

**SOUTHWEST ADA LITTLE LEAGUE
LOCAL RULES 2016**

LOCAL LEAGUE RULES

The following rules apply to all Southwest Ada Little League (SWADALL) games and divisions as noted. Any District-II interleague rule that conflicts with a SWADALL rule will take precedence.

1. Baseball & Softball: All Idaho District 2 Interleague rules will be followed for each division (except as listed below) with no modification. This is true even if both teams are part of Southwest Ada Little League.
 - a. T-Ball: SWADALL Local rules will be followed without modification. No manager, coach, or parent may request a change to any rule.
 - b. Baseball Prep-Minor: SWADALL Local rules will be followed without modification. No manager, coach, or parent may request a change to any rule.
2. Local Ground Rules for each field of Southwest Ada Little League apply to all games, interleague or not.
3. The Idaho District 2 Thrown Bat and Physical Contact policies will be enforced.
4. Minors and above Baseball and Softball: The 10 run rule will apply. [4.10 (e)].
5. The Southwest Ada Little League code of conduct will be enforced for all players, spectators, coaches, managers, umpires, and league officials. Violations of this code should be brought to the attention of the Board of Directors, who will ensure compliance or appropriate corrective actions to ensure a healthy playing environment for all participants.
6. Southwest Ada Little League has adopted the following policies at all games on all fields:
 - a. No use of tobacco (including electronic cigarettes)
 - b. No use of alcohol
 - c. No Pets
7. Casts/Supports: The following rule is a clarification of LL rule 1.11(k)
 - a. No player, manager, coach, or umpire may, at any time, be present on the field during a game with a cast on. This means no base coaching and no bat retrieval. This includes any device intended to immobilize any joint. They may be present in the dugout with the team so long as they are wearing as much of their uniform as reasonably possible, and similar to players they may not leave or re-enter the dugout during the game.
 - b. A player, manager, or coach wearing a device intended to support the movement of a joint is eligible to play at any capacity, subject to the approval of the game UIC. Note: The game UIC has the authority to disallow any player she or he deems to be unfit for any level of play.
8. There will be no batting practice with baseballs or softballs by any player at any unprotected location before a game. Batting practice may only occur in established batting cages designed for such purpose or on the field whiffle, foam, or flight restricted balls.
9. T-ball I
 - a. Teams shall consist of players league age four (4). League age 5 are eligible with Board approval.
 - b. Only intra-league games shall be played.
 - c. Limited to (2) activities (games/practice) per week.
 - i. Game or practice is considered one activity.
 - ii. Approximately 8 games in season.
 - d. Batting/Outs:
 - i. A team bats until they bat through the entire roster.
 - ii. Runners are not removed from base if a baseball out occurs.
 - iii. Outs are not recorded and the side is retired only once all of the batters have hit.
 - e. SWADALL will schedule all practices and games for each team. The dates and times of the baseball activities will not be permitted to be changed without approval from the league President, Vice President, or Information Director.
 - i. Prior to the season each team will practice (2) times per week for 1 hr.
 - ii. Each team will be required to attend a partner practice (2 teams per practice) once a week prior to the start of the season.

- iii. Each team will be required to attend a partner practice (2 teams per practice) once every other week once the season has begun.
- f. All scheduled games will be played at the scheduled location.
- g. Games will start at 6:15 p.m. and shall end no later than 7:15 p.m., although the game may be continued until the inning is complete.
- h. No new inning will start after 7:15 p.m.
- i. The games will be four full innings or 1 hour, whichever comes first.
- j. The entire roster plays defensively.
 - i. No catcher.
 - ii. No outfielder required.
- k. The bases must be 50 feet apart.
- l. Managers and coaches may umpire if necessary.
- m. Defensive coaches may be in the field with the players but cannot touch a live ball.
- n. An offensive coach can assist the batter in getting into the stance and in practice swings.
- o. All hitting must be done from a tee, no exceptions.
- p. There are no strike-outs in T-ball.
- q. On overthrows as a result of attempted plays at bases, whether or not the ball technically stays live, goes out of bounds, or stays in fair territory, only a one base advance is ever permitted. If the ball is in the infield and the fielders have abandoned making a play at a base, runners cannot advance.
- r. If a team cannot be fielded, you should reschedule your game if possible through the SWADALL Division Director.
- s. Non coaching staff is not allowed on the field without the proper background check.

10. T-ball II

- a. Teams shall consist of players league age five (5) and six (6).
- b. Only intra-league games shall be played.
- c. Limited to (3) activities per week.
 - i. Game or practice is considered one activity.
 - ii. Approximately 12 games in season.
- d. Batting/Outs:
 - i. A team bats until they bat through the entire roster. Runners are removed from base if a baseball out occurs but no out is recorded.
 - ii. Outs are not recorded and the side is only retired once all of the batters have hit.
- e. SWADALL will schedule all games (and practices until games start) for each team.
 - i. The dates and times of the baseball activities will not be permitted to be changed without approval from the league President, Vice President, or Information Director.
 - ii. Prior to the season each team will practice (3) times per week for 1 hr.
 - iii. Each team will be required to attend a partner practice (2 teams per practice) once a week prior to the start of the season.
 - iv. Each team will be required to attend a partner practice (2 teams per practice) once every other week once the season has begun.
- f. All scheduled games will be played at the scheduled location.
- g. Games will start at 6:00 p.m. and shall end no later than 7:30 p.m., although the game may be continued until the inning is complete.
- h. The games will be four full innings or 1.5 hours, whichever comes first.
- i. The entire roster plays defensively.
- j. The bases must be 50 feet apart.
- k. Managers and coaches may umpire if necessary.
- l. Defensive coaches may be in the field with the players but cannot touch a live ball.
- m. An offensive coach can assist the batter in getting into the stance and in practice swings.

- n. Players that demonstrate the ability (in practice) to hit a soft toss may be thrown (4) soft tosses. If the ball is not hit after (4) attempts the ball shall be placed on the tee.
 - i. Once a player has hit off the tee he/she will hit off the tee for the remainder of that game.
- o. There are no strike-outs in t-ball.
- p. On overthrows as a result of attempted plays at bases, whether or not the ball technically stays live, goes out of bounds, or stays in fair territory, only a one base advance is ever permitted. If the ball is in the infield and the fielders have abandoned making a play at a base, runners cannot advance.
- q. If a team cannot be fielded, you should reschedule your game if possible through the SWADALL Division Director.
- r. Non coaching staff is not allowed on the field without the proper background check.

11. Prep-Minor:

- a. Teams shall consist of players who are league age six (6) (with T-Ball experience), seven (7), and eight (8).
- b. Only intra-league games shall be played.
- c. Limited to (4) activities per week.
 - i. Game or practice is considered one activity.
- d. All scheduled games will be played at the scheduled location. Field preparation and team warm-up should start by 5:30 p.m.
- e. Games will start at 6:00 p.m. and shall end at 8:00 p.m.
- f. No new inning will start after 7:45 p.m.
- g. Managers will play all players defensively.
 - i. Only (6) infielders, including pitcher and catcher, are allowed.
- h. Batting:
 - i. SWADALL has adopted the format of using a continuous batting order in accordance with LL rule 4.04. All players in attendance for the game will bat.
 - ii. (3) outs (made from regular baseball outs) or batting through the order will retire the half inning. The on deck batter will bat first in the next inning.
 - iii. Each batter will receive as many as (4) pitches (ball or strike) to attempt to hit the ball. If after (4) pitches the batter hasn't hit the ball the batter is retired but no out is recorded.
 - 1. At the discretion of the coaches extra pitches may be thrown for unhittable pitches thrown during the (4) pitches.
 - iv. Coaches are allowed to give no more than (2) soft tosses to those players that strike out in two CONSECUTIVE at bats. Soft toss will be given AFTER the second strike out. The process will reset at the third at bat.
 - v. Strike outs do not count as recorded outs.
 - vi. A batter may not advance more than (2) bases on a hit ball.
 - 1. A ball hit over the fence is a homerun and the batter will run the bases accordingly.
 - vii. The last batter of each inning is played as a regular out and may only advance to second base.
- i. Pitching:
 - i. All pitches will be thrown by a spring loaded pitching machine. A coach of the offensive team, umpire, or a designated adult will operate the pitching machine. The pitching distance (front of rubber to back of plate) shall be 40 ft.
 - ii. If there is contact, or other interference, of a hit ball by the coach acting as pitcher (or the pitching machine) before a defensive player touches it is considered a "dead ball". Batter will be allowed only to advance to first base. All other runners may advance one base.
 - iii. The player in the pitcher position will be stationed to the first base or third base side of the pitcher, directly beside or farther back of the pitcher.
- j. Stealing/Base Running:

- i. When a coach acting as pitcher is in possession of the ball, base runners shall not leave the bases until the pitched ball has been delivered and the batter has hit the ball.
 - ii. Runners may only advance on a hit ball.
 - iii. Stealing is not permitted.
 - iv. Runners may not advance on a fielding/throwing error.
 - k. Substitutes:
 - i. Each player is required to bat in his/her respective spot in the batting order.
 - 1. Players that leave the game are skipped with no penalty assessed.
 - ii. A player may be entered and/or re-entered defensively without it changing the batting order.
 - l. End of Season Tournament
 - i. No end of season tournament shall occur.
 - m. Make-up Games:
 - i. SWADALL Division Director shall be responsible for rescheduling all rained out or postponed games.
 - n. Non coaching staff is not allowed on the field without the proper background check.
12. Single A Minor
- a. Teams shall consist of players who are league age eight (8) and nine (9) only.
 - i. Players who are league age seven (7) or ten (10) year old only with SWADALL board approval.
 - b. Teams shall be formed from a blind draft.
 - i. Manager may select and protect one assistant coach prior to player draft.
 - ii. It is mandatory that all team managers be present for draft.
 - iii. Assistant coaches may attend draft but are not required.
 - c. Both intra-league and inter-league games shall be played.
 - d. Limited to (4) activities per week.
 - i. Game or practice is considered an activity.
 - e. All scheduled games will be played at the scheduled location.
 - f. Field preparation and team warm-up must start at least **25** min before scheduled game start time.
 - g. Weekday games will start at **6:00** p.m. and shall end at **8:00** p.m.
 - h. No new inning will start after **7:45** p.m.
 - i. If an inning is not completed by **8:00** p.m., the game may be continued until the inning is complete at the discretion of the umpire.
 - i. Games that start late will still be completed at **8:00** pm.
 - j. Weekend games will have a time limit of 2 hours.
 - k. The home team takes infield for 10 minutes, 25 minutes before game time. The visiting team will take infield for 10 minutes, 15 minutes before game time.
 - l. Managers may play no more than ten (10) players defensively.
 - i. Only (6) infielders, including pitcher and catcher, are allowed.
 - ii. Teams with fewer than 9 players are permitted to play the game.
 - iii. When playing a game with fewer than 9 players there will be no penalty outs for missing players, however all teams will still be subject to the standard LL minors rule of each player only batting once in an inning.
 - m. No defensive manager or coach is allowed to be outside of the dugout giving player instruction during game play.
 - i. Offensive managers and coaches are not allowed to be in fair territory during game play.
 - ii. A defensive coach will be permitted to be stationed behind the catcher to assist in retrieving balls. There shall be no coaching or communicating with the umpire from this position.
 - n. Only (5) runs may score per half inning.
 - o. Batting:

- i. SWADALL has adopted the format of using a continuous batting. All players in attendance for the game will bat.
 - ii. (3) outs (made from regular baseball outs), scoring (5) runs, or batting through the entire lineup will retire the half inning.
 - 1. Strike outs count toward the (3) outs per half inning.
 - 2. The on deck batter will bat first in the next inning.
 - iii. Dropped third strike is considered an out; batter may not make an attempt to advance to first base.
 - p. Pitching:
 - i. All pitches will be thrown from 40' distance (unless the umpire deems the pitcher capable of pitching from the 46' rubber).
 - ii. Once a pitcher has walked (2) consecutive batters, the following will apply to all subsequent batters in the inning until the pitcher is removed from the game:
 - 1. Once the count on a subsequent batter reaches four balls, a coach of the offensive team will come in to pitch to the same batter until an outcome of strikeout or ball in play is achieved
 - 2. The batter retains the strikes earned by the pitcher prior to 4 balls being thrown. For example, if a batter receives ball 4 on a 3-2 count, he strikes out after one strike of coach pitch
 - 3. Umpire continues to call balls and strikes during coach pitch and called strikes count against the batter; called balls are ignored
 - 4. All coach pitches are to be delivered overhand from the rubber being used by the pitcher
 - 5. A batter hit by pitch is not a walk for purposes of this rule
 - 6. Coach pitcher shall not coach the batter or runners while on the field
 - 7. Coach pitcher shall remain on rubber after ball is put in play and move only after play has stopped or to avoid being hit by the ball
 - 8. If the coach pitcher interferes with the defense, the ball is dead and the batter is awarded first base; runners advance only if forced by the batter
 - 9. A pitching change or new inning resets coach pitch and 2 consecutive walks are required to trigger it again.
 - q. Stealing:
 - i. Stealing is not allowed (including on passed balls).
 - ii. Runners may only advance on a hit ball, or when played on, or forced to advance because of base on balls (walk).
 - r. Substitutes:
 - i. No player shall sit out for more than one (1) consecutive defensive inning.
 - ii. No player may sit more than once a game.
 - iii. Each player is required to bat in his/her respective spot in the batting order.
 - 1. Players that leave the game are skipped with no penalty assessed.
 - iv. A player may be entered and/or re-entered defensively without it changing the batting order.
 - s. End of Season Tournament
 - i. No end of season tournament shall occur.
 - t. Make-up Games:
 - i. SWADALL Division Director shall be responsible for rescheduling all rained out, postponed, and games called by the Umpire prior to a winner being determined.

13. AA Minors

- a. Teams shall consist of players who are league age nine (9), ten (10), and eleven (11) that have not been drafted in the Minors AAA player draft.

- i. Players that are league age eight (8) only with SWADALL board approval.
- b. Teams shall be formed by a player draft done by the team managers.
 - i. Draft shall follow rules outlined for this division in the Draft: portion below.
 - ii. Manager may select and protect one assistant coach prior to player draft.
 - iii. Assistant coaches may attend draft.
- c. All players will participate in a skills assessment prior to the start of the season.
 - i. All team managers will be present at the skill assessments.
 - 1. Managers shall assign assessment values to each player.
 - ii. Assistants may be present at the skill assessments.
 - 1. Assistants present may assign assessment values to each player.
- d. Limited to (4) activities per week.
 - i. Game or practice is considered one activity.
- e. All scheduled games will be played at the scheduled location.
- f. Field preparation and team warm-up must start at least **25** min before scheduled game start time.
- g. Weekday games will start at 6:00 p.m. and shall end at 8:00 p.m.
- h. No new inning will start after 7:45 p.m.
 - i. If an inning is not completed by 8:00 p.m., the game may be continued until the inning is complete at the discretion of the umpire.
- i. Games that start late will still be completed at 8:00 pm.
- j. The home team takes infield for 10 minutes, 25 minutes before game time. The visiting team will take infield for 10 minutes, 15 minutes before game time.
- k. Managers will play nine (9) players defensively.
- l. No defensive manager or coaches are allowed to be outside of the dugout during game play.
 - i. Offensive managers and coaches are not allowed to be in fair territory during game play.
- m. Only (5) runs may score per half inning until the last inning.
 - i. No maximum runs scored limit for the last inning.
- n. Assessment:
 - i. A score of 1 – 5 shall be awarded to each player for running hitting, throwing, fielding, & catching during the skill assessment.
 - ii. Scores shall be totaled and averaged
 - 1. Final averaged number shall be the assessment skill score.
 - iii. Complete privacy and security shall be afforded to each player.
 - 1. Assessment scores should not be shared with anyone outside of the SWADALL board.
 - 2. Assessment scores shall not be told to any player.
- o. Draft:
 - i. A “snake” draft shall be used with team managers drawing numbers to determine the picking order.
 - ii. Players shall be divided into age pools and then into skill assessment score pools.
 - 1. Break points for the assessment score pools will be determined by the assessment values and number of teams to be formed and shall distribute number of players into pools as evenly as possible.
 - iii. For each round the managers will draw players from the same age group and the same pool until the complete roster spots are filled.
 - 1. League age eleven (11) shall have priority and shall be drafted prior to the league age ten (10) and finally age nine (9).
 - iv. Trading:
 - 1. Any manager may trade any player up to fourteen (14) days after the first scheduled game.

2. All trades must be through and with the Player Agent.
 3. All trades must be for justifiable reason.
 4. All trades must be approved by SWADALL board by majority vote.
- p. Batting:
- i. SWADALL has adopted the format of using a continuous batting. All players in attendance for the game will bat.
 - ii. (3) outs (made from regular baseball outs) or scoring (5) runs will retire the half inning.
 - iii. Dropped third strike is considered an out; batter may not make an attempt to advance to first base. Ball remains live and other runners may advance at their own risk.
- q. Pitching:
- i. All pitches will be thrown from 46' distance.
- r. Stealing:
- i. Runner(s) may advance one (1) base on an overthrow or passed ball at the risk of being put out (two bases if ball is thrown out of play).
 - ii. Runner(s) may not leave the base until the ball has crossed the front of home plate.
 - iii. Runner on third base may not steal home plate unless a play is made on runner at third base.
- s. Substitutes:
- i. No player shall sit out for more than two (2) consecutive defensive innings.
 - ii. Pitchers once removed from the mound are not allowed to return to the pitching position.
 - iii. Each player is required to bat in his/her respective spot in the batting order.
 1. Players that leave the game are skipped with no penalty assessed.
 2. A player may be entered and/or re-entered defensively without it changing the batting order.
- t. End of Season Tournament:
- i. Unseeded tournament.
 1. Teams will be placed in tournament bracket via random draw.
- u. Make-up Games:
- i. SWADALL Division Director shall be responsible for rescheduling all rained out, postponed, and games called by the Umpire prior to a winner being determined.

14. AAA Minors

- a. Teams shall consist of players who are league age nine (9), ten (10), and eleven (11) (that have not been drafted in the Majors player draft).
- b. Teams shall be formed by a player draft done by the team managers.
 - i. Draft shall follow rules outlined for this division in the Draft: portion below.
 - ii. Manager may select and protect one assistant coach prior to player draft.
 - iii. Assistant coaches may attend draft.
- c. All players will participate in a skills assessment prior to the start of the season.
 - i. All team managers will be present at the skill assessments.
 1. Managers shall assign assessment values to each player.
 - ii. Assistants may be present at the skill assessments.
 1. Assistants present may assign assessment values to each player.
- d. Limited to (4) activities per week.
 - i. Game or practice is considered one activity.
- e. Both inter-league and intra-league games shall be played.
- f. All scheduled games will be played at the scheduled location.
- g. Field preparation and team warm-up must start at least 25 min before scheduled game start time.
- h. Weekday games will start at 6:00 p.m. and shall end at 8:00 p.m.
- i. No new inning will start after 7:45 p.m.

- i. If an inning is not completed by 8:00 p.m., the game may be continued until the inning is complete at the discretion of the umpire.
- j. Games that start late will still be completed at 8:00 pm.
- k. The home team takes infield for 10 minutes, 25 minutes before game time. The visiting team will take infield for 10 minutes, 15 minutes before game time.
- l. Managers will play nine (9) players defensively.
- m. No defensive manager or coaches are allowed to be outside of the dugout during game play.
 - i. Offensive managers and coaches are not allowed to be in fair territory during game play.
- n. Only (5) runs may score per half inning until the last inning.
 - i. No maximum runs scored limit for the last inning.
- o. Assessment:
 - i. A score of 1 – 5 shall be awarded to each player for running hitting, throwing, fielding, & catching during the skill assessment.
 - ii. Scores shall be totaled and averaged
 - 1. Final averaged number shall be the assessment skill score.
 - iii. Complete privacy and security shall be afforded to each player.
 - 1. Assessment scores should not be shared with anyone outside of the SWADALL board.
 - 2. Assessment scores shall not be told to any player.
- p. Draft:
 - i. A “snake” draft shall be used with team managers drawing numbers to determine the picking order.
 - ii. Players shall be divided into age pools and then into skill assessment score pools.
 - 1. Break points for the assessment score pools will be determined by the assessment values and number of teams to be formed and shall distribute number of players into pools as evenly as possible.
 - iii. For each round the managers will draw players from the same age group and the same pool until the complete roster spots are filled.
 - iv. Trading:
 - 1. Any manager may trade any player up to fourteen (14) days after the first scheduled game.
 - 2. All trades must be through and with the Player Agent.
 - 3. All trades must be for justifiable reason.
 - 4. All trades must be approved by SWADALL board by majority vote.
- q. Batting:
 - i. SWADALL has adopted the format of using a continuous batting. All players in attendance for the game will bat.
 - ii. (3) outs (made from regular baseball outs) or scoring (5) runs will retire the half inning.
 - iii. Dropped third strike is considered an out; batter may not make an attempt to advance to first base. Ball remains live and other runners may advance at their own risk.
- r. Pitching:
 - i. All pitches will be thrown from 46’ distance.
- s. Stealing:
 - i. Runner(s) may advance one (1) base on an overthrow or passed ball at the risk of being put out (two bases if ball is thrown out of play).
 - ii. Runner(s) may not leave the base until the ball has crossed the front of home plate.
 - iii. Runner on third base may steal home plate.
- t. Substitutes:
 - i. No player shall sit out for more than three (3) consecutive defensive innings.

- ii. Pitchers once removed from the mound are not allowed to return to the pitching position.
- iii. Each player is required to bat in his/her respective spot in the batting order.
 - 1. Players that leave the game are skipped and an out is assessed.
 - 2. A player may be entered and/or re-entered defensively without it changing the batting order.
- u. End of Season Tournament:
 - i. Unseeded tournament (if division contains four (4) or more teams).
- v. Make-up Games:
 - i. SWADALL Division Director shall be responsible for rescheduling all rained out, postponed, and games called by the Umpire prior to a winner being determined.

15. Majors

- a. Teams shall consist of players who are league age, eleven (11), and twelve (12) that have not been drafted in the Intermediate player draft.
- b. Teams shall be formed by a player draft done by the team managers.
 - i. Draft shall follow rules outlined for this division in the Draft: portion below.
 - ii. Manager may select and protect one assistant coach prior to player draft.
 - iii. Assistant coaches may attend draft.
- c. All players will participate in a skills assessment prior to the start of the season.
 - i. All team managers will be present at the skill assessments.
 - 1. Managers shall assign assessment values to each player.
 - ii. Assistants may be present at the skill assessments.
 - 1. Assistants present shall assign assessment values to each player.
- d. Teams shall consist of a minimum of twelve (12) roster spots.
- e. Both inter-league and intra-league games shall be played.
- f. Limited to (4) activities per week.
 - i. Game or practice is considered one activity.
- g. All scheduled games will be played at the scheduled location at the scheduled start time.
- h. Field preparation and team warm-up must start at least **25** min before scheduled game start time. The home team takes infield for 10 minutes, 25 minutes before game time. The visiting team will take infield for 10 minutes, 15 minutes before game time.
- i. Games will have no time limit; however, darkness may be a factor during the weeknight games.
 - i. The home plate umpire has responsibility for calling the game in the event of darkness or weather.
- j. Assessment:
 - i. A score of 1 – 5 shall be awarded to each player for hitting, throwing, fielding, & catching during the skill assessment.
 - ii. Scores shall be totaled and averaged by the SWADALL board.
 - 1. Final averaged number shall be the assessment skill score.
 - iii. Complete privacy and security shall be afforded to each player.
 - 1. Assessment scores should not be shared with anyone outside of the SWADALL board.
 - 2. Assessment scores should not be told to any player.
- k. Draft:
 - i. A “snake” draft shall be used with team managers drawing numbers to determine the picking order.
 - ii. Players shall be divided into age pools and then into skill assessment score pools.
 - 1. Break points for the assessment score pools will be determined by the assessment values and number of teams to be formed and shall distribute number of players into pools as evenly as possible.

- h. Games will have no stop time; however, darkness may be a factor during weeknight games.
 - i. The home plate umpire has responsibility for calling the game in the event of darkness or weather.
- i. Assessment:
 - i. A score of 1 – 5 shall be awarded to each player for hitting, throwing, fielding, & catching during the skill assessment.
 - ii. Scores shall be totaled and averaged by the SWADALL board.
 - 1. Final averaged number shall be the assessment skill score.
 - iii. Complete privacy and security shall be afforded to each player.
 - 1. Assessment scores should not be shared with anyone outside of the SWADALL board.
 - 2. Assessment scores should not be told to any player.
- j. Draft:
 - i. A “snake” draft shall be used with team managers drawing numbers to determine the picking order.
 - ii. Players shall be divided into age pools and then into skill assessment score pools.
 - 1. Break points for the assessment score pools will be determined by the assessment values and number of teams to be formed and shall distribute number of players into pools as evenly as possible.
 - iii. For each round the managers will draw players from the same age group and the same pool until the complete roster spots are filled.
 - 1. League age thirteen (13) shall have priority and shall be drafted prior to the league age (12).
 - 2. League age twelve (12) shall have priority over the league age eleven (11) players and shall be drafted prior to them.
 - iv. Trading:
 - 1. Any manager may trade any player directly following the player draft.
 - 2. All trades must be through and with the Player Agent.
 - 3. All trades must be approved by SWADALL board members present at player draft by majority vote.
- k. Batting:
 - i. SWADALL has adopted the format of using a continuous batting order in accordance with LL rule 4.04 for all intra-league games. All players in attendance for the game will bat.
 - ii. For all inter-league games the 2015 Baseball Little League Official Regulations shall govern.
- l. End of Season Tournament:
 - i. Seeded tournament.
 - 1. Provided adequate number of teams in the Intermediate division exist.
 - 2. Seeding to be determined team standings
 - 3. Seeding to include complete game schedule including inter-league games.
- m. Make-up Games:
 - i. SWADALL Division Director shall be responsible for rescheduling all rained out, postponed, and games called by the Umpire prior to a winner being determined.

17. Juniors:

- a. Teams shall consist of players who are league age thirteen (13) and fourteen (14).
 - i. Players that are league age twelve (12) only with SWADALL board approval.
- b. Teams shall be formed by a player draft done by the team managers.
 - i. Draft shall follow rules outlined for this division in the Draft: portion below.
 - ii. Manager may select and protect one assistant coach prior to player draft.
 - iii. Assistant coaches may attend draft.

- c. All players will participate in a skills assessment prior to the start of the season.
 - i. All team managers will be present at the skill assessments.
 - 1. Managers shall assign assessment values to each player.
 - ii. Assistants may be present at the skill assessments.
 - 1. Assistants present shall assign assessment values to each player.
- d. Both inter-league and intra-league games shall be played.
 - i. Intra-league games will be played if there are two (2) or more teams in SWADALL in this division.
- e. Limited to (4) activities per week.
 - i. Game or practice is considered one activity.
- f. All scheduled games will be played at the scheduled location at the scheduled start time.
- g. Field preparation and team warm-up must start at least **25** min before scheduled game start time. The home team takes infield for 10 minutes, 25 minutes before game time. The visiting team will take infield for 10 minutes, 15 minutes before game time.
- h. Games will have no stop time; however, darkness may be a factor during weeknight games.
 - i. The home plate umpire has responsibility for calling the game in the event of darkness or weather.
- i. Assessment:
 - i. A score of 1 – 5 shall be awarded to each player for hitting, throwing, fielding, & catching during the skill assessment.
 - ii. Scores shall be totaled and averaged by the SWADALL board.
 - 1. Final averaged number shall be the assessment skill score.
 - iii. Complete privacy and security shall be afforded to each player.
 - 1. Assessment scores should not be shared with anyone outside of the SWADALL board.
 - 2. Assessment scores should not be told to any player.
- j. Draft:
 - i. A “snake” draft shall be used with team managers drawing numbers to determine the picking order.
 - ii. Players shall be divided into age pools and then into skill assessment score pools.
 - 1. Break points for the assessment score pools will be determined by the assessment values and number of teams to be formed and shall distribute number of players into pools as evenly as possible.
 - iii. For each round the managers will draw players from the same age group and the same pool until the complete roster spots are filled.
 - 1. League age fourteen (14) shall have priority and shall be drafted prior to the league age (13).
 - 2. League age thirteen (13) shall have priority over the league age twelve (12) players and shall be drafted prior to them.
 - iv. Trading:
 - 1. Any manager may trade any player directly following the player draft.
 - 2. All trades must be through and with the Player Agent.
 - 3. All trades must be approved by SWADALL board members present at player draft by majority vote.
- k. Batting:
 - i. SWADALL has adopted the format of using a continuous batting order in accordance with LL rule 4.04 for all intra-league games. All players in attendance for the game will bat.
 - ii. For all inter-league games the 2015 Baseball Little League Official Regulations shall govern.
- l. End of Season Tournament:

- i. Seeded tournament.
 - 1. Provided adequate number of teams in the Juniors division exist.
 - 2. Seeding to be determined by team standings
 - 3. Seeding to include complete game schedule including inter-league games.
 - 4. Seeding does not include games played against any team in a lower division.
 - m. Make-up Games:
 - i. SWADALL Division Director shall be responsible for rescheduling all rained out, postponed, and games called by the Umpire prior to a winner being determined.
18. Rookie Softball:
- a. Teams shall consist of players who are league age six (6), seven (7), and eight (8).
 - b. Teams shall be formed by the Player Agent.
 - i. Coach Request and/or buddy request will be considered.
 - ii. Attending School will be considered.
 - c. A yellow softball 11 inches in circumference will be used.
 - d. Teams may play both intra-league and inter-league games.
 - e. Limited to (4) activities per week.
 - i. Game or practice is considered one activity.
 - f. All scheduled games will be played at the scheduled location. Field preparation and team warm-up should start by 5:30 p.m.
 - g. Games will start at 6:15 p.m.
 - h. No new inning will start after 7:45 p.m.
 - i. Managers will play all players defensively.
 - i. Only six (6) infielders, including pitcher and catcher, are allowed and “traditional” defensive positions are required.
 - j. Batting:
 - i. SWADALL has adopted the format of using a continuous batting order in accordance with LL rule 4.04. All players in attendance for the game will bat.
 - ii. (3) outs (made from regular softball outs) or batting through the order will retire the half inning. The on deck batter will bat first in the next inning.
 - iii. Each batter will receive as many as (8) pitches (ball or strike) to attempt to hit the ball. If after (8) pitches the batter hasn’t hit the ball the batter is retired and an out is recorded.
 - iv. Strike outs do count as recorded outs.
 - v. A batter may not advance more than (2) bases on a hit ball.
 - 1. A ball hit over the outfield fence is a homerun and the batter will run the bases accordingly.
 - vi. The last batter of each inning is played as a regular out and may only advance to second base.
 - k. Pitching:
 - i. All pitches will be thrown by an adult coach of the offensive team.
 - ii. If there is contact, or other interference, of a hit ball by the coach acting as pitcher before a defensive player touches it, it is considered a “dead ball”. Batter will be allowed only to advance to first base. All other runners may advance one base.
 - iii. The player in the pitcher position will be stationed to the first base or third base side of the coach pitcher, directly beside or farther back of the coach pitcher, not in front of the coach pitcher.
 - l. Stealing/Base Running:
 - i. When a coach acting as pitcher is in possession of the ball, base runners shall not leave the bases until the pitched ball has been delivered and the batter has hit the ball.
 - ii. Runners may only advance on a hit ball, no walks.

- iii. Stealing is not permitted.
- m. Substitutes:
 - i. Each player is required to bat in her respective spot in the batting order.
 - 1. Players that leave the game are skipped with no penalty assessed.
 - ii. A player may be entered and/or re-entered defensively without it changing the batting order.
- n. End of Season Tournament
 - i. No end of season tournament shall occur.
- o. Make-up Games:
 - i. SWADALL Division Director shall be responsible for rescheduling all rained out, postponed, and games cancelled prior to conclusion.
- p. Non coaching staff is not allowed on the field without the proper background check.

19. Minors Softball

- a. Teams shall consist of players who are league age eight (8), nine (9), ten (10) and eleven (11).
- b. Teams shall be formed by the Player Agent.
 - i. Coach Request and/or buddy request will be considered.
 - ii. Attending School will be considered.
- c. A yellow softball 11 inches in circumference will be used.
- d. Teams will play both intra-league and inter-league games.
- e. Limited to (4) activities per week.
 - i. Game or practice is considered an activity.
- f. All scheduled games will be played at the scheduled location.
- g. Weekday games will start at 6:15 p.m.
- h. No new inning will start after 8:00 p.m.
- i. Weekend games will have a time limit of 2 hours.
- j. The home team takes infield for 10 minutes, 25 minutes before game time. The visiting team will take infield for 10 minutes, 15 minutes before game time.
- k. Managers may play no more than nine (9) players defensively.
- l. No defensive manager or coach is allowed to be outside of the dugout during game play.
 - i. Offensive managers and coaches are not allowed to be in fair territory during game play.
- m. Only (5) runs may score per half inning.
- n. Batting:
 - i. SWADALL has adopted the format of using a continuous batting order. All players in attendance for the game will bat.
 - ii. (3) outs (made from regular softball outs) or scoring (5) runs will retire the half inning.
 - 1. Strike outs count toward the three (3) outs per half inning.
 - 2. The on deck batter will bat first in the next inning.
 - iii. Dropped third strike is considered an out; batter may not make an attempt to advance to first base.
- o. Pitching:
 - i. All pitches will be thrown from 35' distance. The pitcher will continue to pitch until they have walked two batters. After that time any batter who has acquired 4 balls will then be pitched to by their manager or coach, until that batter either hits or strikes out. The Pitcher (player) will resume pitching to the next batter. There will only be two (2) walks per each half inning. The rest of the time batters will either hit or strike out by swinging or a called third strike.
 - 1. Coach Pitcher must remain at the pitching rubber at all times and move only after the play has stopped or if in danger of being hurt. If the adult interferes with the play, runners may not advance more than one (1) base.

2. Coach Pitcher may not coach from the pitching rubber or while acting as a pitcher.
 3. Standard District 2 Softball Pitching Affidavit is required for all teams.
- p. Stealing/Base running:
- i. Stealing is allowed (including on passed balls).
 - ii. Runners may not steal/leave the base until a player pitched ball has crossed over the front of home plate.
 - iii. No stealing with an adult pitcher pitching.
 - iv. A runner may not advance to home on any unhit pitch or throwback to the pitcher unless forced by base-on balls or hit batter. Stealing of home is allowed if a play is being made on any runner.
- q. Substitutes:
- i. No player shall sit out for more than one (1) consecutive defensive inning.
 - ii. Each player is required to bat in her respective spot in the batting order.
 1. Players that leave the game are skipped with no penalty assessed.
 - iii. A player may be entered and/or re-entered defensively without it changing the batting order.
- r. End of Season Tournament
- i. SWADALL will participate in the district 2 end of season tournament
- s. Make-up Games:
- i. SWADALL Division Director shall be responsible for rescheduling all rained out, postponed, and games called by the Umpire prior to a winner being determined.

20. Majors Softball

- a. Teams shall consist of players who are league age ten (10) to twelve (12).
- b. Teams shall be formed by a player draft done by the team managers and overseen by members of the SWADALL Board.
 - i. Draft shall follow rules outlined for this division in the Draft portion below.
 - ii. Manager may select and protect one assistant coach prior to player draft.
 - iii. Assistant coaches may attend draft.
- c. All potential players will participate in a skills assessment prior to the start of the season.
 - i. All team managers will be present at the skill assessments.
 1. Managers shall assign assessment values to each player.
 - ii. Assistants may be present at the skill assessments.
 1. Assistants present shall assign assessment values to each player.
- d. Draft:
 - i. A “snake” draft shall be used with team managers drawing numbers to determine the picking order.
 - ii. Players shall be divided into age pools and then into skill assessment score pools.
 1. Break points for the assessment score pools will be determined by the assessment values and number of teams to be formed and shall distribute number of players into pools as evenly as possible.
 - iii. Trading:
 1. Any manager may trade any player directly following the player draft.
 2. All trades must be through and with the Player Agent.
 3. All trades must be approved by SWADALL board members present at player draft by majority vote.
- e. A yellow softball 12 inches in circumference will be used.
- f. Teams will play both intra-league and inter-league games.
- g. Limited to (4) activities per week.
 - i. Game or practice is considered an activity.

- h. All scheduled games will be played at the scheduled location.
 - i. Weekday games will start at 6:15 p.m.
 - j. No new inning will start after 8:00 p.m.
 - k. Weekend games will have a time limit of 2 hours.
 - l. The home team takes infield for 10 minutes, 25 minutes before game time. The visiting team will take infield for 10 minutes, 15 minutes before game time.
 - m. Batting:
 - i. SWADALL has adopted the format of using a continuous batting order. All players in attendance for the game will bat.
 - n. Pitching:
 - 1. All pitches will be thrown from 40' distance.
 - 2. Standard District 2 Softball Pitching Affidavit is required for all teams.
 - o. End of Season Tournament
 - i. SWADALL will participate in the district 2 end of season tournament
 - p. Make-up Games:
 - i. SWADALL Division Director shall be responsible for rescheduling all rained out, postponed, and games called by the Umpire prior to a winner being determined.
21. Juniors/Seniors Softball
- a. Teams shall consist of players who are league age thirteen (13), fourteen (14), fifteen (15) and sixteen (16).
 - b. Teams shall be formed by a player draft done by the team managers and overseen by a member of the SWADALL Board.
 - i. Draft shall follow rules outlined for this division in the Draft portion below.
 - ii. Manager may select and protect one assistant coach prior to player draft.
 - iii. Assistant coaches may attend draft.
 - c. All potential players will participate in a skills assessment prior to the start of the season.
 - i. All team managers will be present at the skill assessments.
 - 1. Managers shall assign assessment values to each player.
 - ii. Assistants may be present at the skill assessments.
 - 1. Assistants present shall assign assessment values to each player.
 - d. Draft:
 - i. A "snake" draft shall be used with team managers drawing numbers to determine the picking order.
 - ii. Players shall be divided into age pools and then into skill assessment score pools.
 - 1. Break points for the assessment score pools will be determined by the assessment values and number of teams to be formed and shall distribute number of players into pools as evenly as possible.
 - iii. Trading:
 - 1. Any manager may trade any player directly following the player draft.
 - 2. All trades must be through and with the Player Agent.
 - 3. All trades must be approved by SWADALL board members present at player draft by majority vote.
 - e. A yellow softball 12 inches in circumference will be used.
 - f. Teams will play both intra-league and inter-league games.
 - g. Limited to (4) activities per week.
 - i. Game or practice is considered an activity.
 - h. All scheduled games will be played at the scheduled location.
 - i. Weekday games will start at 6:15 p.m.

- j. No new inning will start after 8:00 p.m.
 - k. Weekend games will have a time limit of 2 hours.
 - l. The home team takes infield for 10 minutes, 25 minutes before game time. The visiting team will take infield for 10 minutes, 15 minutes before game time.
 - m. Batting:
 - i. SWADALL has adopted the format of using a continuous batting order. All players in attendance for the game will bat.
 - n. Pitching:
 - 1. All pitches will be thrown from 43' distance.
 - 2. Standard District 2 Softball Pitching Affidavit is required for all teams.
 - o. End of Season Tournament
 - i. SWADALL will participate in the district 2 end of season tournament
 - p. Make-up Games:
 - i. SWADALL Division Director shall be responsible for rescheduling all rained out, postponed, and games called by the Umpire prior to a winner being determined.
22. End of Season Tournament
- a. At all SWADALL unseeded End-of-Season tournaments in all divisions (not District II all-stars) the determination of Home or Away team will be done by coin toss conducted by an umpire of the game.
 - b. At all SWADALL seeded End-of-Season tournaments in all divisions, the higher seed is the home team.
23. Make-up Games
- a. For any interleague game, the Idaho District II policy will be followed.
 - b. If not an interleague game, the SWADALL Division Director shall be responsible for rescheduling all rained out, postponed, and games called by the Umpire prior to a winner being determined.

LEAGUE ADMINISTRATION

1. Registration Fees:
 - a. 4 Year old T-Ball: \$65 per player
 - b. 5/6 Year old T-Ball: \$75 per player
 - c. Prep-Minor – Majors (baseball): \$90 per player
 - d. Rookies – Minors (softball): \$90 per player
 - e. Majors and above (softball): \$95 per player (no group rates for Juniors Softball)
 - f. Intermediate and above (baseball): \$100 per player (no group rates)
 - g. Challenger: \$35 per player (no group rates)
 - h. A family discount (group rate) is available for players league age 12 or below. The first 2 players would be charged the listed rate and each player at or beyond the 3rd will be charged half rate per player. Players within a family that are older than league age 12 will not count toward the group rate. League age is determined by the published league age chart (baseball) or the age of the player prior to January 1 (softball).
 - i. All families are expected to provide volunteer service (at least 1 adult). Families may pay a \$75 non-refundable opt-out fee if they are unable or unwilling to provide such service.
2. Late sign-ups will be accepted (after paying a \$50 late fee) after the scheduled open registration date on a space available basis ONLY.
3. Assessment (Baseball):
 - a. All league age players 9 and older must attend 50% of assessments. Those players not attending assessments will not be assigned to a team and will not receive a refund unless the Board of Directors approves such action.
 - b. Players League Age 8 will have the choice to play in Prep Minors or Single A Minors. The Board of Directors highly encourage players league age 8 play in Minors. However, if a parent would like the child to play in Prep Minors, the parents call is final and will be followed by the league.
 - c. Major League Draft:
 - i. SWADALL has adopted option B of the draft format. All players will be re-drafted.
 - ii. Managers must keep in mind that they can select only eight players in a given age group.

4. Assessment (Softball):
 - d. All players desiring to play Majors must attend 50% of assessments. Those players not attending assessments will not be assigned to a team and will not receive a refund unless the Board of Directors approves such action.
 - e. Players League Age 8 will have the choice to play in Rookies or Minors. The Board of Directors highly encourage players league age 8 play in Minors. However, if a parent would like the child to play in Rookies, the parents call is final and will be followed by the league.
 - f. Major League Draft:
 - iii. SWADALL has adopted option B of the draft format. All players will be re-drafted.
 - iv. Managers must keep in mind that they can select only eight players in a given age group.
5. Secrecy: Players shall never be told the position in which they were drafted.
6. The following divisions are defined per age level. League Age exceptions apply as listed elsewhere in the Local League Rules.
 - a. T-Ball 4 League Age 4
 - b. T-Ball 5/6 League Age 5-6
 - c. Prep Minor/Rookie League Age 6-8
 - d. Minors (Baseball drafted) League Age 8-11
 - e. Majors (drafted) League Age 11-12
 - f. Intermediate (drafted) League Age 11-13
 - g. Juniors (drafted) League Age 13-14
 - h. Seniors League Age 14-16
 - i. Challenger Open to any player Age 5-18 with special needs
 - j. For safety reasons, the Board, based on a recommendation from the Player Agent(s) and after an assessment, may move players to lower level divisions.
7. Players are subject to selection at the draft or during the regular season by any “drafted” (Minor, Major, Intermediate, Junior, Senior) team of the league in the division in which they are playing. Refusal of a player to comply shall result in forfeiture of eligibility to be promoted to a (Major, Junior, Senior) team for the remainder of the current season.
8. Players must declare the desired division of play PRIOR to a draft being held or teams being created by the player agent. Any deviation must be approved by the Board of Directors.
9. The Minor Division shall consist of all remaining players of league age, as defined above, after Major rosters have been filled.
10. Prep-Minor/Rookie: Shall consist of players of league age, as defined above. Players will be assigned to teams by the Player Agent.
11. T-Ball: Shall consist of players of league age, as defined above. Players will be assigned to teams by Player Agent.
12. When any two teams from different divisions play a scheduled game the rules of the lower division shall apply.
13. Junior Umpires: Southwest Ada Little League initiated the use of Junior Umpires with the 2007 season, with intentions to expand the program as quickly as possible. The following guidelines are in place, but may be expanded during the season upon acceptance of the Board of Directors. Any changes will be posted immediately on the league web site at <http://www.swadall.com/>
 - a. All Junior umpires must attend the District 2 umpire certification clinic and field clinic.
 - b. Persons 14-15 may umpire in any position (plate, base) in the Minors division and below if they have attended all clinics.
 - c. Persons 16 and older may umpire in any position (plate, base) at Majors and below if they have attended all clinics. They may only umpire as a base umpire in the Junior division.
 - d. Any junior umpire that has attended the Western Region Junior Umpire School may umpire in any game at any position. Those wishing to attend are encouraged to inform the SWADALL UIC of their desire to attend.
 - e. Only certified umpires will be considered for end of season tournament games, or district All Star games. Those umpires desiring to be considered for post season opportunities should contact the SWADALL UIC as soon as possible in the season.
14. Player Options: An option is an agreement between a manager and the Player Agent covering a special condition. All options must be submitted in writing to the Player Agent 48 hours prior to the draft.
 - a. Brothers/Sisters Any managers may submit an option in writing to the Player Agent on two or more brothers and/or sisters becoming candidates who are subject to the draft. When the first brother or

sister is drafted under the option agreement, the Manager automatically takes the second brother or sister on the next turn. The option must be completed within the first three draft selections

- b. Sons/Daughters of Managers A Manager who has sons and/or daughters eligible for the draft and who wishes to draft them, must state so in writing to the Player Agent prior to the draft. If so stated, the parent/manager is required to exercise this option prior to the close of the specific draft round depending on League Age of sons and/or daughters. Parent/manager option takes priority over any other option. This option must be exercised prior to the close of the specific draft round depending on League Age of sons and/ or daughters.
- c. Sons/Daughters of Coaches A new coach shall not be appointed nor approved until after the draft to avoid “Red Shirting” of players through selective coaching appointments. A returning coach, through the manager may exercise an option in writing to the Player Agent provided BOTH of the following are true:
 - i. The coach has served as a manager or coach in the league (at any level) for the past two years
 - ii. The coach must be returning to the Major League team as last year

Draft round in which the son/daughter option must be exercised (according to age)

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

- d. Special Considerations
 - i. If the manager so chooses, the option on son or daughter may be waived.
 - ii. Players are eligible only in the league whose boundaries include the parent/manager’s home residence or school.
 - iii. When a vacancy occurs during the playing season, the player selected to fill the vacancy becomes a permanent member of that team, governed by the same regulations as all members of the team selected in the draft.
 - iv. All players, including sons and daughters of managers and coaches at the Minor League level, are subject to the draft.
15. Trades (extended): Following the draft, managers may, if they desire, trade players until 14 days after the first scheduled game. The Player Agent(s) must monitor any attempts by managers and parents to manipulate the system and thus create an imbalance in the league. All trades must be for justifiable reasons and be approved by the local board.
- a. All trades must be made through and with the approval of the player agent.
 - b. Minor League players may not be traded for Major Division players.
 - c. All trades must be player for player only. (Example: Two players from Team A could not be traded for one player on team B.)
 - d. Trades involving a player for draft choices are not permitted. (Example: A manager cannot trade his/her right to pick the third player overall for an existing player on another team. However, once the draft is complete, a trade may be consummated, providing it meets all other criteria for trading.)
16. Replacements: The following procedure is applicable when a player is lost to a team during the playing season
- a. Applicable reasons:
 - i. He/she moves to another city or state too distant to commute for practice and play;
 - ii. He/she is injured and will not be able to return to play within a reasonable period of time (local league Board decision);
 - iii. He/she has for personal reasons decided to terminate his/her association with the team;
 - iv. Any other justifiable reason, reviewed and approved by the Board of Directors;
 - b. The manager of the team losing a player shall promptly advise the Player Agent. The Player Agent shall advise the President and the Board. If loss of player is approved, the President will send a letter of release to the player and the parents stating, that the player is released from the Major League team and the league for a justifiable reason. This action creates a legal opening for a replacement on the team roster.
 - c. The manager shall review the available player list with the Player Agent and shall select a replacement. The replacement becomes a permanent member of the team.

- d. Player replacements will not be allowed during the last two weeks of the Major season or after the end of Minor League play, whichever comes first. Exceptions to this policy can be granted by the League's Executive Committee on recommendation of the Player Agent and League President.
 - e. **Note:** Failure by the manager to advise the Player Agent of a player's continued absence should result in disciplinary action against the manager.
17. Practices: (Minors through Junior divisions)
- a. League teams will not meet more than 4 times each week (including regularly scheduled games) and will not practice in excess of 2 hours in duration per session, during the regular season. During the SWADALL end of season tournament, teams may meet more than 4 times in a week, but practice sessions still need to be limited to 2 hours in length.
 - b. Only when scheduled play starts will Sunday practices be permitted: this will be determined by the manager and a majority agreement among the parents of players.
 - c. Unexcused absence from 3 practices or League games is cause for disciplinary action. This will be left to the discretion of the Manager, League President and Player Agent. Dismissal from a team will be the most severe disciplinary action taken.
 - d. Practice on league-owned fields shall be scheduled through the Division Director. In any event, an attempt should be made by all managers to share limited practice facilities.
18. Practice Locations: (All Divisions)
- a. Practices may be held at any public park or SWADALL facility within our league boundaries.
 - b. Practices may be held at any West Ada or Boise school or any school within our league boundaries.
 - c. Practices may be held at any school which our current players attend (restricted to public schools).
 - d. Any deviation to practice location must be approved by the Board of Directors PRIOR to scheduling a practice.
19. Uniform: Teams at all divisions are required to wear the league provided uniform during games. Teams are allowed to add names to the back of the jersey at the team's expense. Managers and coaches are required to wear proper attire (team hat and shirt/jersey). All approved uniforms for managers and coaches will be provided by the league. Any deviation to this uniform policy must be approved by the Board of Directors.
20. Disciplinary Board: The Disciplinary Board of Directors has been established to ensure timely and efficient response to disciplinary issues.
- a. The Disciplinary Board of Directors consists of the following persons:
 - i. League President
 - ii. League Vice President
 - iii. Umpire In Chief
 - iv. Player Agent
 - v. Coaches Coordinator
 - b. The League Secretary will be present at any disciplinary board meetings to record minutes and serve as a tie-breaker if only an even number of board members is present.
 - c. The meeting minutes are available for public review.
 - d. The Disciplinary Board will make decisions on the following matters
 - i. Disciplinary or administrative actions that need immediate response, where postponement of such actions threaten the safety or welfare of any individual or entity. Such actions are subject to review at the next available full Board of Directors meeting.
21. Protest Committee: Committee shall be made up of all board members EXCEPT the UIC and President.