

Linden Little League Bylaws 2026

The following includes local rules of Linden Little League as well as those dictated and governed by Little League International and may not supersede any policies of Little League International.

Player Participation:

- Junior Division (competitive) - Players who are of Little League playing age 14 are eligible to play in the Junior Division. Team rosters shall not normally exceed 14 players unless approved by the Board.
 - Intermediate Division (competitive) - Players who are of Little League playing age 13 are eligible to play in the Intermediate Division. Team rosters shall not normally exceed 14 players unless approved by the Board.
 - Major Division (competitive) - Players who are of Little League playing age 11-12 are eligible to play in the Major Division. Team rosters shall normally not exceed 13 players unless approved by the Board. All Players age 12 will play at the Major level unless a waiver is obtained from District 8 for safety of the players.
 - Minor A Division (competitive) - Players who are of Little League playing age 9-10 are eligible to play in the Minor A Division. Maximum team size will be determined by the Board of Directors based on the number of players signed up. 7 year-olds must have played at least 1 season of Minor B or equivalent to be capable of playing at the Minor A level.
 - Minor B Division (non-competitive) – Players who are of Little League age 7-9 are eligible to play at this level. A player age 6 may play in the Minor B Division if the player has played one (1) year of Little League T-Ball Division or equivalent. Team rosters shall not exceed 12 players unless approved by the Board.
 - T-Ball (non-competitive) - This is the beginning level of play and only players of Little League age 4-6 are allowed to play at this level. Team rosters shall not exceed 12 players unless approved by the Board.
1. For registration, each parent/guardian must submit proper documentation recognized by Little League International showing their legal residence or school enrollment to establish eligibility within Linden Little League boundaries.
 2. All managers, coaches, and umpires must attend a coaching clinic scheduled by the Coach Coordinator prior to the start of the season.
 3. **ALL** volunteers must complete and submit a volunteer application for background checks upon registration to be considered cleared. No person shall be allowed to interact with players without approval. This is mandatory.
 4. Refunds for registration fees will be given **only if** adequate team numbers are not met, players are unable to prove residency in Linden Little League district boundaries, or if a player refuses to play at the level determined by the Board before the draft; less any costs incurred by Linden Little League.

Skills Assessment:

1. All players, who are Minor B division through juniors will need to attend at least 1 of the spring skill assessments or shall forfeit league eligibility unless an excuse is presented which is accepted by a majority of the Board of Directors, prior to teams being drafted. Any player wanting to move-up a division will need to attend both levels of Skills Assessment. Any tee ball players wanting to play up to Minor B will also need to attend one of the Skills Assessment dates. The skills assessments will take place in January.
2. Coaches and board members will evaluate the player's during the skills assessment.
3. Only coaches and board members will be allowed in the complex/field vicinity during the skills assessment. No parents or spectators will be allowed to interact with players during the skills assessment.

Draft:

1. All players for all age divisions shall be drafted with the exception of Tee Ball.
2. When a player is called "up" or "down", the parent/guardian has 24 hours to advise the President or Player Agent on their decision to move up or stay in their age division. If a player is moved up and additional fees apply, those fees must be paid within 30 days.

4. Plan A – Conventional Draft Plan

When a thorough tryout program has been completed, the last-place team of the preceding season gets the first choice in every round of the draft, the next to last place team gets the second selection in every round and the remaining teams select in the reverse order of standing. (Please see additional handout for Coaches with specific information, pending approval from Williamsport, prior to the Draft.)

- a. During the regular season draft, only the team manager and one coach shall be permitted in the draft room. If the team manager is not available, they may send at least one coach as the team representative.
- b. Final team placement is up to the discretion of the Board after Skills Assessment with an emphasis on safety for all players in all divisions.

Volunteer Hours:

1. Sales earned by the Snack Bar are an important source of income for this league and are used to help shoulder the numerous expenses associated with programs such as ours. Linden Little League requires each family to commit a minimum of 1 hour in the Snack Bar per registered player during the season. Registered Tee Ball players are excluded from this requirement.
2. You may have family members work for you as long as they are over the age of 16 years old.
3. The managers and head coaches from each team, and members of the Little League Board of Directors are exempt from the volunteer commitment for the registered player(s) they are coaching.
4. Families will also be required to provide a \$50 deposit per registered player through the online registration. Completion of the required hour(s) will result in reimbursement at the end of the season.
5. Linden Little League will provide online sign-ups for Snack Bar volunteer shifts. Volunteers should utilize the link provided on the Linden Little League website to access these schedules and sign up for their volunteer hours.
6. Each family will be responsible for signing up, tracking, and signing-for their required hour(s) throughout the season.
7. Any unfulfilled requirements will result in the forfeit of the \$50 deposit.
8. In the event a game is canceled, any shifts that are also canceled will be deemed completed. In the event a game is rained-out and rescheduled, the volunteer shift must also be rescheduled.
9. Please be courteous and give no less than 48 hours cancellation notice of any shift. If an emergency arises, please cancel your shift online and send an email to lindenlittleleagueinfo@gmail.com or a text to (209) 696-4275 to notify the Concessions Manager.
10. Families can opt-out of the policy by paying \$50 per registered player at registration. While we would much rather have your time, we understand that not everyone is able to commit additional hours.

Game Day:

1. Home team is to set up and drag the field. The visiting team is to drag the field after every game, and clean-up if the game is the final one at that location for the day.
2. Home team is to occupy 3rd baseline dugout. Visiting team is to occupy 1st baseline dugout.
3. The managers of the competing teams that include special needs players, shall discuss game strategies for the special needs player or players prior to the start of the game.
4. Please read the specified Local League options where applicable for each division.

INTERMEDIATE (50/70) / JUNIORS / SENIORS:

1. Game time starts at the end of the preliminary meeting.
2. Protests are allowed at the Intermediate (50/70)/Juniors/Seniors division level
 - a. The two managers must try to resolve the issue with the umpires
 - b. If the umpires and managers cannot resolve the issue, the game can be protested and brought before the Protest Committee (comprised of the President, Player Agent, Umpire-in-Chief, and other officers who are not Managers).

3. All ejections from the game will cause the offending manager, coach, or player to also be disqualified the next regular season game (per Little League regulations).
4. A regulation game consists of seven innings unless extended by a tie score or shortened due to the home team needing none of its half of the sixth inning or only a fraction of it or because the umpire calls the game.
5. A game may be started with 9 players, but can be finished with 8. However, if only batting 8 batters game, the 9th spot in the batting order will be an out.
6. If a player is not able to get their mandatory play due to a game being called early, they must start the next game.
7. A complete game will be after 5 full innings (or 4.5 innings if the home team is winning); or time limit of 2.5 hours, however, any inning which has been started prior to the time limit expiring will be completed. No new inning will begin once the time limit has expired.
 - a. Run rules of 15, 10, and 8:
 - i. If after 4 innings (3.5 innings if the home team is ahead) one team has a lead of 15 runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
 - ii. If after 5 innings (4.5 innings if the home team is ahead) one team has a lead of 10 runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
 - iii. If after 6 innings (5.5 innings if the home team is ahead) one team has a lead of 8 runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
 - iv. A game determined by the 15-run, 10-run, or 8-run rule will be considered a regulation game.
8. The home team will supply an official scorekeeper for each game. The visiting team will supply an official pitch counter. In the case of discrepancy between scorebooks, the home book will have the final word, including for pitch counts. GameChanger can be utilized for official scorekeeping only if a member of the Board of Directors has access to the data.
9. The umpire will decide when to call games due to darkness or weather.
10. All rainouts and continued games will be scheduled by the President.
11. All teams must have a minimum of 2 adults (manager & coaches) on the field at all times, and one of those adults must be in the dugout area at all times.
 - a. In the event a manager or coach is removed from a game and one or less adults remain, the remaining manager or coach may choose another cleared adult to assist them. If no managers or coaches remain, the game will be declared a forfeit a forfeit by the team with no remaining, eligible coaches.
12. All catchers must wear a protective cup.
13. Managers will be held responsible for the conduct of their fans. Prior to the first regular season game, the manager must talk to the fans about appropriate fan behavior.
14. Managers must notify the Player Agent and President if any player is absent for more than 2 consecutive games.
15. All players get 1 at bat and 6 defensive outs.
16. No non-team member may serve as a batboy/batgirl.
17. No non-team members are allowed in the dugout or on the field during games.
18. No players are allowed to go to the snack bar during their game.
19. Any person who is helping at practices must submit to volunteer and have a background check done, or else they may not participate.

20. Coaches are required to let the Umpire and opposing coach know at the pre-game home plate meeting what players are not eligible to pitch that game. Pitch counts for players during the game must be kept and thresholds emphasized. After the game, both coaches must acknowledge each other's results and submit a copy to the Coach Coordinator.
21. A courtesy runner may be allowed for the catcher and/or pitcher where there are two outs. The runner must be the player in the batting order who made the last out.

MAJORS

1. Game time starts at the end of the preliminary meeting.
2. Protests are allowed at the Major division level.
 - a. The two managers must try to resolve the issue with the umpires.
 - b. If the umpires and managers cannot resolve the issue, the game can be protested and brought before the Protest Committee (comprised of the President, Player Agent, Umpire-in-Chief, and other officers who are not Managers of the teams in protest).
3. All ejections from the game will cause the offending manager, coach, or player to also be disqualified the next regular season game (per Little League regulations).
4. A regulation game consists of six innings unless extended by a tie score or shortened due to the home team needing none of its half of the fifth inning or only a fraction of it or because the umpire calls the game.
5. A game may be started with 9 players, but can be finished with 8. However, if only batting 8 batters game, the 9th spot in the batting order will be an out.
6. If a player is not able to get their mandatory play due to a game being called early, they must start the next game, play any previous innings not completed and all mandatory innings for the current game, per Little League rules.
7. A complete game will be after 4 full innings (or 3.5 if the home team is winning); or time limit of 2 hours and 20 minutes, however any inning which has been started prior to the time limit expiring will be completed. No new inning will begin once the time limit has expired.
 - a. Run rules of 15, 10, and 8:
 - i. If after 3 innings (2.5 innings if the home team is ahead) one team has a lead of 15 runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
 - ii. If after 4 innings (3.5 innings if the home team is ahead) one team has a lead of 10 runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
 - iii. If after 5 innings (4.5 innings if the home team is ahead) one team has a lead of 8 runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
 - iv. A game determined by the 15-run, 10-run, or 8-run rule will be considered a regulation game.
8. The home team will supply an official scorekeeper for each game. The visiting team will supply an official pitch counter. In the case of discrepancy between scorebooks, the home book will have the final word, including for pitch counts. GameChanger can be utilized for official scorekeeping only if a member of the Board of Directors has access to the data.
9. The umpire will decide when to call games due to darkness or weather.
10. All rainouts and continued games will be scheduled by the President.
11. All teams must have a minimum of 2 adults (manager & coaches) on the field at all times, and one of those adults must be in the dugout area at all times.
 - a. In the event a manager or coach is removed from a game and one or less adults remain, the remaining manager or coach may choose another cleared adult to assist them. If no managers or

coaches remain, the game will be declared a forfeit by the team with no remaining, eligible coaches.

12. All catchers must wear a protective cup.
13. Managers will be held responsible for the conduct of their fans. Prior to the first regular season game, the manager must talk to the fans about appropriate fan behavior.
14. Managers must notify the Player Agent and President if any player is absent for more than two consecutive games.
15. Shall use continuous batting order all season.
16. All players get 1 at-bat and 6 defensive outs.
17. No non-team member may serve as a batboy/batgirl.
18. No non-team members are allowed in the dugout or on the field during games.
19. No players are allowed to go to the snack bar during their game.
20. Any person who is helping at practices must submit to volunteer and have a background check done, or else they may not participate.

21. A courtesy runner may be allowed for the catcher and/or pitcher where there are two outs. The runner must be the player in the batting order who made the last out.
22. Coaches are required to let the Umpire and opposing coach know at the pre-game home plate meeting what players are not eligible to pitch that game. Pitch counts for players during the game must be kept and thresholds emphasized. After the game, both coaches must acknowledge each other's results and submit a signed copy to the Coach Coordinator with both coach's signatures on it.
 - a. If the game is an inter-league game, the Linden team will keep the pitch count and will get the other team's signature at the conclusion of the game and submit to Coach Coordinator.

MINOR A

1. Game time starts at the end of the preliminary meeting.
2. Continuous batting order will be utilized throughout the regular season and playoff games with each player getting 1 at bat and 6 defensive outs each game.
3. No non-team member may serve as a batboy/batgirl.
4. No non-team members are allowed in the dugout or on the field during games.
5. No players are allowed to go to the snack bar during their game.
6. Protests are not allowed to the Protest Committee at the Minor A division level.
 - a. The two managers must try to resolve the issue with the umpire.
 - b. If the umpire and managers cannot resolve the issue, then the Head Umpire of the game will make the final decision before the next pitch.
 - c. All protests must be resolved before the next pitch.
7. All ejections from the game will cause the offending manager, coach, or player to also be disqualified for the next regular season game (per Little League regulations).
8. A regulation game consists of six innings unless extended by a tie score or shortened due to the home team needing none of its half of the fifth inning or only a fraction of it or because the umpire calls the game.
9. A game may be started with 9 players, but can be finished with 8. However, if only batting 8 batters game, the 9th spot in the batting order will be an out.
10. If a player is not able to get their mandatory play due to a game being called early, they must start the next game.
11. A complete game will be after 4 full innings (or 3.5 if the home team is winning); or time limit of 2 hours, however any inning which has been started prior to the time limit expiring will be completed. No new inning will begin once the time limit has expired. Games shall not last longer than 6 innings.
 - a. Run rules of 15, 10, and 8:

- i If after 3 innings (2.5 innings if the home team is ahead) one team has a lead of 15 runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
 - ii If after 4 innings (3.5 innings if the home team is ahead) one team has a lead of 10 runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
 - iii If after 5 innings (4.5 innings if the home team is ahead) one team has a lead of 8 runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
 - iv A game determined by the 15-run, 10-run, or 8-run rule will be considered a regulation game.
 - v The 5-run rule limit per inning is in effect. The inning is immediately over after the 5th run crosses the plate, regardless of any other action, such as a homerun, that would normally allow runs to score.
 - vi At the discretion of the head umpire of the game, Open Innings may be played as time permits once a game has completed 4 innings. There is no 5-run rule in an Open Inning.
12. The home team will supply an official scorekeeper for each game. The visiting team will supply an official pitch counter. In the case of discrepancy between scorebooks, the home book will have the final word, including for pitch counts. GameChanger can be utilized for official scorekeeping only if a member of the Board of Directors has access to the data.
 13. The umpire will decide when to call games due to darkness or weather.
 14. All rainouts and continued games will be scheduled by the President.
 15. All teams must have a minimum of 2 adults (managers & coaches) on the field at all times. One adult must be in the dugout area at all times.
 - a. In the event a manager or coach is removed from a game and one or less adults remain, the remaining manager or coach may choose another cleared adult to assist them. If no managers or coaches remain, the game will be declared a forfeit a forfeit by the team with no remaining, eligible coaches.
 16. All catchers must wear a protective cup.
 17. Managers will be held responsible for the conduct of their fans. Prior to the first regular season game, the manager must talk to the fans about appropriate fan behavior.
 18. Managers must notify the Player Agent and President if any player is absent for more than two consecutive games.
 19. Any person who is helping at practices must submit to volunteer and have a background check done, or else they may not participate.
 20. A courtesy runner may be allowed for the catcher and/or pitcher where there are two outs. The runner must be the player in the batting order who made the last out.
 21. Coaches are required to let the Umpire and opposing coach know at the pre-game home plate meeting what players are not eligible to pitch that game. Pitch counts for players during the game must be kept and thresholds emphasized. After the game, both coaches must acknowledge each other's results and submit a copy to the Coach Coordinator.

MINOR B

1. Goals: FUN & DEVELOPMENT
2. Game time starts at the end of the preliminary meeting.
3. Only players and cleared volunteers are allowed in the dugout or on the field during games.
4. No non-team member may serve as a batboy/batgirl.
5. Protests are not allowed at the Minor B division level.
6. Players must remain at their field/dugout during the entire game. No players are allowed to go to the snack bar during their game.

7. One cleared adult must be in the dugout at all times.
8. Managers and coaches are allowed to go anywhere on the field during play during the first six games of the season
9. All catchers must wear a protective cup.
10. Prior to the first regular season game, managers must talk to parents and other family members about appropriate game behavior.
11. Any person who is helping at practices must submit to volunteer and have a background check done, or else they may not participate.
12. A game may be started with 9 players, but can be finished with 8. However, if only batting 8 batters game, the 9th spot in the batting order will be an out.
13. Managers must notify the Player Agent and President if any player is absent for more than two consecutive games.
14. Games shall last no more than six complete innings or 90 minutes, whichever comes first. No new inning may begin with less than 10 minutes remaining.
 - a. There are no tiebreakers or make-up games.
 - b. No inning shall begin ten minutes before stated sundown local time. No inning shall continue ten minutes after stated sundown local time. If a game is forced to end due to these time constraints, refer to Little League Baseball rule 4.11.
 - c. Coaches will pitch to their players using the pitching machine.
 - d. The offensive coach pitcher or their designee shall act as the umpire while their team is batting.
 - e. Batting order will be continuous the entire season.
 - f. Stealing and bunting is not permitted.
15. All players must play a minimum of six defensive outs. No player can sit out for more than 2 consecutive innings. No player can play the same position for more than two consecutive innings.
 - a. NOTE: Not all players will sit out each game. Coaches are responsible for rotating their rosters throughout the season so that a player does not sit out again before all other players on the team have sat out.
16. Runners may, at their own risk, attempt to advance a maximum of one base on the first overthrown ball that stays in play. Additional overthrows that occur as part of the same play shall be ignored and runners sent back to the base last touched after the first overthrow.
 - a. Overthrows that go out of play are treated in accordance with standard baseball rules.
 - b. On a batted ball in play, the batter and any runners will typically advance base-to-base unless put out by the defense.
 - c. The batter and any runners may advance two bases on a hit that lands in the grass on a fly.
 - d. Coaches shall not take advantage of defensive inexperience to advance runners additional bases.
17. Triples and inside-the-park home runs are not allowed.
18. Batted balls that hit the coach pitcher, or any piece of the pitching machine are considered fair balls and in play. Play on!
19. Must follow traditional Baseball Rules for playing and batting (3 strikes, batter is out; 4 balls and batter walks).
20. The offensive team bats until one of the following occurs: a) some combination of defensive outs and strikeouts results in three outs or b) five runs have scored.
21. Pitching machine distances will be as follows: 46 feet from the front of the rubber to the tip of the plate for all players.
22. All Coaches will be held accountable for following and adhering to these rules.

23. A courtesy runner may be allowed for the catcher and/or pitcher where there are two outs. The runner must be the player in the batting order who made the last out.

TEE-BALL

1. GOALS: FUN and SAFETY!!
2. Soft Tee-balls will be used for games and practices.
3. Game time starts at the end of the preliminary meeting.
4. Batters will hit balls placed on Tees. Coach pitch will be optional in the Tee Ball Division at the discretion of the Manager. If a player does not put the ball in play after three pitches, the tee shall be brought out and that player is to hit from the tee during that at bat.
5. No non-team member may serve as a batboy.
6. No non-team members are allowed on the field during games.
7. Emphasis is placed on playing the game FAIRLY and for FUN, not for the win. Game scores should not be kept.
8. There are no make-up games at Tee-ball due to weather.
9. All teams must have a minimum of 2 adults (manager & coaches) on the field at all times. Additionally, one cleared adult must be in the dugout area at all times when the team is batting.
10. Managers and coaches are allowed to go anywhere on the field during play during the first six games of the season.
11. No players are allowed to go to the snack bar during their game.
12. All players must ask their manager or coach for permission to depart the field and dugout area. Coaches and parents must keep track of all players.
13. There will be no catchers at the Tee Ball level. A player may serve as a standing catcher with the assistance of a coach and stay out of the hitting zone.
14. Stealing is not permitted at the Tee-ball level.
15. Bunting is not permitted at the Tee-ball level.
16. All players will bat in the line-up (Continuous Batting) and play all defensive innings.
17. 1 hour game time limit, or 3 innings, whichever comes first.
18. One half inning is when all members of the team have batted. There is no limit on the number of outs, and baserunners are not removed from a base if put out by the defense.
19. To end the play, the ball is thrown to the pitcher who returns it to the coach at home plate.
20. There are no strikeouts or walks.
21. Any person who is helping at practices must submit to volunteer and have a background check done, or else they may not participate.

Player, Coach, Volunteer, Parent, and Spectator Conduct

1. It is required for all to follow state field and school ground rules while participating in any events or activities affiliated with the Linden Little League.
2. It is the responsibility of the parent, upon registration, to acknowledge their understanding of all bylaws and rules set in place by the Linden Little League.
3. Little League Baseball is dedicated to helping children become good citizens. Our goal is to teach little leaguers the value of teamwork, discipline, and good sportsmanship. **Profanity** or any other form of verbal abuse will not be tolerated.
4. All managers, coaches, and spectators are subject to immediate ejection. If a person is ejected, they must leave the facility immediately and, in its entirety, including sight and sound.
5. **Physical and/or verbal abuse** will not be tolerated and will result in immediate ejection. The Board of Directors will review the matter and take action as deemed appropriate.

6. All board members, managers, umpires, players, and coaches are expected to conduct themselves in a professional manner that reflects positively on the Linden Little League.
7. All disciplinary actions will be done in accordance with Little League Constitution, Article III, Section 4.
8. All managers, coaches, and spectators are required to honor the 24-hour rule. Parents are required to understand that managers and coaches do not represent an individual player, but the entire team and must make decisions from the team perspective, first and foremost. Managers and Coaches will not discuss game situations until at least 24 hours after the game.
9. All disputes and complaints should be sent in-writing only to the Board of Directors either in-person or via email. The person bringing the dispute/complaint shall be informed of the board's decision as soon as reasonable, in writing.
10. Any protests must be done in accordance with the Little League International Policy. (4.19)

Tournament of Champions

1. In divisions, Minor A through Seniors, that have only two teams, for the regular season, a Local Champion shall be determined by a single elimination playoff game. The league will schedule this game allowing for 4 days of rest from their last scheduled regular season game.
2. In divisions Minor A through Seniors, with 3 or more teams, a Local Champion shall be determined by a double-elimination in-season tournament.
 - a. Playing rules will be the same as the regular season rules.
 - b. The tournament seeding will be based on the overall record of each team from their regular season.
 - c. Tournament must be completed by June 1st.
3. If only 1 team participates in the regular season, division Minor A through Juniors, that team shall be declared the Local Champion for their respective division and shall advance to District 8 Tournament of Champions (TOC's).

All-Stars

1. All Star managers shall be appointed by the Linden Little League Board of Directors from that season's Majors or Minor A teams. Appointments shall be determined by the individual's demonstrated knowledge of the game, their ability to communicate that knowledge to the players, and observed modeling of Little League conduct and behaviors. Managers shall select their additional coaches with approval from the Board. The Board of Directors will vote on pre-selected options.
2. The All-Star Draft will be a closed meeting. Only the Team Manager and 1 Coach (or 2 coaches, if the Manager cannot attend), and designated members of the Board of Directors may be in attendance.
3. All managers of the specified division (U12/Major Division, U11/Major/Minor A Division, U10/Minor A division, and Minor B All Star Showcase Game) and 2 previously (prior to the start of the season) designated members of the Linden Little League Board of Directors shall nominate, by written ballot, their preferred 12-14 players who met mandatory play requirements of 8 games and been observed modeling appropriate Little League conduct and behaviors.
4. Managers are strongly encouraged to bring stats from the season to the All-Star Draft.
5. Nominations shall be openly scribed and tallied in the meeting. The 12-14 players with the most nominations shall comprise the All-Star team.
6. In the event of a tie between two or more players competing for the All-Star roster, a discussion valuing each player's skills and overall benefit to the team shall be led by the Linden Little League Player Agent for that specified division. The player or players assessed shall be selected to the team if they are considered able to provide the greatest overall value to the success of the team.
7. Those selected to the All-Star teams will need to sign a commitment letter that delineates the criteria for playing time and expectations. Any player or coach who commits to playing on an All-Star team, but does NOT fulfill their commitment, will not be eligible for an All-Star roster, for the following season.
8. Anyone in attendance is **not** allowed to disclose any draft information or results until full teams have been announced publicly by the Board.

Other Linden Little League Policies

1. Financial statements shall be presented at General Membership meetings.
2. No jerseys shall be altered from the state in which they are given from Linden Little League, however each player must attach the official Little League patch 1" below the left shoulder seam.
3. The League will pay for up to four volunteers/coaches per team for fingerprinting at the Coach's Clinic day.
4. The Coach Coordinator must submit to the Board a list of coaches and staff who display a knowledge of the game and rules. The Board must approve all managers, coaches, and assistants associated with each team in all divisions, keeping safety and fairness in mind. All volunteers must be in good standing with the League, local law enforcement, and following all criteria from Little League International, including completion of Little League Volunteer Application, background check, and have a government issued ID.