Gastineau Channel Little League Local Rules and Bylaws

Adopted by the Board of Directors March 30, 2025

ARTICLE 1 – GENERAL LEAGUE POLICY

Section 1 - Organizational Information

Gastineau Channel Little League (GCLL or the League) is a program of service to our local youth. It is geared to provide an outlet of healthful activity and training under good leadership in the atmosphere of wholesome community participation. The movement is dedicated to helping players become good and decent citizens. It inspires them with a goal and enriches their lives. It establishes the values of teamwork, sportsmanship, and fair play.

The GCLL Board of Directors shall be governed by the Constitution of the League on record in Williamsport, PA. The GCLL operating rules and bylaws in this document shall be approved annually by a majority vote of the Board of Directors. Following adoption of these rules by the GCLL Board, they may only be changed upon concurring vote of the majority of the Board.

GCLL is a chartered component of Little League International (LLI). The GCLL operating rules are constructed in a manner intended to conform to the operating regulations and playing rules of Little League International. Wherever these rules stand silent, the regulations and playing rules of Little League International shall be followed.

Section 2 - Operating Procedures

Members of the Board of Directors
In addition to the officers set forth in Article VII of the Constitution (President, Vice-Presidents, Secretary, and Treasurer), additional voting positions on the Board of Directors (the Board) shall include all Board members as listed in Article VII of the Constitution. All Board members are expected to be active members, and support all League operations. Regular attendance at Board meetings, as well as participation in League activities, is vital to producing a successful and sustainable Little League program. All voting member's attendance will be monitored and may be called into question by the President if there is a reasonable belief normal league

business is being negatively affected. As a result, the President may ask for the removal of the deficient member's right to vote, or the removal of the deficient member from the Board by the voting members.

The President may appoint, with the approval of the Board, such other officers, agents, and committees as may be appropriate for the needs of the League.

Members
Members are defined in Article III of the Constitution. All regular members in good standing as of the date of the annual meeting are eligible to vote in the election.

Good standing is defined as a member who has paid required dues, does not have a past due registration balance, and has not been subject to disciplinary action by the League, and/or Conduct Committee. This will be verified by a member of the Board as designated at the annual meeting prior to final certification of the voting results.

Membership Dues
Annual membership dues are set at $5 per person.

Membership dues will be waived for GCLL Board of Directors, Honorary members and volunteers, including managers, coaches, and parent volunteers that have been approved by the Board and passed a background check.

The League reserves the right to waive membership dues for other individuals on a case-by-case basis.

Insurance
The League will apply for the standard insurance from Little League International each year. All players who play Little League baseball and softball, as well as adults who serve as managers (maximum of 1 per team), coaches (maximum of 2 per team), designated parents who assist with practices and have been approved by the Board, umpires, official scorekeepers, Player Agents and Safety Officers are covered by LLI accident insurance. This insurance covers eligible participants while traveling directly, without delay, to and from the field as well as during practice sessions and games, as well as other authorized league activities. Accident insurance coverage does not begin until after the League has submitted its charter and insurance application for the season.

Player Registration
The League will begin conducting online player registration in January. All registration dates will be decided by no later than December 31st. Registration dates will be advertised in the community starting in January. To encourage registration during the regularly scheduled times, the Board may choose to increase the player registration fee for late sign-ups. The online registration process will be set up to close registrations at the deadline, but will continue accepting waitlist applicants.

Registration fees are based on the financial needs of GCLL and are determined by the Board annually. GCLL shall publish the fees prior to the date on which player registration occurs.

While it is a general rule that no player that meets all registration requirements will be turned away from participating in GCLL, the Board reserves the right to make exceptions due to extenuating circumstances. A majority vote by the Board will be needed to deny a player's registration. No player will be turned away because of an inability to pay a fee. In a case where the parents/guardians cannot pay the required fees, the League may ask a parent or the player to contribute volunteer time in lieu of payment. Members who cannot afford to pay registration fees shall notify the BOD in writing, and scholarships may be granted at the discretion of the Scholarship Committee. The Scholarship Committee shall treat all such applications confidentially and shall take such steps as necessary to assure the annual registration fee policy does not keep a player from participating.

Individual player registration documents (i.e. proof of residency documents and registration forms) will be destroyed upon the completion of the regular/fall season to preserve families' privacy. Copies of birth certificates, and all-star documents will be kept by the league until the player is no longer playing.

Refund Policy

All requests for refunds from participants shall be in writing. The amount of refund shall be determined by the following:

A. From the first day that registration opens to the end of tryouts. The amount of player participation fee to be refunded will be 100 percent.
B. From the end of tryouts to the end of the draft. The amount of player participation fee to be refunded will be 80 percent.
C. From the end of draft to Opening Day. The amount of player participation fee to be refunded will be 75 percent.
D. From Opening Day through the end of the first half of the regular season. The amount of player participation fee to be refunded will be 50 percent.
E. From the end of the first half of the regular season through post season tournaments. No refunds will be granted.

All requests for refunds from sponsors shall be in writing. A refund request from a sponsor will be addressed by the board on an individual basis.

Available Programs

Tee-Ball	League Age 4, 5, 6
Baseball Farm A	League Age 5, 6, 7
Baseball Farm AA	League Age 6, 7, 8

Baseball Minors	League Age 8, 9, 10, 11 7-year-old players, with an advanced skill level, may play if drafted, and approved by the League 11-year-old players will be placed in Minors on a case-by-case basis LL Special Games teams will consist of 8 to 10-year-old players; 7 and 11-year-old players are not eligible for the Minors All-Star team Players will attend tryouts, and teams will be drafted according to Little League International and GCLL Local Rules
Baseball Majors	League Age 10, 11, 12 9-year-old players, with an advanced skill level, may play if drafted, and approved by the League 9-year-old players are not eligible for the Majors All-Star team Players will attend tryouts, and teams will be drafted according to Little League International and GCLL Local Rules
Baseball Juniors/Seniors	League Age 12, 13, 14, 15, 16 Players will attend tryouts, and teams will be drafted according to Little League International and GCLL Local Rules 15- and 16-year-old players are not eligible for the Juniors All-Star team
Softball Farm	League Age 6, 7, 8
Softball Minors	League Age 8, 9, 10, 11 LL Special Games teams will consist of 8 to 10-year-old players; 11-year-old players are not eligible for the Minors All-Star team

	Players will attend tryouts, and teams will be drafted according to Little League International and GCLL Local Rules
Softball Majors	League Age 10, 11, 12 Players will attend tryouts, and teams will be drafted according to Little League International and GCLL Local Rules
Softball Juniors/Seniors	League Age 12, 13, 14, 15, 16 Players will attend tryouts, and teams will be drafted according to Little League International and GCLL Local Rules

League age is determined by the current season charts published by Little League International.

Selection of Managers
All prospective Managers and Coaches must submit a completed volunteer application form through the GCLL website and pass a background check prior to approval and tryouts.

The League President shall appoint volunteers to serve as Managers within the League for the upcoming season, at least 7 days prior to the draft. All Managers must also attend a League sponsored rules clinic prior to the start of the season. All appointments must be approved by the League's Board, by majority vote.

The policies are:

A. All appointments expire at the conclusion of each season
B. All Managers and Coaches are directly accountable to the Board
C. Any Manager that was suspended during a previous season shall not be considered for a Manager position without Board approval by majority vote.
D. Any Manager or Coach that was suspended after review of their actions by the Board, (not as a result of an ejection of a game), shall not be eligible to manage and/or coach with GCLL
E. There is no appeal process for reconsideration during the current season

All prospective Managers and Coaches must submit a completed volunteer application form through the GCLL website and pass a background check prior to approval and tryouts.

The Coach/Manager Coordinator shall, during the playing season, observe the conduct of the Managers and Coaches and report its findings to the President and the Board. It shall, at the request of the President or Board, investigate complaints concerning managers and coaches and make a report thereof to the President or Board as the case may be.

Selection of Coaches
The Manager of each team shall nominate up to 2 Coaches at least 7 days prior to their first game of the season, to assist with practices, games, and other team functions. The Board, by majority vote, must approve the Coaches prior to the first game of the season, only after the nominated Coaches have submitted a completed volunteer application form, and passed a background check. Coaches must also attend a League sponsored rules clinic prior to the first game. In the event a Coach needs to be replaced or added, the Board can approve on a case-by-case basis.

Additional Coaches (practice coaches) may assist with practices, provided they have also submitted a completed volunteer application form through the GCLL website, passed a background check and have been approved by the Board. Practice coaches will not be recognized as an official coach on the team roster submitted to LLI, nor will they be eligible to be a Manager or Coach for an all-star team. Each regular season team may have up to two Coaches, in addition to the Manager, to formally assist in team operations, games and practices.

Concession Stand
The GCLL concession stand is a potential source of revenue the League counts on to support our program. We are a non-profit organization and our registration fees alone do not cover our expenses. The volunteer spirit of the adult members of this league provides the manpower for the concession stand's daily operations.

The scheduling of volunteers should be handled in advance and communicated to the Concession Manager in a timely fashion. Failure to have the proper concession coverage/volunteers may result in the closing of the concession stand until coverage is provided. If sufficient coverage cannot be found prior to the beginning of the season, each team will be responsible for providing volunteers on a rotating basis.

The Board will designate a Board Member to be responsible for reconciling the till after each volunteer shift and provide the reconciliation and the deposit to the Treasurer within 24 hours of game day.

Equipment and Uniforms
An inventory of equipment and uniforms will be maintained at all times. The Board Members responsible for equipment and uniforms will determine a budget needed at the beginning of the fiscal year, and present to the Board for approval. The Board Members responsible for equipment and uniforms will schedule time for all Managers to pick up their uniforms and equipment at the beginning of the season, and return them after the season has completed.

Team Photos
The Board will collect proposals from local, professional photography companies, and shall select by majority vote, one of the companies to take photos of each team during the season.

ARTICLE II - PLAYERS

SECTION 1 - Code of Conduct

Unsportsmanlike conduct will not be tolerated at any time.

Any incident must be reported to any Board Member immediately. Players may be benched by Managers and/or Coaches. Parents/Guardians, Managers, and Coaches may be removed from the game. Board Members are permitted to remove a player, Manager, Coach, or parent from the League with no refund of fees at any time due to conduct detrimental to the League. Repeating offenses, disruptions, and/or making others feel unsafe will not be tolerated, and may negatively affect future involvement in the League.

SECTION 2 - Tryouts

Minors Baseball (ages 8-11) - All baseball age 8-, 9- 10-, and 11-year-old players who have completed registration may be selected in the Minors draft, with the exception of Baseball age 11-year-olds, which can be placed in Minors. Baseball age 7-year-olds are eligible for the Minor division on an exception basis only and must be approved by the League's Player Agent and VP for that division of play. If possible, 7-year-olds should attend a League skill assessment event for consideration of placement into Minors.

Any player who does not participate in the skill assessment will be assigned a ranking score and placed accordingly by the Board designated draft team.

Minors Softball (ages 8-11) - All softball age 8-, 9- 10-, and 11-year-old players who have completed registration may be selected in the Minors draft. Softball age 7-year-olds are eligible for the Minors division on an exception basis only and must be approved by the League's Player Agent and VP for that division of play. If possible, 7-year-olds should attend a League skill assessment event for consideration of placement into Minors.

Any player who does not participate in the skill assessment will be assigned a ranking score and placed accordingly by the Board designated draft team.

Majors Baseball (ages 10-12) - All baseball age 10-, 11- and 12-year-old players who have completed registration may be selected in the Majors draft, with the exception of baseball age 12-year-olds, who must be placed in Majors. Baseball age 9-year-olds are eligible for the Majors division on an exception basis only and must be approved by the League's Player Agent and VP for that division of play. If possible, 9-year-olds should attend a League skill assessment event for consideration of placement into Majors.

Any player who does not participate in the skill assessment will be assigned a ranking score and placed accordingly by the Board designated draft team.

Majors Softball (ages 10-12) - All softball age 10-, 11- and 12-year-old players who have completed registration may be selected in the Majors draft, with the exception of softball age 12-year-olds, who must be placed in Majors. Softball age 9-year-olds are eligible for the Majors division on an exception basis only and must be approved by the League's Player Agent and VP for that division of play. If possible, 9-year-olds should attend a League skill assessment event for consideration of placement into Majors.

Any player who does not participate in the skill assessment will be assigned a ranking score and placed accordingly by the Board designated draft team.

Juniors/Seniors Baseball (ages 13-16) - All baseball age 13-, 14-, 15- and 16-year-old players who have completed registration may be selected in the Juniors/Seniors draft, with the exception of baseball age 16-year-olds, who must be placed in Seniors.

Any player who does not participate in the skill assessment will be assigned a ranking score and placed accordingly by the Board designated draft team.

Juniors/Seniors Softball (ages 13-16) - All softball age 13-, 14-, 15- and 16-year-old players who have completed registration may be selected in the Juniors/Seniors draft, with the exception of softball age 16-year-olds, which must be placed in Seniors.

Any player who does not participate in the skill assessment will be assigned a ranking score and placed accordingly by the Board designated draft team.

***Parents who have requested to have their player(s) play in a division outside of the division of their designated league age are strongly encouraged to have their player(s) attend a skill assessment event for the division they want to play in.

Skill Assessment/Player Evaluation Day:
All players who have completed registration and are eligible to play in the Minors divisions and above should attend a skill assessment session. The goal of GCLL is for equal and fair competition. To achieve this, an adequate evaluation of potential players must take place.

Skill assessment evaluations will take place as follows:

1. All players, including Manager's, Coach's and Board member's players are expected to participate in at least one of the skill assessment events.
2. Each player that participates in the skill assessment shall have an opportunity to bat/bunt, field fly balls, field ground balls, throw, and run in competition with players in the same division.

3. There is no skill assessment for the Tee-Ball, Baseball Farm A and AA divisions, and Farm softball.

Each skill will be graded by a Board approved Player Evaluation Committee. Results of tryouts will be organized by the Player Evaluation Committee and made available to Managers to assist with improving competitive balance during player selection at the draft.

SECTION 3 – Baseball Draft

The draft is moderated and presided over by the Player Agent (or a Board officer in their place, as directed by the President or Vice President of the respected division), and the decisions of the Player Agent, or its designee, are final. Draft rules are in accordance with Little League International suggested draft option **plan B, alternative method,** therefore, player options 2 and 4 do not apply by LLI drafting rules as stated in the LLI rulebook.

Draft Attendance- Each division Manager or a representative for the Manager will be present at the draft. The Player Agent, the division VP, League Administrator and other necessary board members may attend the draft. Players may NOT attend the draft.

Confidentiality- The draft is kept completely confidential, including skill assessment results, player draft order and trades. Each individual attending the draft is responsible for maintaining confidentiality of the draft and draft materials. All draft materials must be returned to the Player Agent, or designated league official, at the conclusion of the draft. Violation of this rule by a Manager, or representative of the Manager, may be cause for suspension of the Manager.

Draft Order- The draft order is established by one of the following methods:

1. Standings from previous season. 4th place picks 1st, 1st place picks 4th (ex-4 teams)

   *If there are 2 or more Managers new to a division, the new Managers will randomly draw for the departing Managers standings from the previous season

2. Drawn at random to determine draft order if there are no returning Managers to a division, a true tie in standings, a disqualification in standings, and/or a new team is added to the division

Draft Pool-The draft pools consist of returning players to the respective division and new players to the respective division.

Coaches- In accordance with Little League Rules, there is no pre-selection or assignment of a Coach's player to a Manager.

Player Options-LLI rules allow for the player option arrangements to be made with the Player Agent for specific circumstances only:

A. **Brothers/Sisters in the Draft (Option1)**- When there are two or more siblings in the draft, and the first brother or sister is drafted by a Manager, that Manager automatically has an option to draft the other brother or sister on the next turn. If the Manager does not exercise the option, the second sibling is then available to be drafted by any team.
B. **Drafting twins**- Both twins must be drafted by the round determined by their age (i.e. if the twins are league age 12, both players must be drafted by the completion of the third round to be a protected pick). The draft round chart can be found in the Little League International rule book, under Operating Policies, Options on Sons, Daughters, and Siblings, Part 5 - Draft Rounds.

The Player Agent, or designated league official, will ensure a Manager is aware of a sibling in the draft, and designate the sibling as a protected pick until the next turn.

It is highly suggested that siblings are to be placed on the same team unless otherwise instructed by parents or guardians.

Manager's children -A Manager's player(s) must be drafted on or before the draft round determined by player's age. The draft round chart can be found in the Little League International rule book, under Operating Policies, Options on Sons, Daughters, and Siblings, Part 5 - Draft Rounds.

The Player Agent, or designated league official, will ensure the Manager selects their player(s) by the specified round.

Failure by a Manager to draft their player(s) by the specified round will make that player eligible to be drafted by any Manager.

The following draft round charts apply to Manager's player(s):

Little League International Draft Round Chart

Major League (Little League) Division

Draft Round 5: 9-10 year olds
Draft Round 4: 11 year olds
Draft Round 3: 12 year olds

Juniors/Seniors Division

Draft Round 5: 13-14 year olds
Draft Round 4: 15 year olds
Draft Round 3: 16 year olds

GCLL Local Rule Draft Round Chart

Minors (AAA) Division

Draft Round 5: 7-8 year olds
Draft Round 4: 9 year olds
Draft Round 3: 10-11 year olds

Managers are required to express their intent in writing to the Player Agent to draft their player(s) in the specified round no less than 48 hours before the draft is scheduled to take place.

Draft Limitations- No more than 8 players of any one age in Minors division and above may be selected per team.

Any Manager in jeopardy of exceeding the maximum number of players for an age group will be alerted during the draft by the Player Agent or designated league official, and required to make selections to come into compliance with the rule. Should an issue be caught after a selection, the Player Agent may rule that a prior pick be released.

Draft Process-The draft process will be used for each division in the following order:

1. Juniors/Seniors Division
2. Majors Division
3. Minors Division

With all selecting Managers present, the draft order will be determined using one of the two methods identified above.

A discussion will be held with all selecting managers identifying pitchers and catchers after which the Player Agent will call the draft to order.

All available candidates will be made available for viewing on a projected screen, and organized by age and average tryout ranking.

Drafting will be done in a **serpentine** draft order (example with 4 teams)

First pick- 1,8,9,16 etc.

Second pick-2,7,10,15 etc.

Third pick-3,6,11,14 etc.

Fourth pick-4,5,12,13 etc.

Each team will have 1 minute and 30 seconds to make a draft pick selection. The period to make the selection will start when the Player Agent states (team name) “you’re now on the clock”

If no selection is made with 15 seconds remaining, the Player Agent will announce the time remaining for the selection, announcing again at the five-second mark.

If no selection is forthcoming at the end of the 1 minute 30 second time allotted, the Player Agent will assign the player with the next highest composite score from the skill assessment list to that team.

Teams with two consecutive picks may not combine the 1 minute 30 second time limits.

Teams make their selections by announcing the player number and the name of the player. After a selection has been made, the Player Agent will repeat back the number and the name to ensure accuracy.

Each following selection will have the same 1 minute 30 second time limit.

All teams must select a player, and cannot skip a draft pick. Teams are not able to trade their order of draft picks.

The ongoing draft selections and remaining available players will be available for all Managers to view.

Trades- Trades are allowable in the designated time period immediately following the draft as determined by the League draft committee. To complete a trade, an e-mail must be sent from the requesting Manager to the Player Agent, the other involved Manager(s), and the Division Vice President. Teams must have the same amount of rostered players before and after the trade. No trade is final until the Player Agent and VP for the division of play approves the trade. Responses will be via email. Trades must be like-for-like skill levels, along with an explanation of reasons for the trade. Requested trades are not guaranteed to be approved by the League.

If at any point in this trading period the rosters are leaked out and made public, all trade opportunities will come to a close immediately.

Per Little League International rules, rosters are allowed to vary in size in a particular division by one (1) player.

Player Notification-When the draft is complete, the trading period ends, and the Player Agent, or designated league official, has finalized the rosters, all Managers will be notified that they may contact the players on their respective rosters. **Do not contact any drafted player until you are authorized in writing by the Player Agent**. Violation of this rule is cause for suspension of the Manager.

SECTION 4 – Softball Draft

The draft is moderated and presided over by the Player Agent (or a Board officer in their place, as directed by the President or Vice President of the respected division), and the decisions of the Player Agent, or its designee, are final. Draft rules are in accordance with Little League International suggested draft option **plan B, alternative method,** therefore, player options 2 and 4 do not apply by LLI drafting rules as stated in the LLI rulebook.

Draft Attendance- Each division Manager or a representative for the Manager will be present at the draft. The Player Agent, the division VP, League Administrator and other necessary board members may attend the draft. Players may NOT attend the draft.

Confidentiality- The draft is kept completely confidential, including skill assessment results, player draft order and trades. Each individual attending the draft is responsible for maintaining confidentiality of the draft and draft materials. All draft materials must be returned to the Player Agent, or designated league official, at the conclusion of the draft. Violation of this rule by a Manager, or representative of the Manager, may be cause for suspension of the Manager.

Draft Order- The draft order is established by one of the following methods:

1. Standings from previous season. 4th place picks 1st, 1st place picks 4th (ex-4 teams)

   *If there are 2 or more Managers new to a division, the new Managers will randomly draw for the departing Managers standings from the previous season

2. Drawn at random to determine draft order if there are no returning Managers to a division, a true tie in standings, a disqualification in standings, and/or a new team is added to the division

3. The draft will start with managers choosing pitchers and catchers onto teams. Once pitchers and catchers are evenly placed on teams, managers may begin choosing other players as described in rules.

Draft Pool-The draft pools consist of returning players to the respective division and new players to the respective division.

Coaches- In accordance with Little League Rules, there is no pre-selection or assignment of a Coach's player to a Manager.

Player Options-LLI rules allow for the player option arrangements to be made with the Player Agent for specific circumstances only:

A. **Sisters in the Draft (Option1)**- When there are two or more sisters in the draft, and the first sister is drafted by a Manager, that Manager automatically has an option to draft the other sister on the next turn. If the Manager does not exercise the option, the second sibling is then available to be drafted by any team.

B. **Drafting twins**- Both twins must be drafted by the round determined by their age (i.e. if the twins are league age 12, both players must be drafted by the completion of the third round to be a protected pick). The draft round chart can be found in the Little League International rule book, under Operating Policies, Options on Sons, Daughters, and Siblings, Part 5 - Draft Rounds.

C. **Drafting by Age** – In Juniors/Seniors, all 16-year olds must be drafted before moving to 15-year olds and then 14-year olds. In Majors, all 12-year olds must be drafted before moving to 11 year olds and then 10-year old (those with the skills to be drafted up from minors). In Minors, all 10-year olds must be drafted before moving to 9-year olds and then moving to 8-year olds.

The Player Agent, or designated league official, will ensure a Manager is aware of a sibling in the draft, and designate the sibling as a protected pick until the next turn.

It is highly suggested that siblings are to be placed on the same team unless otherwise instructed by parents or guardians.

Managers children – are automatically assigned to their team. If a manager has more children than other managers, then they will skip the second round of their youngest child's age group. For example, all managers in the division have 1 child except for one manager that has a 12 and 11-year old. During the second round that 11-year olds are being drafted, that manager will be skipped. If a manager has three children on their team, then this process would be followed for the youngest two children.

Draft Limitations- No more than 8 players of any one age in Minors division and above may be selected per team.

Any Manager in jeopardy of exceeding the maximum number of players for an age group will be alerted during the draft by the Player Agent or designated league official, and required to make selections to come into compliance with the rule. Should an issue be caught after a selection, the Player Agent may rule that a prior pick be released.

Draft Process-The draft process will be used for each division in the following recommended order:

1. Juniors/Seniors Division
2. Majors Division
3. Minors Division

A discussion will be held with all selecting managers identifying pitchers and catchers after which the Player Agent will call the draft to order.

All available candidates will be made available for viewing on a projected screen, and organized by age and average tryout ranking.

Drafting will be done in a **serpentine** draft order (example with 4 teams)

First pick- 1,8,9,16 etc.

Second pick-2,7,10,15 etc.

Third pick-3,6,11,14 etc.

Fourth pick-4,5,12,13 etc.

Each team will have 2 minutes to make a draft pick selection. The period to make the selection will start when the Player Agent states (team name) “you’re now on the clock”

If no selection is made with 15 seconds remaining, the Player Agent will announce the time remaining for the selection, announcing again at the five-second mark.

If no selection is forthcoming at the end of the 2-minute time allotted, the Player Agent will assign the player with the next highest composite score from the skill assessment list for that age to that team.

Teams make their selections by announcing the player number and the name of the player. After a selection has been made, the Player Agent will repeat back the number and the name to ensure accuracy.

Each following selection will have the same 2-minute time limit.

All teams must select a player, and cannot skip a draft pick. Teams are not able to trade their order of draft picks.

The ongoing draft selections and remaining available players will be available for all Managers to view.

Trades- Trades are allowable in the designated time period immediately following the draft as determined by the League draft committee. To complete a trade, an e-mail must be sent from the requesting Manager to the Player Agent, the other involved Manager(s), and the Division Vice President. Teams must have the same amount of rostered players before and after the trade. No trade is final until the Player Agent and VP for the division of play approves the trade. Responses will be via email. Trades must be like-for-like skill levels, along with an explanation of reasons for the trade. Requested trades are not guaranteed to be approved by the League.

If at any point in this trading period the rosters are leaked out and made public, all trade opportunities will come to a close immediately.

Per Little League International rules, rosters are allowed to vary in size in a particular division by one (1) player.

Player Notification-When the draft is complete, the trading period ends, and the Player Agent, or designated league official, has finalized the rosters, all Managers will be notified that they may contact the players on their respective rosters. **Do not contact any drafted player until you are authorized in writing by the Player Agent**. Violation of this rule is cause for suspension of the Manager.

ARTICLE III - MANAGERS AND COACHES

SECTION 1 - Responsibilities

The most important responsibility of a Manager and/or Coach is the safety and welfare of our players. Our Managers and Coaches will be held to the highest possible standards when interacting with our players, families, umpires, and the Board of Directors. Team Managers and Coaches are responsible for the following:

A. Creating and maintaining a fun and safe experience
B. Sportsmanship, conduct, and performance of the team and its spectators at all team functions
C. Knowledge of all the rules developed by Little League International and the GCLL Board
D. Abide by all Little League International and GCLL Rules and Bylaws
E. Attendance at all required Manager and/or Coach meetings, including the Safety Clinic, Coaching Clinic, and any other mandatory meetings and/or clinics as communicated by the League
F. Attendance at the GCLL annual meeting is strongly encouraged
G. Assume responsibility for obtaining and returning all League distributed equipment
H. Clean up fields, dugouts, and gear sheds after practices and games

I. The Visiting Team will provide a scorekeeper and scoreboard operator volunteer at each game
J. The Home Team will provide a pitch count volunteer at each game (Baseball only)
K. The Home Team will inspect the fields prior to the game and make necessary repairs, including pre-game field setup, chalk lines, batter boxes, etc.
L. The Home Team will provide a game day coordinator if one is needed
M. Hold a parent meeting prior to the first scheduled game, preferably before Opening Day Ceremonies
N. Have all player medical releases available during all team functions, including games and practices
O. Instill the Little League International philosophy
P. Participate in all League functions, including fundraising, work details, umpiring, and concessions
Q. Be responsible for your own behavior at all League activities and events
R. Promptly return equipment in good order to the designated Board Member at the end of the season
S. Provide the following information, as provided by the Board of Directors for the purposes of continuity and compliance with Little League International policies, to each player's parents/guardians, preferably in a team meeting prior to the start of practices:

    a. Give practice place and times, discuss game day procedures
    b. Discuss your goals as a manager for the team
    c. Discuss your method of discipline, and league rules regarding game discipline
    d. Explain minimum playing time, and pitching rules
    e. Distribute practice and game schedules
    f. Assign team parent responsibilities
    g. Provide name, GCLL e-mail address, and telephone number of League Player Agent
    h. Explain parent conduct/responsibilities, including conduct at games
    i. Explain Little League International insurance
    j. Go over the general rules for your division
    k. Review all-stars and tournament play procedures (Minors & above)
    l. Share GameChanger app information, and League website

SECTION 2 - Conduct

Managers and Coaches are responsible for their conduct and the conduct of their team and spectators. The GCLL Board of Directors recognizes and adheres to a "Zero Tolerance" policy in matters of conduct. Obscene or foul language or gestures from players, fans, Coaches or Managers will not be tolerated. Adults are reminded that we are the role models for all GCLL players. We encourage positive feedback from our Managers, Coaches and spectators. Disparaging remarks or verbal abuse directed at Managers, Coaches, Umpires, Board members, volunteers, parents/guardians and <u>especially</u> players will not be tolerated. Inappropriate touching and/or handling of players by Managers or Coaches will not be

condoned by the League. Any incident will be brought before the GCLL President and the GCLL Conduct Committee.

Managers and Coaches who come to practice or games under the influence of alcohol or drugs (including marijuana/cannabis) will be sent home and their position in the League reviewed. Use of tobacco or vaping products by Managers or Coaches on (or in close proximity to) the playing field or dugout during their regularly scheduled practice sessions or games is prohibited. Failure to meet these requirements may lead to dismissal from their role in Little League.

ARTICLE IV - Parents/Guardians

SECTION 1 - EXPECTATIONS

WHAT LITTLE LEAGUE EXPECTS OF OUR PARENTS/GUARDIANS

A. Create and maintain a fun and safe experience
B. Attend your player's games
C. Be a supportive parent for the Manager, team, and all League participants
D. Communicate with the Manager in appropriate ways only
E. Cheer for all players on both teams
F. Be a positive role model
G. Be there for your player whether successful or struggling for success
H. Respect and support League volunteers and be prepared to “pitch in” when asked
I. Understand that the game is difficult to learn and play
J. Look for opportunities to work with your player on the basic skills of the game
K. Be positive and be supportive whether your team wins or loses
L. Be a model of good sportsmanship
M. Never use negative comments towards the players from either team
N. Respect the umpire’s decisions. Refrain from making the umpire’s job more difficult than it already is. Be willing to forgive the bad call, the inconsistent strike zone, or the muffed rule. There are no experts in a volunteer Little League organization.
O. Respond to questionnaires to evaluate Managers/Coaches at the end of season
P. During game play, refrain from coaching players; leave coaching to the designated Managers and Coaches, and cheer players on in a positive way
Q. No drugs, alcohol, marijuana/cannabis, vaping, etc. is allowed at the fields; please refrain from using these products at the fields

WHAT OUR MANAGERS EXPECT OF OUR PARENTS/GUARDIANS

A. REMEMBER THAT WE ARE ALL VOLUNTEERS.
B. Come and enjoy the games, help us make this fun for all the players on all teams.
C. Allow the Managers to run the team; please refrain from approaching the dugout during a game.
D. Please discuss any concerns that you have with the Manager after the game and away from the team’s players.
E. Set a good example for our players; don’t yell at our umpires or opposing players.
F. Volunteer to help us make this a positive experience for your player. There are many small and/or one-time jobs that need to be done both during the season and during the off-season.

ARTICLE V - Local Rules and Game Operations:

SECTION 1 - General Rules

Unless noted below, all games will be played in accordance with the current season's Little League International Official Regulations and Playing Rules.

A. Any change and/or additions to the playing field must have Board approval.

B. The Home Team dugout is along the 3rd base side.

C. The Visitor Team dugout is along the 1st base side.

D. The Home Team shall:

   a. Supply game balls for each game, and receive any unused, or returned foul balls, at the conclusion of the game

   b. Prep the field for play before the start of play, including setting equipment and bases, lining the field with chalk, prepping the pitching mound and batters boxes

   c. At the conclusion of play, put away equipment and bases, and ensure sheds and gear lockers are securely locked

   d. If lights are used, ensure the lights are turned off when leaving the field

   e. Provide the official pitch counter for each game (Baseball Only)

E. The Visitor Team shall:

   a. Provide an official scorekeeper for each game; at fields with a scoreboard, they will also provide a scoreboard operator

F. At the end of each half-inning, Managers are responsible for confirming pitch counts and scores; any discrepancies need to be resolved before the next half-inning begins; as soon as the first pitch is thrown to a batter at the start of a half-inning, the pitch counts and scores are "locked" to that point in the game.

G. The cutoff date for Managers to bring players from the Minors division to the Majors division will be 4 weeks for Baseball and 3 weeks for Softball from the regularly scheduled Opening Day. Managers are responsible for contacting the Player Agent to resolve any roster issues.

H. If a Manager has attendance issues from a player, or players, the Manager shall contact the Player Agent and VP for the division of play; if a player notifies a Manager

they are leaving the team, or does not provide a reason for missing 3 games in a row, the Manager shall contact the Player Agent and VP for the division of play immediately.

I. Uniforms are issued by the League. There shall be no alterations to uniforms without the approval of the League. No individual players' names will be displayed on uniforms. Little League International patches are affixed to the left sleeve of the uniform.

J. Managers MUST notify the Safety Officer, IN WRITING, of any injury that requires medical attention, as soon as realistically possible, but no later than twenty-four (24) hours from the occurrence.

K. No games (Tball, Single A and AA excluded) will start with less than 8 players. The game will be a forfeit unless the Manager made arrangements through the Player Agent and VP for the division of play to reschedule the game. The Manager MUST contact the Player Agent and VP for the division of play no less than 48 hours prior to game time to request a game be rescheduled. All attempts to reschedule the game will be made for the competitive divisions. Any changes in game schedules, other than those caused by weather, must have the approval of the President, Vice President, or Player Agent prior to the game being rescheduled.

L. If a Manager in the Minors, Majors, or Juniors / Seniors divisions knows they will have less than 9 players to start a game, they can contact the Player Agent for pool player options; it is encouraged to give as much notice as possible so the Player Agent has adequate time to find a pool player, or players, for the game

SECTION 2 - Opening Day

Opening day shall be scheduled at the discretion of the GCLL Board and is typically held the last Saturday in April, dependent upon the field conditions.

SECTION 3 - Suspended Games and Tie Games

Suspended games and games that end in a tie may be rescheduled by the Vice President of Baseball or Softball in all divisions. In the event of a tie that affects season standings, a coin-toss will be used to determine the winner.

SECTION 4 - Rainouts

Teams will show up at the fields as scheduled. Only under extreme weather conditions will the President of the League, Chief Umpire, or Safety Officer, through a League sanctioned online platform (such as Facebook), email, or text messaging, cancel games. Games in the competitive divisions cancelled due to weather may be rescheduled through the Vice President of Baseball or Softball. Games in the divisions below the Minors division cancelled due to weather are not rescheduled.

SECTION 4 –Game Time

Time Limits for Baseball Divisions are:

A. Tee-Ball: No new inning (top of inning) will begin 1 hour 30 minutes from the start of the game, OR, after three complete innings are played, whichever comes first
B. Farm A:
    a. During School Year: No new inning (top of inning) will begin after 1 hour 15 minutes from the start of the game; no game will go past 7:30pm
    b. After School Year: No new inning (top of inning) will begin after 1 hour 30 minutes from the start of the game; no game will go past 8:00pm
C. Farm AA:
    a. During School Year: No new inning (top of inning) will begin after 1 hour 15 minutes from the start of the game; no game will go past 7:30pm
    b. After School Year: No new inning (top of inning) will begin after 1 hour 30 minutes from the start of the game; no game will go past 8:00pm
D. Minors: No new inning (top of inning) will begin after 2 hours from the start of the game; a hard stop is in place if a game reaches 2 hours 30 minutes from the start of the game; a game will conclude at the end of the 6th inning regardless of time remaining, unless there is a tie
E. Majors: No new inning (top of inning) will begin after 2 hours 15 minutes from the start of the game; a game will conclude at the end of the 6th inning regardless of time remaining, unless there is a tie
F. Juniors / Seniors: No new inning (top of inning) will begin after 2 hours 30 minutes from the start of the game; a game will conclude at the end of the 7th inning regardless of time remaining, unless there is a tie

Games can be shortened by the “Run Rule” standard, which is in effect for the Majors and Juniors / Seniors divisions:

A. Majors:

a. If a team is trailing by 15 runs or more after the completion of the 3rd inning, or the completion of 2 and a half innings if the home team is up, the game will be called
b. If a team is trailing by 10 runs or more after the completion of the 4th inning, or the completion of 3 and a half innings if the home team is up, the game will be called

B. Juniors / Seniors:
a. If a team is trailing by 15 runs or more after the completion of the 4th inning, or the completion of 3 and a half innings if the home team is up, the game will be called
b. If a team is trailing by 10 runs or more after the completion of the 5th inning, or the completion of 4 and a half innings if the home team is up, the game will be called

The “Run Rule” standard does not apply to the Minors and below divisions as the “5 run per inning rule” is in effect. In Tee-Ball, each team bats through the lineup, and then switches.

Time Limits for Softball Divisions are:

A. Farm:
a. During School Year: No new inning (top of inning) will begin after 1 hour from the start of the game; no game will go past 7:30pm
b. After School Year: No new inning (top of inning) will begin after 1 hour 15 minutes from the start of the game; no game will go past 8:00pm
B. Minors: No new inning (top of inning) will begin after 2 hours from the start of the game; a hard stop is in place if a game reaches 2 hours 30 minutes from the start of the game; a game will conclude at the end of the 6th inning regardless of time remaining, unless there is a tie
C. Majors: No new inning (top of inning) will begin after 2 hours 15 minutes from the start of the game; a game will conclude at the end of the 6th inning regardless of time remaining, unless there is a tie
D. Juniors / Seniors: No new inning (top of inning) will begin after 2 hours 30 minutes from the start of the game; a game will conclude at the end of the 7th inning regardless of time remaining, unless there is a tie

A. Majors:
a. If a team is trailing by 15 runs or more after the completion of the 3rd inning, or the completion of 2 and a half innings if the home team is up, the game will be called
b. If a team is trailing by 10 runs or more after the completion of the 4th inning, or the completion of 3 and a half innings if the home team is up, the game will be called

c. If a team is trailing by 8 runs or more after completion of the 5th inning, or the completion of 4 and a half innings if the home team is up, the game will be called.

B. Juniors / Seniors:
   a. If a team is trailing by 15 runs or more after the completion of the 4th inning, or the completion of 3 and a half innings if the home team is up, the game will be called
   b. If a team is trailing by 10 runs or more after the completion of the 5th inning, or the completion of 4 and a half innings if the home team is up, the game will be called
   c. If a team is trailing by 8 runs or more after completion of the 6th inning, or the completion of 5 and a half innings if the home team is up, the game will be called.

SECTION 5 - Official Game Time

For the Minors division and above, the Home Plate Umpire will declare the official starting time for each game, and ensure the official score keeper writes the start time in the scorebook. An inning begins when the third out of the previous inning is made; however, no inning may start after the official game time has lapsed for each respective division. Once an inning begins, it shall be played to conclusion unless called due to dangerous playing conditions (thunderstorms, rain storms, field conditions, etc.) by the Chief Umpire, Safety Officer, or Boar Member on duty. If a game has a hard-stop time limit, the game will conclude as soon as that time is reached.

ARTICLE VI - Player/Team Roster Regulations & Modifications

SECTION 1 - Tee-Ball Division

Team Roster: The League will make an effort to limit team rosters to 10 players dependent upon player registrations, and available Managers to lead teams.

Defense: Defensive teams shall consist of a minimum of 6 players. All players present at the game will play defense; no player(s) will be on the bench during defense. The infield shall consist of the 6 traditional positions, and the outfield shall consist of the remaining players. Two Coaches may be placed in the outfield to assist the players.

Offense: Each offensive team will bat through its entire roster every inning. It is encouraged to leave runners on the bases, and not record outs. Runners are encouraged to advance to the next base on hits and good baseball plays; please hold runners at the base they currently occupy on overthrows, playing errors, etc. No base stealing is allowed.

Playing Requirements: All players will play in the field on defense. The batting order shall contain the complete roster of players (Continuous Batting Order, or CBO), and the roster will bat through the order each time up to bat.

Umpires: Not required at this level of play.

Pitching: None. All players will hit using a tee.

SECTION 2 – Baseball Farm A Division

Team Roster: The League will make an effort to limit team rosters to 10 players dependent upon player registrations, and available Managers to lead teams.

Defense: Defensive teams shall consist of a minimum of 6 players and a maximum of 10 Players. The infield shall consist of the 6 traditional positions, and the outfield shall consist of up to 4 positions, one being a “rover”. Two Coaches may be placed in the outfield to assist the players.

Offense: The offensive team shall retire when three outs are recorded, or five runs are scored, whichever occurs first. Runners are encouraged to advance to the next base on hits and good baseball plays; please hold runners at the base they currently occupy on overthrows, playing errors, etc. No base stealing is allowed.

Playing Requirements: Each player must play at least two complete defensive innings, one of which must be in an infield position. The batting order shall contain the complete roster of players (Continuous Batting Order, or CBO).

Umpires: Not required at this level of play. One or two parent volunteers are encouraged to umpire the field.

Pitching: All games will be played with a pitching machine, or a coach pitching if weather or equipment problems prevent the use of the machine. Each player will have an opportunity to hit 5 pitches. If the batter is not successful in hitting a pitched ball, then a batting tee shall be used. There are no strikeouts.

SECTION 2 – Baseball Farm AA Division

Team Roster: The League will make an effort to limit team rosters to 10 players dependent upon player registrations, and available Managers to lead teams.

Defense: Defensive teams shall consist of a minimum of 6 players and a maximum of 10 Players. The infield shall consist of the 6 traditional positions, and the outfield shall consist of up to 4 positions, one being a “rover”. Two Coaches may be placed in the outfield to assist the players.

Offense: The offensive team shall retire when three outs are recorded, or five runs are scored, whichever occurs first. No base stealing is allowed.

Playing Requirements: Each player must play at least two complete defensive innings, one of which must be in an infield position. The batting order shall contain the complete roster of players (Continuous Batting Order, or CBO).

Additional Game Play Information:

- The batter will start with a 0 – 0 count, and is not considered out if he/she fouls off the final pitch. There are strikeouts.
- Batters hit by a pitch when a player is pitching will be awarded 1st base; if a player is hit by a pitch when a coach is pitching, it will count as a ball, and be added to the count.
- On balls hit to the outfield, the runner must stop at the base he/she is approaching after the ball enters the diamond (infield). If a runner has rounded second base, and is headed to third base when the ball enters the diamond, the runner can advance to third base.

- Runners may advance one base on an overthrow; the ball becomes dead on the overthrow.
- Once a player pitches in a game, the player is not eligible to play the catcher position for the remainder of the game.
- Players should be rotated through all positions, taking safety and ability into account; players should have the opportunity to play the infield positions, and not always be placed in the outfield positions
- This is an instructional Division, and the focus should be on having fun and game play instruction

Umpires: Not required at this level of play. One or two parent volunteers are encouraged to umpire the field.

Pitching: Coach pitch, with the introduction of player pitch as the season progresses. Managers are encouraged to have at least 1 player pitcher developed to pitch in games by the 2nd week of the season. The pitcher shall start on the pitching mound, with at least one foot engaged with the pitching rubber.

Player Pitching Limits:

Maximum Pitch Counts:

No player pitcher may pitch more than the following:

- Ages 6-8: 50 pitches in a day

Pitchers Rest Requirements:

- 1-20 pitches thrown: 0 calendar days
- 21-35 pitches thrown: 1 calendar day
- 36-50 pitches thrown: 2 calendar days

*****It is the Managers responsibility to track players' pitch counts during the game; if a player goes over the maximum amount of pitches allowed (including threshold), the Manager will be held accountable.**

SECTION 3 – Baseball Minors Division

Team Roster: The League will make an effort to limit team rosters to 12 players dependent upon player registrations, and available Managers to lead teams.

Defense: Defensive teams shall consist of a minimum of 8 players, and a maximum of 9 players. The infield shall consist of the 6 traditional positions, and the outfield shall consist of the 3 traditional positions.

Offense: The offensive team shall retire when three outs are recorded, or five runs are scored, whichever occurs first. This rule applies to all innings except for the 6th inning of the game. The 6th inning of the game will **NOT** have a five-run rule for either team, but will adhere to the hard-stop rule, which is 2 hours and 30 minutes from the start of the game. The home team manager may concede the game at any time in the 6th inning.

Tie-Breaker: If the game is tied after 6 innings of play, and the hard stop has not been reached, then extra innings may be played. The extra inning(s) will be played using the international tie breaker rule:

Starting in the top of the seventh inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base. EXAMPLE: If the number five batter is the lead-off batter, the number four batter in the batting order will be placed on second base.

Playing Requirements:

- Each player must play at least two consecutive complete defensive innings
- The batting order shall contain the complete roster of players (Continuous Batting Order, or CBO)
- Each player must be placed in the starting lineup at least every-other game; the lineup shall be rotated to ensure no player begins a game “on the bench” two games in a row
- Defensive positions for the players may be switched at will, with exception to the pitcher position, as long as minimum play requirements are being met
- Stealing bases is allowed after two weeks of game play; if both Managers agree before a game, stealing is allowed prior to this requirement
    - Advancing on passed balls is allowed from the start of the season, with the exception of home plate

- Advancing on overthrows is not limited to one base as long as the ball stays in play
- A player can leave the base when the ball crosses the batter

Umpires: Umpires for the Minors division will be provided by the League, and are typically youth umpires from upper divisions of play.

Player Pitching Limits:

Maximum Pitch Counts:

No player pitcher may pitch more than the following:

- Ages 7-8: 50 pitches in a day
- Ages 9-10: 75 pitches in a day
- Ages 11: 85 pitches in a day

Pitchers Rest Requirements:

- 1-20 pitches thrown: 0 calendar days
- 21-35 pitches thrown: 1 calendar day
- 36-50 pitches thrown: 2 calendar days
- 51-65 pitches thrown: 3 calendar days
- 66+ pitches thrown: 4 calendar days

*****It is the Managers responsibility to track players' pitch counts during the game; if a player goes over the maximum amount of pitches allowed (including threshold), the Manager will be held accountable.**

SECTION 4 – Baseball Majors Division

Team Roster: The League will make an effort to limit team rosters to 12 players dependent upon player registrations, and available Managers to lead teams.

Defense: Defensive teams shall consist of a minimum of 8 players, and a maximum of 9 players. The infield shall consist of the 6 traditional positions, and the outfield shall consist of the 3 traditional positions.

Offense: The offensive team shall retire when three outs are recorded.

Tie-Breaker: If the game is tied after 6 innings of play, and the game time limit has not been reached, then extra innings may be played. The extra inning(s) will be played using the international tie breaker rule:

Starting in the top of the eighth inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base. EXAMPLE: If the number five batter is the lead-off batter, the number four batter in the batting order will be placed on second base.

Playing Requirements:

- Each player must play at least two consecutive complete defensive innings
- The batting order shall contain the complete roster of players (Continuous Batting Order, or CBO)
- Each player must be placed in the starting lineup at least every-other game; the lineup shall be rotated to ensure no player begins a game “on the bench” two games in a row
- Defensive positions for the players may be switched at will, with exception to the pitcher position, as long as minimum play requirements are being met

Umpires: Umpires for the Majors division will be provided by the League, and are typically youth umpires from upper divisions of play; every effort will be made to have an adult umpire, or a seasoned umpire, behind home plate.

Player Pitching Limits:

Maximum Pitch Counts:

No player pitcher may pitch more than the following:

- Ages 9-10: 75 pitches in a day
- Ages 11-12: 85 pitches in a day

Pitchers Rest Requirements:

- 1-20 pitches thrown: 0 calendar days

- 21-35 pitches thrown: 1 calendar day
- 36-50 pitches thrown: 2 calendar days
- 51-65 pitches thrown: 3 calendar days
- 66+ pitches thrown: 4 calendar days

*****It is the Managers responsibility to track players' pitch counts during the game; if a player goes over the maximum amount of pitches allowed (including threshold), the Manager will be held accountable.**

SECTION 5 – Baseball Juniors / Seniors Division

Team Roster: The League will make an effort to limit team rosters to 12 players dependent upon player registrations, and available Managers to lead teams.

Defense: Defensive teams shall consist of a minimum of 8 players, and a maximum of 9 players. The infield shall consist of the 6 traditional positions, and the outfield shall consist of the 3 traditional positions.

Offense: The offensive team shall retire when three outs are recorded.

Tie-Breaker: If the game is tied after 7innings of play, and the game time limit has not been reached, then extra innings may be played. The extra inning(s) will be played using the international tie breaker rule:

Starting in the top of the ninth inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base. EXAMPLE: If the number five batter is the lead-off batter, the number four batter in the batting order will be placed on second base. An eligible substitute or special pinch runner may be inserted for the runner.

Playing Requirements:

- Each player must play at least two consecutive complete defensive innings
- The batting order shall contain the complete roster of players (Continuous Batting Order, or CBO)
- Each player must be placed in the starting lineup at least every-other game; the lineup shall be rotated to ensure no player begins a game "on the bench" two games in a row

- Defensive positions for the players may be switched at will, with exception to the pitcher position, as long as minimum play requirements are being met

Equipment Requirements:

- 13 and 14-year old can use USA Baseball or BBCOR bat
- 15 and 16-year olds must use BBCOR bat
- Wood bats area allowed for all ages

Umpires: Umpires for the Juniors / Seniors division will be provided by the League; every effort will be made to have an adult umpire, or a seasoned umpire, behind home plate

Player Pitching Limits:

Maximum Pitch Counts:

No player pitcher may pitch more than the following:

- Ages 13-15: 95 pitches in a day

Pitchers Rest Requirements for 13 and 14-year-olds:

- 1-20 pitches thrown: 0 calendar days
- 21-35 pitches thrown: 1 calendar day
- 36-50 pitches thrown: 2 calendar days
- 51-65 pitches thrown: 3 calendar days
- 66+ pitches thrown: 4 calendar days

Pitchers Rest Requirements for 15-year-olds:

- 1-30 pitches thrown: 0 calendar days
- 31-45 pitches thrown: 1 calendar day
- 46-60 pitches thrown: 2 calendar days
- 61-75 pitches thrown: 3 calendar days

- 66+ pitches thrown: 4 calendar days

*****Players 16-years-old are not permitted to pitch in Juniors / Seniors unless the League approves as an amendment to game play for the current season.**

*****It is the Managers responsibility to track players' pitch counts during the game; if a player goes over the maximum amount of pitches allowed (including threshold), the Manager will be held accountable.**

SECTION 6 – Softball Farm Division

Team Roster: The League will make an effort to limit team rosters to 10 players dependent upon player registrations, and available Managers to lead teams.

Defense: Defensive teams shall consist of a minimum of 6 players and a maximum of 10 Players. The infield shall consist of the 6 traditional positions, and the outfield shall consist of up to 4 positions, one being a "rover". Two Coaches may be placed in the outfield to assist the players.

Offense: The offensive team shall retire when three outs are recorded, or five runs are scored, whichever occurs first. Runners are encouraged to advance to the next base on hits and good baseball plays; please hold runners at the base they currently occupy on overthrows, playing errors, etc. No base stealing is allowed.

Playing Requirements: Each player must play at least two complete defensive innings, one of which must be in an infield position. The batting order shall contain the complete roster of players (Continuous Batting Order, or CBO).

Umpires: Not required at this level of play. One or two parent volunteers are encouraged to umpire the field.

Pitching: All games will be played with a pitching machine, or a coach pitching if weather or equipment problems prevent the use of the machine. Each player will have an opportunity to hit 5 pitches. If the batter is not successful in hitting a pitched ball, then a batting tee shall be used. There are no strikeouts.

SECTION 7 – Softball Minors Division

Team Roster: The League will make an effort to limit team rosters to 12 players dependent upon player registrations, and available Managers to lead teams.

Defense: Defensive teams shall consist of a minimum of 8 players, and a maximum of 9 players. The infield shall consist of the 6 traditional positions, and the outfield shall consist of the 3 traditional positions. One coach is allowed to be in the outfield to support kids during play (as long as one is still in the dugout). If a coach is hit by the ball during a game, it is considered a live ball and play should continue. After third week of play, a coach is no longer allowed on the field during defense. Before a game begins, managers can agree to have 10 defensive players on the field (this is not a requirement).

Offense: The offensive team shall retire when three outs are recorded, or four runs are scored, whichever occurs first. The runs will continue to count until the ball is dead (for example if the 4th run is on third, but the batter hits a homerun, then all runs will count until the batter steps on home plate. This rule applies to all innings except for the 6th inning of the game. The 6th inning of the game will **NOT** have a four-run rule for either team, but will adhere to the hard-stop rule, which is 2 hours and 30 minutes from the start of the game. The home team manager may concede the game at any time in the 6th inning.

Tie-Breaker: If the game is tied after 6 innings of play, and the hard stop has not been reached, then extra innings may be played. The extra inning(s) will be played using the international tie breaker rule:

Starting in the top of the seventh inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base. EXAMPLE: If the number five batter is the lead-off batter, the number four batter in the batting order will be placed on second base.

Playing Requirements:

- Each player must play at least two consecutive complete defensive innings
- The batting order shall contain the complete roster of players (Continuous Batting Order, or CBO)
- Each player must be placed in the starting lineup at least every-other game; the lineup shall be rotated to ensure no player begins a game “on the bench” two games in a row

- For the first two weeks of season, a batter that accumulates 4 balls will be given the opportunity to have a coach pitch them. The strike count continues and the coach will pitch until the batter strikes out or gets a hit.
- Defensive positions for the players may be switched at will, with exception to the pitcher position, as long as minimum play requirements are being met
- Stealing 2nd and 3rd base will be allowed for the first two weeks of game play. Stealing home is not allowed until the third week;
    - Advancing on passed balls is allowed from the start of the season, with the exception of home plate
    - Advancing on overthrows is limited to one base
    - A player can leave the base when the ball crosses the batter

Umpires: Umpires for the Minors division will be provided by the League, and are typically youth umpires from upper divisions of play.

SECTION 8 – Softball Majors Division

Team Roster: The League will make an effort to limit team rosters to 12 players dependent upon player registrations, and available Managers to lead teams.

Defense: Defensive teams shall consist of a minimum of 8 players, and a maximum of 9 players. The infield shall consist of the 6 traditional positions, and the outfield shall consist of the 3 traditional positions.

Offense: The offensive team shall retire when three outs are recorded.

Tie-Breaker: If the game is tied after 6 innings of play, and the game time limit has not been reached, then extra innings may be played. The extra inning(s) will be played using the international tie breaker rule:

Starting in the top of the eighth inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base. EXAMPLE: If the number five batter is the lead-off batter, the number four batter in the batting order will be placed on second base.

Playing Requirements:

- Each player must play at least two consecutive complete defensive innings
- The batting order shall contain the complete roster of players (Continuous Batting Order, or CBO)
- Each player must be placed in the starting lineup at least every-other game; the lineup shall be rotated to ensure no player begins a game “on the bench” two games in a row
- Defensive positions for the players may be switched at will, with exception to the pitcher position, as long as minimum play requirements are being met

Umpires: Umpires for the Majors division will be provided by the League, and are typically youth umpires from upper divisions of play; every effort will be made to have an adult umpire, or a seasoned umpire, behind home plate.

SECTION 9 – Softball Juniors / Seniors Division

Team Roster: The League will make an effort to limit team rosters to 12 players dependent upon player registrations, and available Managers to lead teams.

Defense: Defensive teams shall consist of a minimum of 8 players, and a maximum of 9 players. The infield shall consist of the 6 traditional positions, and the outfield shall consist of the 3 traditional positions.

Offense: The offensive team shall retire when three outs are recorded.

Tie-Breaker: If the game is tied after 7innings of play, and the game time limit has not been reached, then extra innings may be played. The extra inning(s) will be played using the international tie breaker rule:

Starting in the top of the ninth inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base. EXAMPLE: If the number five batter is the lead-off batter, the number four batter in the batting order will be placed on second base. An eligible substitute or special pinch runner may be inserted for the runner.

Playing Requirements:

- Each player must play at least two consecutive complete defensive innings

- The batting order shall contain the complete roster of players (Continuous Batting Order, or CBO)
- Each player must be placed in the starting lineup at least every-other game; the lineup shall be rotated to ensure no player begins a game “on the bench” two games in a row
- Defensive positions for the players may be switched at will, with exception to the pitcher position, as long as minimum play requirements are being met

Umpires: Umpires for the Juniors / Seniors division will be provided by the League; every effort will be made to have an adult umpire, or a seasoned umpire, behind home plate

ARTICLE VII - All-Stars and Tournaments

SECTION 1 - Local Post-Season Tournaments

Tournament pitching rules contained in the Tournament Rules and Guidelines for the current playing season shall be utilized for all local post-season tournaments. Special games forms must be submitted to the District for approval.

Reason: The relaxed pitching rest rules allow the local post-season tournaments to be completed in as few days as is reasonably possible.

SECTION 2 - Tournament (All-Stars) Guidelines

Selection of Tournament Teams

As per LL Rules, the “method of selection is to be determined by the Local League Board of Directors.”

Availability: Players selected to teams must be available for practices and travel no less than 10 days prior to the first scheduled game. In order to be selected to a tournament team a player must be available to go all the way to the World Series.

GCLL adopts the policy that any Manager/Coach who participates in a Little League International tournament will be eligible to participate in a travel team so long as the travel team

tournament does not interfere with the Little League International tournament. If there is an occasion to have overlapping tournaments, the team must be eliminated from one tournament in order to participate in the other.

SECTION 2 - All-Star Selection

An All-Star team will consist of no more than 1 (one) Manager, 2 (two) Coaches, and a minimum of 12 and a maximum of 14 Players per Little League International Rules.

Manager Selection

To be considered for an All-Star Manager position, a Manager from the respective Division during regular season play must submit their intent for consideration in writing to the GCLL Board of Directors. All prospective All-Star team Manager must have completed the Little League Diamond Leader training prior to submitting their intent for consideration. The GCLL Board of Directors will schedule an interview process for approved Managers. MANAGERS WHO HAVE BEEN DISCIPLINED BY THE LEAGUE MAY BE DISQUALIFIED FROM MANAGING AN ALL-STAR TEAM. Managers are then selected by a majority vote of the Board. After a Manager is selected, they will submit their top 2 nominations for Coaches to the Board for review and Approval. To be considered, the Coaches must have completed the Little League Diamond Leader training prior to being submitted for consideration.

If the selected Manager cannot accept the position, the next Manager recommended will be contacted. It is recommended that regular season managers be considered for All Star coaches. A Manager will only be considered if he/she is willing to manage the team if their player is not selected.

Player Selection

Players are eligible for All-Star teams if they have participated in the current number (or percent) of games required by Little League International.

The Player Agent (or the designate) will organize the balloting and will maintain team rosters, including alternates. If after selection, a player is unable to participate, the first alternate will be assigned to the team. At no time shall any player know how they were selected to the all-star team, nor should they know how many votes that they received.

All division players, and up to three division team Managers / Coaches from each team in the respective division will be required to vote for 12 or less eligible players. The ballots will be collected and counted by the League President, Player Agent, Vice President of Baseball, and/or Vice President of Softball (Ballot Committee).

The Ballot Committee will tally the votes, starting with the players' ballots. The top four players from the player ballots receiving the most votes will be selected to the team.

Next, the Ballot Committee will tally the Managers / Coaches ballots. The top four players from the Managers / Coaches ballots receiving the most votes will be selected to the team. If any of the top four Manager / Coach selections were selected in the top four player selections, they will be skipped, as those players are already selected to the team.

The All-Star Manager and/or Coaching Staff will select the next four players to the team. The intent will be to create the most well-rounded, competitive All-Star team possible. If the All-Star Manager and/or Coaching Staff would like to select more than 12 players, the President and VP of the respective division will approve the addition of a 13th and/or 14th player to the team.

The Ballot Committee will identify two alternates. The Ballot Committee will not divulge the names of the alternates. If after selection, a player is unable to participate, the first alternate will be assigned to the team. At no time shall any player know how they were selected to the All-Star team, nor should they know how many votes that they received.

Team Assignments

GCLL All-Star teams will be comprised as follows (as Little League dictates based on League registration numbers):

The League will attempt to field at least one 8-10 year-old Baseball Special Games team comprised of the 8, 9 and 10 year old eligible League age players. The 8-10 year-old Baseball Special Games Manager and Coaches will conduct a tryout for all eligible players to attend for selection to the team. If there is more than one team, a draft will be conducted by the League to select two even teams.

The League will attempt to field at least one 10/11/12 Baseball Major Division All-Star team comprised of all 10, 11 and 12-year-old eligible players who played the minimum number of games during the regular season. The Major Division players, Managers, and Coaches will cast votes to select players to the team, and the All-Star Manager and/or Coaching staff will select the remaining players.

The League may choose to field at least one Intermediate 50/70 Division Baseball Team comprised of 12 and 13-year-old eligible players who played the minimum number of games during the regular season. The Intermediate 50/70 All-Star team will be selected by the All-Star Manager and/or Coaching Staff, with oversight from the President and VP of the respective division.

The League will attempt to field at least one Junior Division Baseball Team comprised of 13 and 14-year-old eligible players who played the minimum number of games during the regular season. The Junior Division players, Managers, and Coaches will cast votes to select players to the team, and the All-Star Manager and/or Coaching staff will select the remaining players.

The League will attempt to field at least one 8/9/10 Softball Team comprised of all 8, 9 and 10-year-old Minors Division players. The Minors All Star Manager and Coaches will conduct a tryout for all eligible players to attend for selection to the team.

The League will attempt to field at least one Major Softball Team comprised of all 10, 11 and 12-year-old Major division players. The Major Managers and players will vote for this team.

The League will attempt to field at least one Junior Softball Team comprised of all 13 and 14-year-old Junior division players. The Junior Managers and players will vote for this team.

ARTICLE VIII - Field Decorum

SECTION 1 - Field

A. Only the following persons are allowed on the field during the games and practices.
    a. Uniformed Players
    b. Managers
    c. Coaches
    d. Umpires
B. No more than three (3) adults shall be allowed in the dugout area or inside the fence behind the back stop. Each adult must be a registered Manager or Coach and have a cleared background check. One adult must remain in the dugout at all times.
C. Scorekeepers and pitch counters must remain outside the fence at all times.
D. Except for the batter, base runners, base coaches and defensive players, all players and coaches are to remain in their dugout(s) during play. However, players may warm-up outside the playing area prior to entering the game. Managers or Coaches may not leave the dugout during the game, except in the event of an injury, or when time has been called by the umpire to confer with a player alternatively, the umpire or to report a player change to the scorekeeper. Managers and Coaches are allowed on the field in Tee-Ball, A and AA divisions for instructional purposes.
E. Smoking or the use of any tobacco/vape products, consumption of alcohol or marijuana/cannabis will not be tolerated by anyone on or near the field of play. Swearing is also prohibited.
F. No Manager, Coach or Umpire shall be allowed to use tobacco, vape or marijuana/cannabis products or consume alcoholic beverages on or near the field of play. All forms of tobacco/vape, marijuana/cannabis and alcohol are banned from the dugout and the playing area. Additionally, no Manager, Coach or Umpire shall arrive at the field under the influence of alcohol or marijuana/cannabis. Swearing shall never be allowed. Any violation, of these rules, is to be enforced by ejection from the game.

G. Managers and Coaches shall discourage players from unison chanting against, or intimidation of, opposing players (to include batters and pitcher).

SECTION 2 - Neighborhoods

GCLL families must conduct themselves with dignity and courtesy toward the neighbors living near the ball fields. As a condition to a player's participation in GCLL, each parent or guardian shall agree to honor the following "Good Neighbor" policy of the League.

A. They shall park their vehicles during games so as not to interfere with the ingress or egress of any neighborhood driveway, sidewalk or fire hydrant.

B. They shall leave the neighborhood in clean condition upon completion of each game and prior to departure.

C. The sidewalks, refuse piles and surrounding areas shall not be used for the dumping of trash or the cleaning of cleats.

D. Under no circumstances shall any side-yard, fence or outdoor shrubbery be used as a substitute for a restroom.

E. There shall be no confrontations of any kind at any time with the neighbors living near the ball field.

F. All reasonable requests pertaining to the parking of vehicles in the neighborhood shall be immediately honored in favor of the residents.

ARTICLE IX - Board of Directors

SECTION 1 - Authority

The management of the property and affairs of the League shall be vested in the Board of Directors.

SECTION 2 - Elections

The Board of Directors will be elected at the Annual Membership Meeting. The Board's term of office shall continue for the following terms:

President	3 years	VP Baseball	3 years
VP Softball	3 years	Secretary	3 years
Treasurer	3 years	Umpire-in-Chief *	1 year
Baseball Coach/Manager coordinator	2-3 years	Softball Coach/Manager coordinator	2-3 years
Safety Officer	2-3 years	Information Officer	1-2 years
Equipment Manager	1-2 years	Uniforms Manager	1-2 years
Fundraising Manager	1-2 years	Concessions Coordinator	1-2 years
Player Agent	2-3 years	Facilities Manager	1-2 years

*****Umpire-in-Chief term is renewed on an annual basis

SECTION 3 - Eligibility

In order to campaign for a position on the Board of Directors, the candidate must be a Regular Member in good standing.

SECTION 4 - Increase in Number

The number of Directors shall not be less than seven (7) nor more than seventeen (17). These numbers may be increased at a regular meeting or Special Meeting by the Board of Directors. All elections of additional Directors shall be by a majority vote of all Regular Members present. The Directors shall, upon election, immediately enter upon the performance of their duties and shall continue in office until their successors have been duly elected or their term has expired.

SECTION 5 - Vacancies

If any vacancy occurs in the Board of Directors, it may be filled by a majority vote of the remaining Directors at any regular meeting or at any Special Meeting called for that purpose. Vacancies shall be filled by remaining members of the Board until that position is duly filled.

SECTION 6 - Duties and Powers of the Board of Directors

The Board of Directors shall have power to appoint such standing committees as it deems appropriate, to delegate such powers to them as the Board shall deem advisable, and which it may properly delegate.

The Board may adopt such rules and regulations for the conduct of its meeting and the management of the League as it may deem proper.

SECTION 7 - Voting Members

All members of the Board of Directors as identified in Article III of the Constitution will have voting privileges at all regular and special meetings.

The Board of Directors have granted Honorary Member, Tom Karpstein, voting privileges at each regular and special meeting for which he attends for the duration of his lifetime membership.

ARTICLE X - Safety

SECTION 1 - Mandatory Safety Meeting

A mandatory safety training will be put on by the Safety Officer prior to any official team practices. Each team must have a Manager attend this training. No team will be allowed to practice until it has one Coach or Manager attend a safety meeting.

SECTION 2 - Concussion and Cardiac Awareness

All Managers, Coaches, and other volunteers must review the concussion and cardiac awareness training provided by the League prior to the start of the season. All must then acknowledge that they have reviewed this training through written confirmation to the League Safety Officer.

SECTION 3 - Safety

A. An Umpire may EJECT a player for safety violations. Violations may include, but are not limited to, knocking off the batting helmet while running the bases, throwing the bat in anger as to endanger another player, Manager, Coach or spectator, throwing equipment in the dugout or on the playing field.
B. No jewelry of any kind will be worn during practice or games, this includes earrings, necklaces, rings, watches, bracelets, etc. Sunglasses are permitted (Excludes the Pitcher).
C. No team shall have apparel other than that set forth by Little League International and approved by the Board.
D. No foreign substances in the mouth, except mouth guard.
E. All catcher masks will have a throat protector.
F. No foreign objects in pockets and on the field of play.
G. On the judgment of the Umpire, any abusive language, inappropriate gestures and/or unnecessary roughness shall be grounds for removal from the game.
H. Umpires will wear gear provided.
I. All players used as base coaches must wear batting helmets.
J. It is recommended that all male players wear a cup.

SECTION 4 - Injuries

The Manager is responsible for reporting all injuries to the League Safety Officer. Injuries to players, Managers, Coaches or Umpires are to be documented immediately on the accident forms located in the Managers packet. The documentation should include the time, place and circumstances at the time of the injury. Any injured player missing 2 consecutive games must be reported to the Player Agent within 24 hours following the second missed game.

When a player misses more than seven (7) continuous days of participation for an illness or injury, a physician or other accredited medical provider must give written permission for a return to full Baseball/Softball activity.

ARTICLE XI - Disciplinary Actions

SECTION 1 - Player Discipline

Any time a Manager disciplines a player, other than conducting a discussion with that player, the Manager shall notify the President, Vice-President, or Player Agent within 24 hours of the incident. Managers shall discipline players in the following manner:

A. If the Manager determines the behavior of a player is unacceptable, they shall discuss the situation with the player, and parents/guardians if possible, and reach agreement as to the expectations.
B. If the unacceptable behavior continues, or is of such a nature that it warrants more profound action, the Manager shall "bench" the player. This shall consist of removing the player from any additional play during that game and remaining in the dugout. The Manager shall notify the adult Umpire and opposing Manager of such action, but no one else. The intent is not to embarrass the player, but to correct the behavior.
C. If the unacceptable behavior further continues, or if it is of such a serious nature, the Manager shall remove the player from the game and from the field. The Manager shall notify the adult Umpire and opposing Manager of such action, but no one else.
D. A Manager can request the presence of a Board member at a meeting with a parent and/or player if conditions warrant.

SECTION 2 - Disciplinary Action

Disciplinary action may be commenced against any person involved in the Gastineau Channel Little League program, including, but not limited to GCLL Officers, Directors, Umpires, Managers, Coaches, parents/guardians, players and those attending Little League Baseball or Softball games and/or functions. Activities that may be subject to disciplinary action shall include any violation of any Little League rules or regulations, any GCLL rule or policy, or any park/field rule or policy. Any activity or conduct unbecoming of an individual who is in any way involved in GCLL may also be subject to disciplinary action.

Complaints as to improper conduct should be documented (in writing), signed, and handed to the President of the League (or his/her designate). THE PRESIDENT WILL NOT TAKE ANY DISCIPLINARY ACTION UNLESS THERE IS A FORMAL, WRITTEN COMPLAINT. The President shall call a meeting of the GCLL Conduct Committee to determine if the complaint is

legitimate and if a disciplinary hearing is appropriate. In the event that a member of the GCLL Conduct Committee is the complainant, that person shall not be present at this initial determination phase.

When the Conduct Committee makes a determination on whether there is reasonable cause as to the validity of the complaint, the committee chair shall provide written notice to the complainant and the alleged violator stating the substance of the charge and shall request that both parties attend a meeting. The written notice shall state that failure of either party to appear at this meeting will constitute default and such default shall allow the Conduct Committee to take appropriate actions.

SECTION 3 - Conduct Committee

The Conduct Committee shall be made up of both Vice Presidents, the Player Agent, and two other Board members as appointed by the full Board.

ARTICLE XII - Amendments

Subject to the rules of Little League Baseball Inc., GCLL Local Rules may be amended at any time by a majority vote of the GCLL Board of Directors. To the extent that any of GCLL Local Rules may conflict with the rules and regulations of Little League Baseball, Inc., the rules and regulations of Little League Baseball, Inc. shall prevail and shall be deemed controlling.