. The first draw is the top seed, the second draw is the second seed, and this continues until all games are set. The higher seeded team in any matchup is the home team.
- v. If after the first round of playoff games there are an odd number of winning teams (three winners, in a six team season for example) then from these winners, the team with the least number of runs allowed will receive a bye in the next round. In the event of a tie, the team with the highest number of runs scored will receive the bye. If a tie remains, a coin toss by the division rep and team managers will determine who receives the bye.
- vi. If there are an odd number of teams in the division, then the first team pulled in the draw gets a bye in the first round (for example, if there are five teams, the team that is selected first by the blind draw will get a bye in the first round) – the other four teams will play in round one. The winner of the game in the first round between the two lowest-seeded teams will play the number 1 seed in the next round.
- vii. Postseason rules will follow regular season rules except where stated in Division Rules.
- c. T-Ball Division:
 - i. There is no post-season tournament in this Division.

19. All-Star Team Selection

- a. Per the recommendations of Little League, players will vote for the first 6 players of each All-star team. Prior to the end of the season, the Player Agent and Division Rep will bring a list of eligible players in a specific age group to each team in that division. Top 6 vote getters will be on the All-Star Team.
 - i. Majors and AAA players will vote for the 8/9, 10, 11, and 12 year old teams in their respective Division.
 - ii. The managers of each team in Majors and AAA will then vote for the remaining 6 players plus 2 alternates by open ballot.
 - iii. Prior to voting, each manager will have an opportunity to nominate players from his or any team, and present justification for their selection including statistics, leadership, intangibles, etc.
- b. No voting totals will be shared with any membership, results to be recorded and stored by the Player Agent until league tournament play is over. All player selection is subject to final Board approval.
- c. Players will be ranked individually by managers, then shared. Consensus by all managers will be reached for the remaining 6 players and alternates.
- d. All 10, 11 and 12 year old players who end the season in the Majors Division and have played 8 regular season games are eligible for the 10/11 or 11/12 teams.
- e. All 8, 9 and 10 year old players who end the season in the AAA Division and have played 8 regular season games are eligible for the 8/9 or 9/10 teams.
- f. The manager and coaches, and all of the players must be available for practice and games from the end of the regular season through the end of tournament play.

- g. The names of the members of the tournament team will be released and posted by the Player Agent and not earlier than prescribed by Little League and District Rules and Regulations. Managers and coaches are not to disclose the names of the members of the team in advance of the prescribed date and, under no circumstances, may any type of practice be held before the names of the team members are posted. The Board has the authority to remove any player for cause.
- h. The 8/9 team will be made up of only 9 year olds unless there are not enough eligible 9 year olds to field a team, at which point the selection process will be open to 8 year olds with emphasis on players who played in more competitive divisions..
- i. The 9/10 team will be made up of only 10 year olds unless there are not enough eligible 10 year olds to field a team, at which point the selection process will be open to 9 year olds with emphasis on players who played in more competitive divisions..
- j. The 10/11 team will be made up of only 11 year olds unless there are not enough eligible 11 year olds to field a team, at which point the selection process will be open to 10 year olds with emphasis on players who played in more competitive divisions..
- k. The 11/12 team will be made up of only 12 year olds unless there are not enough eligible 12 year olds to field a team, at which point the selection process will be open to 11 year olds with emphasis on players who played in more competitive divisions.

20. All-Star Team Manager Selection

- a. Prerequisites - All candidates for manager or coach of record for an All-star team must meet the following requirements:
 - i. Successful background check.
 - ii. No past or pending suspensions or expulsions.
 - iii. Not the current District Administrator or District Staff member.
 - iv. For Juniors: must have managed or coached a team in the Juniors division during the regular season.
 - v. For Little League (11/12) All-stars: must have managed or coached a team in the Majors division during the regular season.
 - vi. For 8/9, 9/10 and 10/11 All-stars: must have managed or coached a team in the Majors or Minors (A, AA, AAA) division during the regular season.
- b. Selection criteria - The following are criteria that may be considered by the committee in evaluating, or recruiting (if necessary) candidates for nomination:
 - i. Coaching skill (acumen, ability to lead and motivate players)
 - ii. Managing/coaching experience
 - iii. Parent and/or player feedback
 - iv. Professionalism and sportsmanship
 - v. Ability to honor league objectives over personal goals or biases
 - vi. Commitment to league, including service and support
- c. Selection process
 - i. Early May - President sends notice to all managers and coaches soliciting applications/nominations for All-star coach.

- ii. Special Board meeting – Board of Directors meet to discuss candidates and select nominees for manager and coach in each All-star category.
- iii. Special Board meeting (late May/early June): Nominees submitted to Board for approval. There should be 1-2 alternates in the case of a selected manager's child not making the All-star team and/or he or she declines the position.
- iv. Days following Special Board meeting: President informs managers of their selection and debriefs them on upcoming timeline, procedures and requirements.
- d. The tournament manager has the discretion to choose his assistant coaches, subject to Board approval.

**Union Little League
“Code of Conduct”**

Union Little League officials believe that all managers, coaches, administrators, parents and players who participate in our league should conduct themselves as responsible representatives of Little League Baseball. In order to assure the conduct of all participants, managers and administrators will enforce a “Code of Conduct.” Furthermore, members of a team who fail to abide by the “Code of Conduct” are subject to disciplinary action up to and including removal from the team. As recognized representatives of Union Little League, members are expected to exhibit appropriate behavior during all activities, **in or out of uniform.**

Union Little League has developed a minimum standard of conduct for all managers/coaches, administrators, players and parents to follow. The League will proceed with the maximum available penalties for any violation of this “Code of Conduct.”

Each Manager will sign an agreement prior to the beginning of the season which states that he/she agrees to read and distribute the “Code of Conduct” to all team members as well as staff. Every member of Union Little League, including players (except for Tee-Ball), parents, coaches, managers, umpires, and administrators, is required to have read, and signed the “Code of Conduct” before the beginning of the regular season.

**Union Little League
"Code of Conduct"**

Team Manager Agreement

Conduct of all players, coaches/managers, fans/parents, and administrators.

1. **Any player** ejected from any ULL competition because of misconduct or unsportsmanlike behavior will be suspended per Rule 4.07, 4.08, 9.01 (a,d), 9.05(c), Regulation XIV (a).
2. **Any Coach/Manager or Administrator** ejected from any ULL competition because of misconduct or unsportsmanlike behavior will be suspended per Rule 4.06.1, 4.06.2, 4.07, 9.01 (a, d), 9.05 (c), Regulation XIV (a).
3. **Any fans/parents** at any ULL competition may be asked to leave the field by the Team Manager because of misconduct. The Umpire in charge may suspend the game until such time as this fan/parent leaves the park. If the fan/parent refuses to leave then the Umpire in charge may end the game. Rule 4.15.5.

Team Managers are responsible for all Coaches, Players, and Fans of his/her team. The Team Manager will be held accountable for his/her actions as well as those of his/her staff, participants and spectators. The Team Manager will be held responsible for all pregame, during game and post-game misconduct or unsportsmanlike conduct.

All umpires at the game must concur with the ejection and will automatically be required to submit a written report to the ULL Chief Umpire within 24 hours for review.

Both Team Managers of the game will automatically be required to submit a written report to the ULL Board of Directors within 24 hours for review.

Any ULL Board Member at the game will automatically be required to submit a written report to the ULL Board of Directors within 24 hours for review.

Team Managers must sign this form and by signing, assures ULL that he/she will distribute and review the "Code of Conduct" with their staff, players and parents.

Team Manager (print name) _____

Signature _____

Date _____

Team Name _____

Division _____

**Union Little League
"Code of Conduct"**

Participant's Code

I will:

- Emphasize the ideals of sportsmanship, ethical conduct and fair play
- Show courtesy to my opponents and umpires
- Give complete allegiance to my coaches who are the instructional authority for my team
- Discourage fans, fellow teammates and parents from undercutting my coaches' authority
- Do my best to attend all practices and games and understand that repeated unexcused absences may impact my playing time

I will not:

- Use profanity or talk "trash" before, during or after any game
- Use drugs, alcohol or tobacco
- Criticize my teammates
- Act in any way that may incite spectators in a negative way

Participant (print name) _____

Signature _____ Date _____

Parent's Code

I will:

- Support my child's team and teach the value of commitment to the team and emphasize the ideals of sportsmanship, ethical conduct and fair play
- Help my child and Union Little League make athletic contests a positive educational experience
- Show courtesy to opponents and umpires
- Direct constructive criticism of my child's ULL athletic experience to the Board of Directors and work toward a positive result for all concerned

I will not:

- Criticize umpires, direct abuse or profane language toward them, or otherwise subvert their authority
- Undermine, in word or deed, the authority of the manager/coach or administration
- Intrude onto the field or yell from the bleachers to the coaches, umpires or administration

Parent (s) or Legal Guardian (print) _____

Signature (s) _____ Date _____

_____ Date _____

**Union Little League
"Code of Conduct"**

Manager / Coach's Code

I will:

- Respect the integrity and judgment of the game umpires and work with them to promote positive experiences
- Establish and model fair play, sportsmanship, and proper conduct
- Hold in highest priority the establishment of the child's safety and well-being
- Provide proper supervision of the players at all times
- Use discretion when providing constructive criticism and when reprimanding the athlete
- Maintain consistency in requiring players to adhere to the established rules and standards of the game to be played
- Follow the Little League rules of behavior and the procedures for responsible crowd control
- Vigorously encourage and support players on all teams

I will not:

- Suggest, provide or encourage players to use non-prescription drugs or substances
- Promote acts that will in any way incite spectators in a negative manner

Team Name _____

Division _____

Team Manager (print) _____

Team Manager Signature _____

Date _____

Team Coach (print) _____

Team Coach Signature _____

Date _____

Team Coach (print) _____

Team Coach Signature _____

Date _____