

# **LAKE NORMAN LITTLE LEAGUE BYLAWS**

2026 Edition



**Approved: November 9, 2025**

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## 1 General League Policy

These Bylaws establish Lake Norman Little League's General League Policy by which all participants can have a structured, enjoyable experience. Bylaws are NOT meant to replace, or override any Little League International regulations, rules, or policies. They are created by the league's Board of Directors in accordance with the League Constitution.

### 1.1 Fiscal Year

Lake Norman Little League's fiscal year begins October 1 and ends September 30 for league financial reporting purposes.

### 1.2 Operational Year

Lake Norman Little League's operations are ongoing throughout the year. Spring registrations open January 1<sup>st</sup> with play commencing in March and concluding by early June. All-Stars begin in June and potentially run throughout the summer months depending upon successful advancement through the Little League tournaments. Fall registrations open July 1<sup>st</sup> with play commencing in August and concluding by early November. During the fall season, the League Age charts for the next year are followed for a player's league age determination.

### 1.3 Registration Fees

A registration fee is required for each player participating in a league program. The fee may differ by program and division of play depending upon specific costs associated with those programs. The registration fee is set at the time of the annual budget by the Finance Committee and approved by the Board of Directors.

### 1.4 Corporate Sponsorships

Lake Norman Little League is a non-profit 501(c)(3) tax-exempt organization supported by the dedicated efforts of our league volunteers and the generosity of our corporate sponsors. Sponsors recognize that the league is a mainstay for our community's youth, teaching the merits and benefits of teamwork, competition, and the love of the game. As such, corporate sponsors join the league each year to make a positive impact on the youth of our community.

### 1.5 Financial Assistance

Little League and T-Mobile share the belief that every kid should have the chance to experience Little League. The T-Mobile Little League Call Up Grant Program is committed to helping families in need by covering registration fees associated with local Little League programs so that every kid has the chance to play. This [program](#) is available to families in need who can present verifications, such as a Free/Reduced Lunch Verification letter, SNAP, WIC, Foster Child Paperwork, or Enrollment in Medicaid or State Health Plans.

The T-Mobile Little League® Call Up Grant offers a simple-to-use application to assist families in need with registration fees. Families interested in applying for a grant should click the banner below:



## 1.6 Team Equipment

Lake Norman Little League's Equipment Manager issues each team an equipment bag containing catchers gear, practice balls, game balls, score book (if applicable), first aid kit, and ice packs. Machine-pitch teams are issued a mechanical pitching machine. Tee Ball teams are issued a batting tee and helmets. Any team that requires additional helmets may request these from the Equipment Manager. Team Managers are responsible for the general upkeep and safekeeping of this equipment throughout the season. Equipment must be cleaned and returned per instructions provided by the Equipment Manager at the end of each season. Lake Norman Little League reserves the right to charge an equipment bag deposit fee to be refunded upon return of cleaned equipment in good working order with normal expected wear and tear.

## 1.7 Uniforms

Recreational team uniforms are included with each player's registration fee and consist of a jersey, hat, socks, and a belt (no belt for Tee Ball). Game pants are not provided by the league. The league standard game pants color is white; however, each team has the option to select a color choice that coordinates with their team uniform.

## 1.8 Pictures

Team and individual pictures are scheduled with a professional photography company each season. Team pictures are incorporated into plaques presented to corporate sponsors to thank them for their support of the league. Additionally, parents have the option of purchasing a variety of picture products provided by the photography company. Pictures are a league fundraising activity, and it is expected that coaches, parents, and players fully support and attend their scheduled picture shoot.

## 1.9 Awards

In the spirit of creating lasting memories of the Little League experience, the league presents the following awards at the end of each season.

Recipient	Award
Tee Ball participants	Little League medals
Regular season divisional champions	LKN medals
Tournament champions and runners-up	LKN trophies
Over-the-fence homers	Commemorative Gift
All-Star state champions	Plaques and/or rings

## 1.10 Volunteer Applications & Background Checks

All league volunteers are required to complete a Little League volunteer application once each calendar year which grants permission for a criminal background check. Information gathered for background checks and results are considered confidential, protected from public disclosure, and not used for any purpose beyond determining volunteer eligibility. Volunteers must be approved prior to representing the league in any capacity. Any flagged background check will be investigated by the league's Safety Officer and President to determine if the applicant meets Little League requirements to participate as a league volunteer. Approved volunteers whose background check is subsequently flagged during the calendar year will be suspended to allow time for the league to investigate and make a final determination on continued volunteer privileges. USA Baseball Abuse awareness training is also required for all volunteers.

## 1.11 Three Strikes Policy

The Three Strikes Policy shall be administered by Lake Norman Little League's Protest Committee composed of the League President, Player Agent, Umpire-in-Chief (program Vice President), and one or more other officers or directors who are not managers in the offender's division. Per Little

League Rule 4.07, a game participant ejection will automatically result in a one game suspension. Suspensions resulting from this policy cannot be appealed. Individuals suspended from a game may not be present at the game site, including pregame and postgame activities. Any failure of an individual to serve a suspension ordered by the league will be deemed a new offense.

**(1) First Offense**

The league will deliver an official written reprimand with the possibility of a one game suspension depending upon the severity as determined by the Protest Committee. The offender must submit a letter of apology to the league. The offender may request a meeting with the Protest Committee to discuss the incident, but it will not impact a suspension decision.

**(2) Second Offense**

The league will deliver an automatic suspension of at least one game up to revocation of volunteer privileges for the remainder of the season based on the severity of the offense as determined by the Protest Committee. The offender must submit a letter of apology to the league. The offender may request a meeting with the Protest Committee to discuss the incident, but it will not impact a suspension decision.

**(3) Third Offense**

The league will deliver an automatic suspension of at least two games up to revocation of volunteer privileges for the remainder of the calendar year based on the severity of the offense as determined by the Protest Committee. The offender must submit a letter of apology to the league. The offender may request a meeting with the Protest Committee to discuss the incident, but it will not impact a suspension decision.

## **1.12 Unsportsmanlike Conduct**

Per Little League Regulation XIV (a), the actions, on or off the field, of players, managers, coaches, umpires, and league officials must be above reproach. Any player, manager, coach, umpire, or league representative who is involved in a verbal or physical altercation, or an incident of unsportsmanlike conduct, at the game site or any other Little League activity including through online or social media, is subject to the **Three Strikes Policy**. Based on the severity of the offense as determined by the Protest Committee, the League Board reserves the right to revoke volunteer privileges of the offending member(s) for the remainder of the calendar year in lieu of the **Three Strikes Policy**.

## **1.13 Umpire Interaction Policy**

Lake Norman Little League has a zero-tolerance policy for behavior that is disrespectful, discourteous, or may in any way be construed as intimidating towards umpires. The league strives to maintain an environment that is umpire-friendly and that teaches players to be respectful to individuals in authority. Violations of this policy will be considered Unsportsmanlike Conduct and shall be addressed by the board accordingly.

Players, coaches, parents, and spectators should understand that critical behavior towards umpires will not be tolerated within Lake Norman Little League. Our league umpires may be comprised of volunteers or paid adults and high school aged youth. Many of these youth are our sons and daughters who participated as players within our league and are now giving back to our community. All umpires must feel they are safe and protected. It is far more productive for individuals to react to disadvantageous umpire calls by focusing on how to overcome those "bad breaks," rather than focusing on the umpire who is doing the best that he/she can.

### **Parents/Spectators Interaction with Umpires:**

Parents/Spectators shall not question or comment from spectator areas regarding umpire calls. Parents/Spectators shall not directly question umpires regarding calls during or after games. Parent/Spectator questions should be directed to their Team Manager only after abiding by the 24-hour rule, **NOT** at the game site.

#### **24-Hour Rule:**

Parents/Spectators shall not discuss a game, a play, or a strategy with a coach for at least 24 hours after the contest. This moves the discussion away from the players and gives Parents/Spectators a chance to quell their emotions and resolve a disagreement rationally. The 24-Hour Rule is a good way for all participants to take a breath and decide whether their concern really is a matter of fairness, or an intense emotional reaction forged in the heat of competition. Our children are the beneficiary of the 24-Hour Rule!

#### **Coach Interaction with Umpires:**

Coach actions on the field are viewed by all spectators, parents, and players from both teams; thus, coaches must set the highest standard of behavior. All communications with umpires should be done in a respectful and deferential manner by the **TEAM MANAGER ONLY**. The Team Manager should always speak directly to the umpire who made the call. Yelling across the field at an umpire over a call is not acceptable as this can be construed as hostile even when not intended. Team Managers should request a time out to approach the umpire and discuss the situation in a respectful and conversational manner. Coaches must remember that an adult coach approaching a youth umpire can be intimidating to the young umpire. A coach acting in a respectful manner will help mitigate that intimidation.

Additionally, coaches are expected to exercise control of their team's players, spectators, and parents; proactively intervening early in situations that could potentially result in disciplinary actions from the umpire and/or league.

Judgment calls by an umpire shall **NEVER** be questioned. Coaches may not demand that an umpire seek help from another umpire. Umpires, at their discretion, may consult with the other umpire for help.

Interpretations of a rule may be questioned, but only in a quiet and respectful way by requesting to approach the umpire. For example, if a coach wanted to discuss the proper penalty for an interference call it would be appropriate since there are guidelines spelled out in the Little League Rulebook and it is not up to umpire discretion. However, arguing the umpire's judgment to call interference is not acceptable. If something cannot be resolved on the field, refer to the Little League Rule 4.19 regarding protesting a game. Rule 4.19 (g) has been adopted for the minor leagues. All protests must be resolved before the next pitch or play.

## 2 Recreational Divisions of Play

Lake Norman Little League offers recreational baseball and softball programs for players who are league ages 4-16 (see League Age Charts in the Appendix). League age ranges are typical for these programs to keep participants playing age-appropriate ball. Age ranges often overlap, allowing players who need a little more time to develop to play down in a division, or play up in a division if they are ready to advance and if approved by the Board of Directors.

Baseball (boys & girls)	Baseball League Ages	Softball (girls)	Softball League Ages
Tee Ball	4 – 6		
Single-A	6 – 7		
Double-A	7 – 8	Rookies	6 – 8
Triple-A	8 – 10	Minors	8 – 10
Quad-A	10 – 11		
Majors	10 – 12	Majors	10 – 12
Intermediate	11 – 13		
Junior League	13 – 14		
Senior League	14 – 16	Senior League	13 – 16

### 2.1 Petition to Play Up or Play Down a Division

Parents may petition for their child to play up or down a division of play based on the general guidelines below. All petitions are heard by the Player Agent and/or President for review and approval. The general policy is to not allow a player to skip a division.

#### Petition to Play Up a Division

Parents may petition for their child to play up an age level division if the player has previously completed a season in the registered division. At league age five, parents may petition for their child to play up in the Minor League if the player previously completed a season in Tee Ball. At league age seven and up, parents may petition for their child to play up a division if the player has previously completed a season at the lower division.

For players petitioning to play up, the player's skills assessment score will be compared to the player pool for the higher division and must be in the top 25% of those scores for the petition to be considered. If the petitioning player is in the top quartile, the player can be added to the higher division's pool of available players for rostering.

#### Petition to Play Down a Division

Parents may petition for their child to play down an age level division if the player has not previously participated in an organized baseball/softball program or the parents are concerned about the child's safety at the age-appropriate division. League age 12-year-olds, not eligible to pitch in the Minor League divisions, are required to be drafted in the Majors division or higher unless special circumstances warrant a Little League District evaluation and waiver.

For any player petitioning to play down, the player's skills assessment score and the parent's concern regarding safety will be considered to make a final determination.

### 3 Selection of Team Managers

Volunteers do not have tenure regardless of their years of service. Team Managers (Head Coaches) are appointed by the League President and approved by the Board of Directors each season. Prior to the player selection process, Team Managers may select one approved volunteer who is willing to be an Assistant Coach for his team. Following team formations, Team Managers may select assistant coaches from the approved volunteers on their team roster. Assistant Coaches provide on-field assistance during practices and games at the sole discretion of the Team Manager.

#### 3.1 Appointment

Appointment of Team Managers shall be based on an evaluation by the Coaches Committee and the President with the following as guidelines.

- Demonstrated commitment to the mission of Little League.
- Attendance at Lake Norman Little League Coaches' Meetings.
- Support of and participation in Lake Norman Little League's activities, including but not limited to:
  - Past conduct with their team both on and off the field
  - Cooperation with league representatives
  - Assistance with fundraising (i.e., team pictures; league nights)
  - Maintenance and upkeep of facilities and league property
  - Active participation on Board committees
  - Cooperation and conduct with umpires
  - Timely and complete pick-up and return of league equipment
  - Timely submission of end-of-season player evaluation forms

#### 3.2 Goals & Expectations

Lake Norman Little League supports coaches throughout the year with clinics and mentoring from league officials and experienced coaches. These clinics and mentoring opportunities are intended to reinforce the following goals and expectations of coaches.

##### (1) Communicate Clearly with Parents...

- Expectations of coaches, players, and parents
- Practice and games schedules
- Proper equipment needed (i.e., glove; helmet; bat; cup; softball face mask; etc.)

##### (2) Reinforce Fundamentals, including...

- Throwing, catching, fielding, hitting and base running
- Position play – infield, outfield, backing up and cutoffs
- Proper pitching mechanics
- Competitive play and **Sportsmanship**

##### (3) Pursue Two Goals...

In alignment with the key principles of the Positive Coaching Alliance, coaches are expected to pursue two goals: (1) **Teaching Life Lessons** through baseball and softball, and (2) **Winning**. The following points provide a framework for building a positive, character-developing culture on each team and throughout Lake Norman Little League.

##### ➤ **Effort**

Emphasize the importance of effort. Explain why effort matters so much, not just in sports, but in other aspects of life. Reward players for their effort. Encourage players to sustain or increase their effort throughout the season.

- **Learning**  
Motivate players to acquire new baseball/softball skills, as well as communication and teamwork skills that will serve them elsewhere in their lives. Teach players how to speak and behave as people of principle and character.
- **Mistakes are OK**  
Be patient with mistakes, keeping verbal and non-verbal reactions to mistakes in check. Implement a mistake ritual, such as the physical gesture of “brushing it off” when mistakes are made.
- **Filling the Emotional Tank**  
Deliver five (or more) specific, truthful pieces of praise for each specific, constructive criticism or correction. Provide a positive, upbeat, optimistic, fun environment. Give a lot of high-fives, fist-bumps and encourage players to do that for each other.
- **Honor the Game**  
Show respect for ROOTS (Rules, Opponents, Officials, Teammates and Self). Explain the importance of each element to players, well enough and often enough that they exhibited that behavior on and off the field. Treat umpires respectfully. Model and explain self-control techniques to players.
- **Go Above and Beyond**  
Get to know your players as people. Help your players deal with obstacles in their lives, such as family strife or academic challenges. Really sit and listen with full eye contact and provide the best advice you can. Honestly do your best to make as substantial a difference as possible in these young lives.

There are no absolutes in how we assess our success in teaching life lessons. But we should be able to accomplish many of these goals. We encourage coaches to take the [Little League Double-Goal Coach Online Course](#) online, and to have conversations with other coaches, counselors, and respected community leaders for further guidance.

## **4 Player Assessments**

The purpose of player assessments is to provide skill-based information on the player pool to support an objective team formation process with the goal of achieving divisional parity. Player assessments are completed on “Skills Day” prior to each season. In addition to Skills Day evaluations, Team Managers are also asked to complete end-of-season player evaluations to further augment the player ratings database.

### **4.1 Players Evaluated**

All players participating in the Minor League divisions and above are required to be evaluated. Tee Ball players do not participate in player assessments.

### **4.2 Location & Timing**

Player assessments are held at a local park prior to the start of each season. Skills assessment date(s) are published on the league calendar and notifications are emailed to registered participants with final details.

### **4.3 Assessment Team**

The Player Agent is responsible for the proper evaluation of all baseball and softball players. The Player Agent schedules volunteers to support the assessments. At a minimum, the following individuals are required for a successful Skills Day:

- Division Commissioners
- Board Directors
- Coaches
- Registration Volunteers
- Players & Parents

### **4.4 Volunteer Responsibilities**

Prior to the beginning of each assessment time slot, the Player Agent meets with volunteers to explain the evaluation process and assigns responsibilities. Registration volunteers check players in and provide each player an identifying number to be placed on the front of his/her shirt.

### **4.5 Warmups**

Once checked in, players assemble on the warm-up field. After warm-ups, players are grouped and remain with their group throughout the evaluation station rotations. The Player Agent explains the evaluation process and guides players to their assigned station to begin.

### **4.6 Evaluation Stations**

Evaluation stations are setup for each skill being assessed.

#### **(1) Fielding and Throwing**

- Players are positioned between third base and shortstop.
- A coach delivers up to five grounders to each player who fields the ball, then throws the ball to a coach at first base.
- Players are evaluated on their fielding and throwing skills.

**(2) Outfield**

- Players are positioned in the outfield.
- A coach delivers fly balls and line drives to each player who fields the ball, then throws the ball to a coach.
- Players are evaluated on their fielding and throwing skills.

**(3) Hitting**

- A coach delivers 5-10 pitches to each player.
- Players are evaluated on their hitting skills.

**(4) Throwing Distance and Accuracy**

- Player will throw balls down a line and the distance thrown and the distance offline will be evaluated.

**(5) Players Running Speed**

- Players will be timed running 60' (90' in big league baseball divisions) which is the distance between bases in each division. If a player is not planning to try out for pitching or catching, they are excused from Skills Day after completing the above skills assessment rotations.

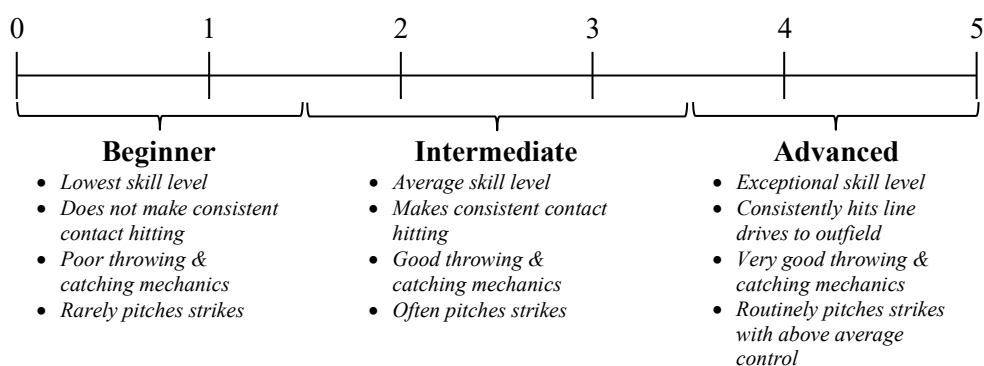
**(6) Pitching and Catching**

- Players throw 8-10 pitches to a catcher.
- Players are evaluated on their pitching and catching skills.

Evaluators record ratings based on each player's individual skill level as compared to other players within the same grouping.

**4.7 Rating Scale**

Players are evaluated at each evaluation station on a rating scale of 0 to 5 using the following as a guideline.



## **5 Rostering of Players**

### **5.1 Evaluation Rankings**

Following player assessments, the Player Agent provides each Division Commissioner with the results, ranking players based on an overall calculated evaluation score. This information is reviewed by each Division Commissioner, then provided to each Team Manager. The player ranking sheet is utilized as a tool to assist coaches during the team formation process.

### **5.2 Conducting Drafts**

The Player Agent or a delegated Board representative conducts and monitors divisional drafts to achieve overall team parity for each division of play. The Division Commissioner assists the Player Agent in conducting the draft. Drafts shall be completed within one week following Skills Day.

### **5.3 Draft Participants**

In addition to the Player Agent, Division Commissioner, and other Board representatives, each Team Manager is required to participate in the divisional draft. Team Managers may have their pre-draft selected Assistant Coach join them during the draft. If the Team Manager is unavailable to attend Draft Night, he may delegate drafting of his team to his Assistant Coach or the Division Commissioner.

### **5.4 Secrecy Mandate**

Evaluation rankings developed from skills assessments are confidential, and neither players nor parents shall ever be informed of their evaluation ranking or position in which they were drafted. Also, coaches must not communicate with any players, parents, or others outside of the league representatives involved directly in the draft prior to receiving their final roster. If there is a question regarding a player's registration data, the Player Agent or designated Board representative will contact the parents for verification. Willful violation of this secrecy mandate, at the discretion of the Board of Directors, will be considered Unsportsmanlike Conduct.

### **5.5 Player Selection Process**

Tee Ball players are rostered to teams by a league representative each season. Special requests, school of attendance, and hometown are all considered when formulating Tee Ball rosters.

All eligible players, including returning players, in the Minors division and above are drafted to teams within their division. Each player is evaluated on skill level prior to the season and ranked according to their individual capability. Prior year All-Star, challenge, or travel ball participants are highlighted on the player ranking sheet. A live draft with the Team Managers takes place using player rankings as a guide to keep talent levels evenly distributed across divisional teams. The draft order is determined by blind draw. Once the draft order is determined, the children of the Team Manager and his/her pre-draft selected Assistant Coach (if applicable) are slotted in the draft sheet according to their rank, filling the draft slot number on the draft sheet that most closely aligns with the player's pre-draft ranking. From that point, the draft follows a "snake" format (i.e., 1-8, 8-1, 1-8, etc.). Team Managers are not permitted to waive a draft choice. The draft is proctored by a league representative. At the end of each season, teams are dissolved, and players return to the player pool.

### **5.6 Player Trades**

Following the player selection process, proposed player trades must be approved and completed on draft night. All trades must be for justifiable reasons, player for player only, by agreement of the Team Managers, and approved by the Division Commissioner, Player Agent, and VP or President..

**5.7 Final Rosters**

Final rosters are provided to Team Managers by the Division Commissioner within 48 hours after draft night.

**5.8 Welcome Communication**

Upon receipt of their final rosters, Team Managers must contact their team with specific team information, including practice schedules. Reference the example team welcome letter located in the Appendix.

## 6 Local Rules

The following sections contain general league rules in addition to division-specific rules for play within Lake Norman Little League. These Local Rules apply for all intraleague games. Divisions participating in a district schedule shall abide by the Local Rules defined by the district. These Local Rules are NOT meant to replace, or override, any Little League International regulations, rules, or policies.

### 6.1 General League Rules

#### 6.1.1 Field Reservations / Permits

Field reservations or permits provide the league with priority use of town facilities over other groups within the prescribed dates and times. League sanctioned activities generally include:

- Skills evaluations
- Coach and player clinics
- Team practices and scrimmages
- Regular and post-season tournament games
- All-Star tournament team practices and games
- Any other activity approved in advance by the Board of Directors.

#### 6.1.2 Number of Players

All Baseball and Softball teams must field a minimum of nine defensive players each inning. In the Minor League divisions, teams may field four outfielders for a maximum of ten defensive players each inning. Any team that has only eight players available may borrow one defensive player from the opponent each inning to field nine. The borrowed defender must be the opponent's last batter in the order for that given inning and must occupy an outfield position. No out shall be recorded for the missing ninth batter when the team of eight players is batting.

If any Baseball or Softball team has less than eight players available for a scheduled regular season game, the Team Manager must notify the Division Commissioner and the opposing Team Manager at least 24 hours in advance to reschedule the game for another date. If the Team Manager fails to make this notification 24 hours in advance or arrives at the game with less than eight players, the game shall be forfeited. **The winning team of the forfeit will be awarded a win with the score 1-0. End of season tournament games are not eligible to be rescheduled.**

#### 6.1.3 Umpires

In Tee Ball, coaches shall act as umpires and always maintain control of the game. All Baseball and Softball games are assigned paid or volunteer umpires.

#### 6.1.4 Dugout Assignments

Unless otherwise marked on the dugout fence, the third base dugout shall be the home team's dugout.

#### 6.1.5 Pregame Warmups

Teams are not allowed to take batting practice on the field prior to any game, except for soft toss into portable nets. Teams may utilize batting cages for up to 15 minutes each. Infield practice must be completed five minutes before game time with each team allowed ten minutes of infield practice (visitors practice first).

#### 6.1.6 Game Start Times

Weeknight games typically start between 6:00 pm to 8:00 pm. The starting time for weekend games shall be decided by the Board of Directors when the schedule is adopted each season. The

umpire announces the game start time prior to the first at bat and is the official timekeeper. The official scorekeeper notes the game start time in the scorebook. In the case of game stoppage for any reason, the game clock is not stopped.

#### **6.1.7 Start of a New Inning**

A new inning shall be considered underway immediately upon the last out or last batter of the previous inning. Once an inning is started it will be played to completion (unless the ten run rule has been reached during the bottom half of the inning). A new inning shall not be started after the time limit has expired. If a regulation game is tied and the time limit has not been reached, extra innings are played **until time limit is reached or winner is determined (whichever comes first).** **Little League international tie breaker rules will be used once an extra inning is started and it will be played until completion.** If no winner is determined, then the game is final and recorded as a tie.

#### **6.1.8 Weather Cancellations**

A league representative will notify Team Managers at least 30 minutes prior to game time of a cancellation due to weather. Cancellations due to weather within 30 minutes of game time shall be called at the field of play. Cancelled games will be rescheduled for the earliest available date. During all league sanctioned activities, coaches shall abide by the Lightning Policy and Procedures found in the appendix.

#### **6.1.9 Home Team Responsibilities**

The home team must provide field equipment (i.e., batting Tee, pitching machine, game balls) for use by both teams during the game. In addition, the Team Manager in all divisions above Tee Ball must provide an official scorekeeper to maintain the official game record, and a scoreboard operator if field is equipped with a scoreboard. At the conclusion of the game, Team Managers must submit the final game score and pitching records to the Division Commissioner.

#### **6.1.10 Trash Pickup**

All participants are responsible for cleaning up trash from the field, dugouts, and bleacher areas after each game.

#### **6.1.11 Approved Volunteers Allowed on the Field**

A maximum of four approved league volunteers can participate with each team during games. One volunteer must always be in the dugout. Two base coaches are allowed on the field during the game to coach first and third base. The fielding team is allowed one coach on the field directly in front of the dugout unless otherwise directed by the umpires. The fielding team for Tee Ball, machine-pitch baseball divisions, and the Rookies Softball Division is allowed two coaches behind the outfielders during play to direct the defensive players. Otherwise, coaches are not allowed in fair territory, nor allowed to engage umpires until the play is dead and time is called by the umpire. Parents and spectators are not allowed in the dugouts or on the field at any time unless invited to help prepare the field for play or to help an injured player. All parents and spectators are asked to remain outside the ball field fences and not sit or stand behind the back stop or behind the dugout fences.

#### **6.1.12 Bat Rules**

For the latest information, review the official Little League bat rules found here:

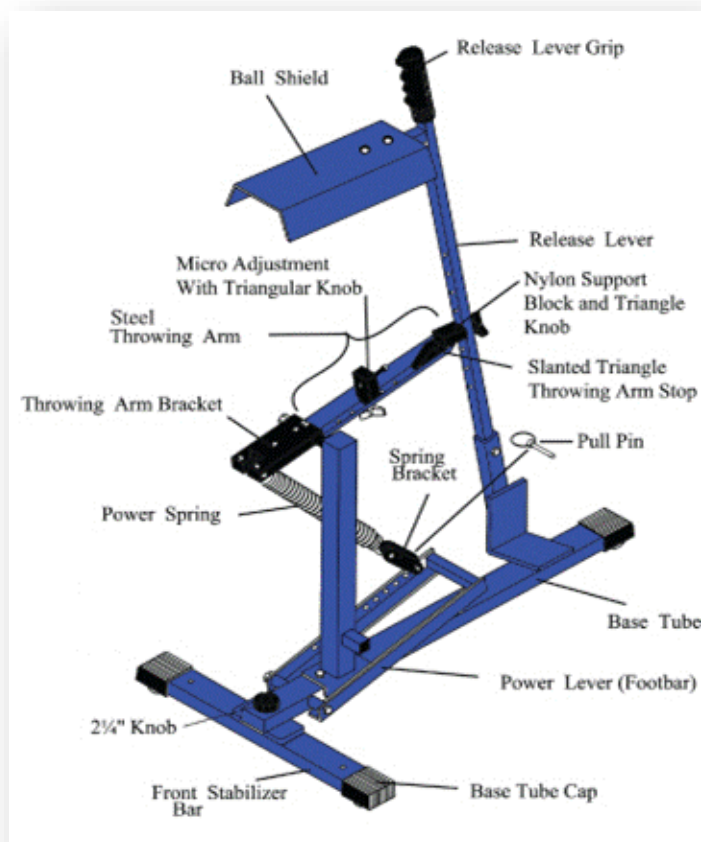
<https://www.littleleague.org/playing-rules/bat-rules/>

- Majors and Below - No on-deck Batters. **NO EXCEPTIONS**
- No swinging outside the dugout anywhere unless in a batting cage
  - No hit sticks
  - No soft toss outside the dugout unless inside a batting cage

- Prior to games teams may do soft toss into a net inside the field or in a batting cage

### 6.1.13 Pitching Machine

The Louisville Slugger Ultimate Pitching Machine is utilized by all machine-pitch divisions of play. A coach must operate the pitching machine.



### 6.1.14 Pitching Machine Settings

Pitching machine settings differ slightly depending upon the machine model being utilized (blue or black machine). The table below provides the proper spring, release lever, and micro adjustment settings as well as the pitching distance for each machine-pitch divisions of play. Pitching distance is measured from the back tip of the plate to the front bar of the machine.

Division	Spring	Release Lever	Micro Adjustment	Pitching Distance
Single-A	3	4 (blue) 3 (black)	3	30 feet
Double-A	8	4 (blue) 3 (black)	3	46 feet

### 6.1.15 Mandatory Play Rule

This Mandatory Play Rule applies to the Majors Division and below of Baseball and Softball. This rule exceeds the requirements outlined in Little League Regulation IV section (i) for Mandatory Play and applies to every rostered player present at the start of a game except for disciplinary reasons, injury, or sickness. Players will participate in each game batting in a continuous batting order, must play two innings defensively by the fourth inning, and must play a minimum of four innings defensively in a six-inning game. No player may sit out defensively consecutive innings, nor may any player sit defensively twice before another player sits.

Penalty: The player(s) involved shall start the next scheduled game, play any previous requirements not completed from above, and the requirement for the current game before being removed. If mandatory play violation is observed during a game it shall be corrected immediately with penalties being assessed based on the below:

The Manager shall for the:

- A. First Offense: receive a written warning.
- B. Second Offense: a suspension for the next scheduled game
- C. Third Offense: a suspension for remainder of the season

Note 1: If the violation is determined to have been intentional, a more severe penalty may be assessed by the board of directors. However, forfeiture of a game may not be invoked.

For further information on this rule please see Regulation IV – The Players (i) of the Little League Rule Book.

**\*Majors Baseball exception:** In the event one team has less players than the other the starting pitchers may pitch the same number of innings before being subject to the mandatory play rule outlined above. Example: Team A has 12 players and Team B has 11. Team Bs starting pitcher would be able to pitch 5 innings (mathematically) before they would be required to sit. Team As starting pitcher would also be allowed to pitch 5 innings before being subject to the mandatory play rule. This rule only applies to the starting pitcher and once the starting pitcher is removed from the mound, they are required to follow all mandatory play requirements. In the above scenario if the starting pitcher for Team A is removed from the mound in the 4<sup>th</sup> or 5<sup>th</sup> inning they would be required to sit immediately. The maximum number of innings each starter can throw (based on the mandatory play rule) is established at the beginning of the game and is not impacted by how the opposing team manages their pitchers.

Team with lowest number of players has:	Number of innings starter is eligible to pitch prior to being subject to Mandatory Play
If both teams have 12 players	3 innings (All kids would be required to sit once by the 4 <sup>th</sup> inning)
11 players	5 innings
10 players	9 innings

\*Pitchers are still required to adhere to the maximum number of pitches allowed in a given calendar day.

### 6.1.16 Player Disciplinary Rule

A Team Manager may refuse to play a player for disciplinary reasons. The Team Manager must notify the Division Commissioner within 24 hours of the occurrence of disciplinary action. In

addition, the Team Manager must notify the player and parents of the disciplinary action as well as the opposing Team Manager.

#### **6.1.17 Bat Sliding Rule**

Players shall get one warning for sliding the bat. Any subsequent infractions called by the umpire shall be ruled a dead ball, the batter shall be ruled out and all runners will return to their original base. An out shall be recorded in the scorebook.

#### **6.1.18 Postseason Championship Tournament Seeding & Tiebreaker Rules**

Divisional seeding for postseason championship tournaments is determined by winning percentage, ranked highest to lowest. When two or more teams finish the regular season with the same winning percentage, the following tiebreaker rules will be used in the order listed until the tie is broken.

1. Regular season head-to-head results
2. Fewest runs allowed for the season
3. Most runs scored for the season
4. Coin flip

In a three (or more) way tie and the tie breaker cannot be broken by head-to-head, runs against shall be used for all tied teams. For example, Team A, B, and C are all tied with the same record at the end of the regular season. Team A beat Team B, Team B beat Team C, and Team C beat Team A. Head-to-head does not break the tie so runs against would be used.

Runs Against:

Team A 50

Team B 60

Team C 55

Team A would get the #1 seed, team C would get the #2 seed and Team B would get the #3 seed since they had the highest runs against among those 3 teams. If runs against does not break the tie, then you would proceed to #3 and #4 above.

#### **6.1.19 Music**

Music during pre-game and in-between innings may be played by someone affiliated with the teams involved in the game, provided the volume is not excessive and the content of the music is not offensive. However, walk-up music and music during an active inning is prohibited.

## 6.2 Tee Ball Division Rules

### General:

1. This division plays on a 60-foot diamond with a coach-pitching distance of 10-15 feet.
2. Games have a time limit of 1-hour.
3. A regulation game consists of 3-innings of play.

### Pitching:

4. A coach may deliver up to five pitches per batter, after which the ball shall be placed on a Tee for the batter to put the ball into play.
5. Another coach is advised to assist the batter, retrieve pitched balls not put into play, and to set the batting tee in place as needed.

### Fielding:

6. All players in attendance may participate each inning. There is no minimum or maximum number of fielders required.
7. No player shall play the catcher position.
8. No infielder may start the play any closer than ten feet in front of first and third base.
9. The player positioned at pitcher must start with both feet on the pitching rubber. The pitcher cannot leave the pitching rubber before the ball is hit.
10. Infielders shall be encouraged to throw the ball to the first baseman to make plays at first base rather than rolling the ball or running with the ball to make a play.
11. Outfielders must be positioned in the outfield grass prior to the start of play. Outfielders may not make a play on the infield, but rather, must throw or hand the ball to an infielder.
12. Defensive players shall not chase after a runner to record an out. Except in a normal rundown, defensive players are expected to throw the ball to make a play on the runner.
13. Coaches shall rotate players defensively so that they do not play the same position more than once per game. Coaches are encouraged to rotate players during innings if opportunities present themselves to align players at positions where batted balls are often fielded (pitcher, first base, second base).

### Batting:

14. All players in attendance bat in a continuous order each inning.
15. On deck batters are **NOT** allowed.
16. Bunting and slashing are **NOT** allowed.
17. No outs or runs are recorded.

### Base Running:

18. Base runners advance only one base at a time except for the last batter of the inning who can round the bases.
19. There are no base runner advancements on overthrows of any base.
20. Head-first sliding while advancing is **NOT** allowed.
21. Leadoffs and Base Stealing are **NOT** allowed.

### 6.3 Minor League Baseball – Single-A Machine-Pitch Division Rules

#### General:

1. This division plays on a 60-foot diamond with a machine-pitching distance of 30 feet.
2. All players in attendance must participate per the Mandatory Play Rule.
3. On deck batters are **NOT** allowed.
4. NO hitting sticks after pre-game on field warm-ups. Hitting sticks cannot be used as an “on-deck” preparation in foul territory or outside the dugout.
5. No new inning may start after the game time limit of 1 hour and 45 minutes.
6. A regulation game consists of 6-innings of play. A game is official after 4-innings of play (weather related). Game is considered official once the time limit is reached regardless of how many innings have been played.
7. If a team is ahead by 15 runs after 3-innings (2 ½ if home team is winning) or 10 runs after 4-innings (3 ½ if home team is winning), the game shall end and is considered official.

#### Pitching:

8. The pitching machine is operated by a coach to pitch the ball.
9. The pitching coach may deliver up to five pitches to each batter.
10. The batter is ruled out after three strikes or if the ball is not put into play after five pitches.
11. The batter is entitled to subsequent pitches if the last pitch is fouled and not caught.
12. The pitching machine coach may only coach the batter while he/she is in the batter’s box. Once the batter puts the ball into play, the pitching coach must stop coaching and allow the base coaches to communicate with the base runners.
13. Batted ball hits the pitching machine the ball is dead and each base running including the batter is awarded one base. If the batted ball deflects off a fielder and into the machine the ball is live.
14. If a batted ball directly hits the coach operating the pitching machine the ball shall be considered a foul ball and no runners shall advance.

#### Fielding:

15. In a regular 6-inning game, no player may play more than three innings at the same position in one game, including pitchers and catchers. If a player enters at any position (other than the bench) after the inning has begun, that partial-inning appearance will count as a full inning for that player at that position. If a game goes into extra innings, a player may return to any position (except for AAA - the pitcher position) with no further defensive rotation restriction.
16. Outfielders must be positioned in the outfield grass prior to the start of play. Outfielders may not make a play on the infield, but rather, must throw the ball to the infield on any batted ball that is fielded.
17. The player positioned as pitcher must play to the right or left side of the pitching machine within one foot of the pitching machine. The pitcher should only move forward once the ball has been hit. The pitcher may either throw the ball to a base or tag the runner to record an out. The pitcher cannot field the ball and run to the base to make an unassisted force out.

#### Batting:

18. All players in attendance bat in a continuous order.
19. Bunting and slashing are **NOT** allowed.
20. The dropped 3<sup>rd</sup> strike rule is **NOT** in effect.

21. The infield fly rule is **NOT** in effect.
22. The hit-by-pitch rule does **NOT** apply.
23. The side is retired after three outs, when all players on the roster have batted one time in the half-inning, or when the offensive team scores five runs.

**Base Running:**

24. Base runners may not advance once a ball is returned to the infield unless the base runners are more than halfway to the next base.
25. There are no base runner advancements on overthrows of any base.
26. Head-first sliding while advancing is **NOT** allowed. Violations will result in the runner being called out.
27. Leadoffs and base stealing are **NOT** allowed.

## 6.4 Minor League Baseball – Double-A Machine-Pitch Division Rules

### General:

1. This division plays on a 60-foot diamond with a machine-pitching distance of 46 feet.
2. All players in attendance must participate per the Mandatory Play Rule.
3. On deck batters are **NOT** allowed.
4. NO hitting sticks after pre-game on field warm-ups. Hitting sticks cannot be used as an “on-deck” preparation in foul territory or outside the dugout.
5. No new inning may start after the game time limit of 1 hour and 45 minutes.
6. A regulation game consists of 6-innings of play. A game is official after 4-innings of play (weather related). Game is considered official once the time limit is reached regardless of how many innings have been played.
7. If a team is ahead by 15 runs after 3-innings (2 ½ if home team is winning) or 10 runs after 4-innings (3 ½ if home team is winning), the game shall end and is considered official.

### Pitching:

8. The pitching machine is operated by a coach to pitch the ball.
9. The pitching coach may deliver up to five pitches to each batter.
10. The batter is ruled out after three strikes or if the ball is not put into play after five pitches.
11. The batter is entitled to subsequent pitches if the last pitch is fouled and not caught.
12. The pitching coach may only coach the batter while he/she is in the batter’s box. Once the batter puts the ball into play, the pitching coach must stop coaching and allow the base coaches to communicate with the base runners.
13. Batted ball hits the pitching machine the ball is dead and each base running including the batter is awarded one base. If the batted ball deflects off a fielder and into the machine the ball is live.
14. If a batted ball directly hits the coach operating the pitching machine the ball shall be considered a foul ball and no runners shall advance.

### Fielding:

15. In a regular 6-inning game, no player may play more than three innings at the same position in one game, including pitchers and catchers. If a player enters at any position (other than the bench) after the inning has begun, that partial-inning appearance will count as a full inning for that player at that position. If a game goes into extra innings, a player may return to any position (except for AAA - the pitcher position) with no further defensive rotation restriction.
16. The player positioned as pitcher must play to the right or left side of the pitching machine within one foot of the pitching machine. The pitcher should only move forward once the ball has been hit. The pitcher may either throw the ball to a base or tag the runner to record an out. The pitcher cannot field the ball and run to the base to make an unassisted force out.

### Batting:

17. All players in attendance bat in a continuous order.
18. Bunting and slashing are **NOT** allowed.
19. The dropped 3<sup>rd</sup> strike rule is **NOT** in effect.
20. The infield fly rule is **NOT** in effect.
21. The hit-by-pitch rule does **NOT** apply.
22. The side is retired after three outs, when all players on the roster have batted one time in the half-inning, or when the offensive team scores five runs.

### Base Running:

23. The fielding team must stop the lead runner or get the third out. Once forward progress of the lead runner is stopped, time is called. Any trailing runner more than halfway to the next base may advance if the next base is open.
24. Base runners may attempt to advance only **ONE BASE** at their own risk on overthrows of any base, even if a subsequent throw is also an overthrow.
25. Head-first sliding while advancing is **NOT** allowed. Violations will result in the runner being called out.
26. Leadoffs and base stealing are **NOT** allowed.

## 6.5 Minor League Baseball – Triple-A Division Rules

### General:

1. This division plays on a 60-foot diamond with a pitching distance of 46 feet.
2. All players in attendance must participate per the Mandatory Play Rule.
3. On deck batters are **NOT** allowed.
4. NO hitting sticks after pre-game on field warm-ups. Hitting sticks cannot be used as an “on-deck” preparation in foul territory or outside the dugout.
5. No new inning may start after the game time limit of 1 hour and 45 minutes.
6. A regulation game consists of 6-innings of play. A game is official after 4-innings of play (weather related). Game is considered official once the time limit is reached regardless of how many innings have been played.
7. If a team is ahead by 15 runs after 3-innings (2 ½ if home team in winning) or 10 runs after 4-innings (3 ½ if home team is winning), the game shall end and is considered official.

### Pitching:

8. Players shall pitch the ball to batters.
9. Coaches must abide by the pitch count limits and rest requirements outlined in “Regulation VI – Pitchers” within the Little League Baseball Rulebook.
10. Intentional walks are **NOT** allowed.
11. The penalty for an illegal pitch is a ball.

### Fielding:

12. In a regular 6-inning game, no player may play more than three innings at the same position in one game, including pitchers and catchers. If a player enters at any position (other than the bench) after the inning has begun, that partial-inning appearance will count as a full inning for that player at that position. If a game goes into extra innings, a player may return to any position (except for AAA - the pitcher position) with no further defensive rotation restriction.

### Batting:

13. All players in attendance bat in a continuous order.
14. Bunting is permitted; however, slashing is **NOT** allowed.
15. The dropped 3<sup>rd</sup> strike rule is **NOT** in effect.
16. The infield fly rule is in effect.
17. A batter hit by a pitched ball shall be awarded first base.
18. The side is retired after three outs, when all players on the roster have batted one time in the half-inning, or when the offensive team scores five runs.

### Base Running:

19. The fielding team must stop the lead runner or get the third out. Once forward progress of the lead runner is stopped, time is called. Any trailing runner more than halfway to the next base may advance if the next base is open.
20. Base runners may attempt to advance at their own risk on overthrows of any base.
21. There should be no advancing of baserunners on the throw back from the catcher to the pitcher
22. Base runners may advance home on any play **EXCEPT** on wild pitches, passed balls, or on a ball thrown back to the pitcher and caught cleanly.
23. Head-first sliding while advancing is **NOT** allowed. Violations will result in the runner being called out.

24. Leadoffs are permitted after the ball reaches the batter.
25. Base stealing is permitted.
26. A courtesy runner is permitted for the pitcher and/or catcher of record with two outs. The courtesy runner should be the player in the batting order who made the last out.

## 6.6 Little League Baseball – Majors Division Rules

### General:

1. This division plays on a 60-foot diamond with a pitching distance of 46 feet.
2. All players in attendance must participate per the Mandatory Play Rule.
3. On deck batters are **NOT** allowed.
4. NO hitting sticks after pre-game on field warm-ups. Hitting sticks cannot be used as an “on-deck” preparation in foul territory or outside the dugout.
5. No new inning may start after the game time limit of 2 hours.
6. A regulation game consists of 6-innings of play. A game is official after 4-innings of play (weather related). Game is considered official once the time limit is reached regardless of how many innings have been played.
7. If a team is ahead by 15 runs after 3-innings (2 ½ if home team in winning) or 10 runs after 4-innings (3 ½ if home team is winning), the game shall end and is considered official.

### Pitching:

8. Players shall pitch the ball to batters.
9. Coaches must abide by the pitch count limits and rest requirements outlined in “Regulation VI – Pitchers” within the Little League Baseball Rulebook.
10. Intentional walks are **NOT** allowed.
11. The penalty for an illegal pitch is a ball.

### Fielding:

12. There are no restrictions regarding defensive positioning or rotations.

### Batting:

13. All players in attendance bat in a continuous order.
14. Bunting is permitted; however, slashing is **NOT** allowed.
15. The dropped 3<sup>rd</sup> strike rule is in effect.
16. The infield fly rule is in effect.
17. A batter hit by a pitched ball shall be awarded first base.
18. The side is retired after three outs.

### Base Running:

19. Base runners may not when a Pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter.
20. Base runners may attempt to advance at their own risk on overthrows of any base.
21. Head-first sliding while advancing is **NOT** allowed. Violations will result in the runner being called out.
22. Leadoffs are permitted after the ball reaches the batter.
23. Base stealing is permitted.
24. A courtesy runner is permitted for the pitcher and/or catcher of record with two outs. The courtesy runner should be the player in the batting order who made the last out.

## 6.7 Minor League Softball – Rookies Division Rules

### General:

1. 5-year-olds must sign up for tee-ball unless approved for Rookies at skills day.
2. This division plays on a 60-foot diamond with a pitching distance of 30 feet.
3. All players in attendance must participate per the Mandatory Play Rule.
4. On deck batters are **NOT** allowed.
5. **NO hitting sticks or swinging of bat after pre-game on-field warm-ups. Hitting sticks or swinging of bat cannot be used as an “on-deck” preparation in foul territory or outside the dugout.**
6. No new inning may start after the game time limit of 1 hour and 30 minutes.
7. A regulation game consists of 6-innings of play. A game is official after 4-innings of play (weather related). Game is considered official once the time limit is reached regardless of how many innings have been played
8. If a team is ahead by 15 runs after 3-innings (2 ½ if home team is winning) or 10 runs after 4-innings (3 ½ if home team is winning), the game shall end and is considered official.
9. The game should be continued to be played in the 6<sup>th</sup> inning (if time is left on the clock) even if one team cannot win due to the 5-inning run limit. Games are officially over if/when the home team is winning before the bottom of the 6<sup>th</sup> inning is played.
10. No coaches are to be in fair territory while team is on defense. Coaches must stay in foul territory along the foul lines.
11. **\*if a team knows in advance that only 8 players will be available for a game or needs a pitcher for a game, a registered LKNLL player is allowed to play up in a division to substitute for that game only. The request for a substitute shall be approved ahead of time by both division commissioners. There are no fielding or batting restrictions for the approved player outside of abiding by the normal division rules for the game being played.**

### Pitching:

12. A player will pitch during the 1<sup>st</sup> inning of play, then a coach will pitch the remainder of the game. Each time the player-pitcher reaches four balls on the batter, the batting team is allowed a coach to deliver up to three pitches to the batter. The player-pitcher shall return for subsequent batters. If a batter is hit by a kid pitch, then the batter should hit off the coach pitcher.
13. Balls and strikes do not carry forward from the player to the coach-pitcher.
14. Beginning in the 2<sup>nd</sup> inning, the coach-pitcher may deliver up to five pitches to each batter. Coach pitcher must start with one foot on the rubber. The coach-pitcher must be the same person throughout the entire game.
15. The coach-pitcher must attempt to deliver a flat pitch. A coach-pitch in excess of a four-foot arc, in the umpire’s judgement, shall count against the batter as one of their allowed number of coach-pitches.
16. The batter will be ruled out after three strikes or if the ball is not put into play after the allowed number of coach-pitches.
17. The batter is entitled to subsequent pitches if the last pitch is fouled and not caught.
18. Once the batter puts the ball into play, the coach-pitcher must stop coaching and allow the base coaches to communicate with the base runners. The coach-pitcher must attempt to get out of the way of the player-pitcher. If it is deemed, in the umpire’s judgement, that the coach-pitcher did not attempt to get out of the way of the player-pitcher, regardless of contact being made with the player, the umpire shall call the batter out for coach obstruction.

19. If a coach-pitcher is struck by a batted ball, the play will be called dead and treated like a foul ball.
20. The penalty for an illegal pitch is a ball.

**Fielding:**

21. In a regular 6-inning game, no player may play more than three innings at the same position in one game, including pitchers and catchers. If a game goes into extra innings, a player may return to any position (except the pitcher position) with no further defensive rotation restriction.
22. An approved volunteer is allowed to act as a catcher behind the kid catcher during the game. However, the coach shall NOT coach from behind the plate.

**Batting:**

23. All players in attendance bat in a continuous order.
24. Bunting and slashing are **NOT** allowed.
25. The dropped 3<sup>rd</sup> strike rule is **NOT** in effect.
26. The infield fly rule is **NOT** in effect.
27. No team can score more than 5 runs in an inning. The side is retired after three outs, when all players on the roster have batted one time in the half-inning, or when the offensive team scores five runs.

**Base Running:**

28. Once an infielder has possession of the ball inside the basepath, time is called. Any trailing runner more than halfway to the next base may advance if the next base is open.
29. Base runners may attempt to advance only **ONE BASE** at their own risk on overthrows of any base, even if a subsequent throw is also an overthrow. Play should be dead, and time should be called when ball is controlled by a player inside the basepath, unless attempting to make a play on a runner on a ball thrown from the outfield (per umpire's discretion).
30. Head-first sliding while advancing is **NOT** allowed. Violations will result in the runner being called out.
31. Leadoffs and base stealing are **NOT** allowed. All runners must remain in contact with the base until the ball is put in play by the batter. A runner leaving their base before a ball is put into play will be called out.

## 6.8 Minor League Softball – Minors Division Rules

### General:

1. This division plays on a 60-foot diamond with a pitching distance of 35 feet.
2. All players in attendance must participate per the Mandatory Play Rule.
3. On deck batters are **NOT** allowed.
4. **NO hitting sticks or swinging of bat after pre-game on-field warm-ups. Hitting sticks or swinging of bat cannot be used as an “on-deck” preparation in foul territory or outside the dugout.**
5. No new inning may start after the game time limit of 1 hour and 30 minutes.
6. A regulation game consists of 6-innings of play. A game is official after 4-innings of play (weather related). Game is considered official once the time limit is reached regardless of how many innings have been played
7. If a team is ahead by 15 runs after 3-innings (2 ½ if home team in winning) or 10 runs after 4-innings (3 ½ if home team is winning), the game shall end and is considered official.
8. **\*if a team knows in advance that only 8 players will be available for a game or needs a pitcher for a game, a registered LKNLL player is allowed to play up in a division to substitute for that game only. The request for a substitute shall be approved ahead of time by both division commissioners. There are no fielding or batting restrictions for the approved player outside of abiding by the normal division rules for the game being played.**

### Pitching:

9. A player shall pitch. Following four balls to a batter and after there have been three previously walked or hit-by-pitch batters in the inning, the batting team is allowed a coach-pitcher to deliver up to three pitches to the batter. The batter assumes the strike count when the coach-pitcher enters to pitch.
10. If a batter is hit by a pitch, then this counts towards the 3 walks in the inning limit before the coach pitcher comes in. The 3 walk per inning rule does not change even if a pitching change is made during the inning.
11. **If a pitcher hits 5 batters in the same inning, then she must be taken out and replaced with another player pitcher immediately after hitting the 3rd batter. The pitcher is allowed to return and pitch in later innings**
12. The coach-pitcher must be the same person throughout the entire game. Coach pitcher must start with one foot on the pitching rubber.
13. The coach-pitcher must attempt to deliver a flat pitch. A coach-pitch in excess of a 4-foot arc, in the umpire’s judgement, shall count against the batter as one of their allowed number of coach-pitches.
14. The batter will be ruled out after three strikes or if the ball is not put into play after the allowed number of coach-pitches.
15. The batter is entitled to subsequent pitches if the last pitch is fouled and not caught.
16. The player-pitcher returns to pitch with the next batter. The coach-pitcher returns to pitch each time four balls are delivered to subsequent batters during that inning.
17. Once the batter puts the ball into play, the coach-pitcher must stop coaching and allow the base coaches to communicate with the base runners.

### Fielding:

18. In a regular 6-inning game, no player may play more than three innings at the same position in one game, including pitchers and catchers. If a game goes into extra innings, a player may return to any position with no further defensive rotation restriction.

### Batting:

19. All players in attendance bat in a continuous order.

20. Bunting and slashing are permitted.
21. The dropped 3<sup>rd</sup> strike rule is **NOT** in effect.
22. The infield fly rule is in effect.
23. A batter hit by a pitched ball shall be awarded first base.
24. No team can score more than 5 runs in an inning for the first 3 innings. The side is retired after three outs, when all players on the roster have batted one time in the half-inning, or (during the first 3 innings) when the offensive team scores five runs.

**Base Running:**

25. Base runners may not advance unless they are more than halfway to the next base once the pitcher has possession of the ball within the pitching circle. Base runners may attempt to advance at their own risk on overthrows of any base. Base stealing is permitted, except for home. You cannot steal home under any circumstances (passed ball, wild pitch, or throw back to pitcher).
26. No delayed steals are allowed.
27. Head-first sliding while advancing is **NOT** allowed. Violations will result in the runner being called out.
28. Leadoffs are permitted after the ball reaches the batter.
29. Base stealing is permitted.
30. A courtesy runner is permitted for the pitcher and/or catcher of record with two outs. The courtesy runner should be the player in the batting order who made the last out.

## 6.9 Little League Softball – Majors Division Rules

### General:

1. This division plays on a 60-foot diamond with a pitching distance of 40 feet.
2. All players in attendance must participate per the Mandatory Play Rule.
3. On deck batters are **NOT** allowed.
4. **NO hitting sticks or swinging of bat after pre-game on-field warm-ups. Hitting sticks or swinging of bat cannot be used as an “on-deck” preparation in foul territory or outside the dugout.**
5. No new inning may start after the game time limit of 1 hour and 30 minutes.
6. A regulation game consists of 6-innings of play. A game is official after 4-innings of play (weather related). Game is considered official once the time limit is reached regardless of how many innings have been played
7. If a team is ahead by 15 runs after 3-innings (2 ½ if home team is winning) or 10 runs after 4-innings (3 ½ if home team is winning), the game shall end and is considered official.
8. **\*if a team knows in advance that only 8 players will be available for a game or needs a pitcher for a game, a registered LKNLL player is allowed to play up in a division to substitute for that game only. The request for a substitute shall be approved ahead of time by both division commissioners. There are no fielding or batting restrictions for the approved player outside of abiding by the normal division rules for the game being played.**

### Pitching:

9. Players shall pitch the ball to batters.
10. Pitchers are limited to pitching a maximum of 4-innings per day.
11. Coaches must abide by the rest requirements outlined in “Regulation VI – Pitchers” within the Little League Softball Rulebook.
12. The penalty for an illegal pitch is a ball.

### Fielding:

13. There are no restrictions regarding defensive positioning or rotations, except for pitching. See rule 9

### Batting:

14. All players in attendance bat in a continuous order.
15. Bunting and slashing are permitted.
16. The dropped 3<sup>rd</sup> strike rule is in effect.
17. The infield fly rule is in effect.
18. A batter hit by a pitched ball shall be awarded first base.
19. No team can score more than 5 runs in an inning for the first 2 innings. The side is retired after three outs, or (during the first 2 innings) when the offensive team scores five runs.

### Base Running:

20. The Look Back Rule is in effect. When the pitcher has control of the ball in the pitcher's circle and is not attempting to make a play on a runner (including a fake or threatened throw); any runner stopped on a base must stay on the base, and any runner not on a base must immediately either advance toward the next base or return to the previous base. Any subsequent change in direction or stop by the runner while off the base will result in the runner being called out, so long as the pitcher does not attempt to make a play.
21. Base runners may attempt to advance at their own risk on overthrows of any base.

22. Head-first sliding while advancing is **NOT** allowed. Violations will result in the runner being called out.
23. Leadoffs are permitted after the ball leaves the pitcher's hand.
24. Base stealing is permitted.
25. A courtesy runner is permitted for the pitcher and/or catcher of record with two outs. The courtesy runner should be the player in the batting order who made the last out.

## 7 All-Stars

Lake Norman Little League participates in Little League's International Tournament at the completion of each spring recreational season. Players from regular season teams are nominated for the opportunity to represent the league as All-Stars and compete against other Little Leagues within the district during the month of June with the potential to advance to the State Tournament. At the Little League "Majors" division and above, teams that win the State Tournament advance to the Southeast Regional Tournament where the winner advances to the World Series.

Teams *typically* represent Lake Norman at the following age groups:

### Baseball

- Special Games
  - 6–7-Year-Old Machine Pitch (Double-A division)
  - 7–8-Year-Old Machine Pitch (Double-A division)
  - 8–9-Year-Old (Kid Pitch) (Triple-A, AAAA Division)
- Little League Tournament
  - 8–10-Year-Old Team (League age 10-year-old Majors, AAAA, and possibly Triple A division)
  - 9–11-Year-Old Team (League age 11-year-old Majors Division players)
  - 10–12-Year-Old Team (League age 11–12-year-old Majors (or intermediate, if applicable) Division players)
  - Juniors (14U - Juniors and Senior League)
  - Seniors (16U – Senior League)
  - 18U (18U Base Ruth Division)

*\*Typical divisions and ages are listed in parentheses*

- Single A players are not eligible to participate on TOC or district team. Single A participates in an in-house all-star game that is played once the season concludes.

### Softball

- Special Games
  - 8-Year-Old Softball (Rookies and Minors Division)
- Little League Tournament
  - 10-Year-Old Softball (Minors and Majors Division)
  - 11-Year-Old Softball (Majors and Minors Division)
  - 10–12-Year-Old Softball (Majors and Senior Division)
  - Senior Softball (16 and Under – Seniors Division)

### 7.1 Tournament of Champions

The Tournament of Champions (TOC's) is considered a "special games" tournament within the district for baseball league age divisions from 7 to 12-years-old. The tournament consists of 3-4 pool-play games followed by a single elimination championship bracket for the top four teams. Game schedules and locations are set by district officials. Weekday games are in the evening (6:00 pm and 8:00 pm start times). Weekend games are held all day and into the evening.

Players are eligible for TOC participation provided they meet the league age requirement for the applicable tournament division and have participated in at least eight (8) regular season games during the current spring season.

### 7.2 District Tournament

The District Tournament is the first stage of the Little League International Tournament. District champions are invited to advance to the State Tournament. At the Little League "Majors" Division and above, teams that win the State Tournament advance to the Southeast Regional Tournament where the winner advances to the World Series. The District Tournament consists of a double elimination format. Game schedules and locations are set by district officials. Weekday games are in the evening (6:00 pm and 8:00 pm start times). Weekend games are held all day and into the evening.

Players are eligible for District Tournament participation provided they meet the criteria established by the Little League Residency and School Attendance Player Eligibility Requirement, meet the league age requirement for the applicable tournament division, and have participated in at least eight regular season games (six regular season games for Senior League) during the current spring season.

### 7.3 Documentation Requirements

All players selected to participate in All-Stars must provide the following documentation. The league encourages parents to complete the School Enrollment Form as the simplest method of providing residency proof, assuming the player attends a school within the league boundary.

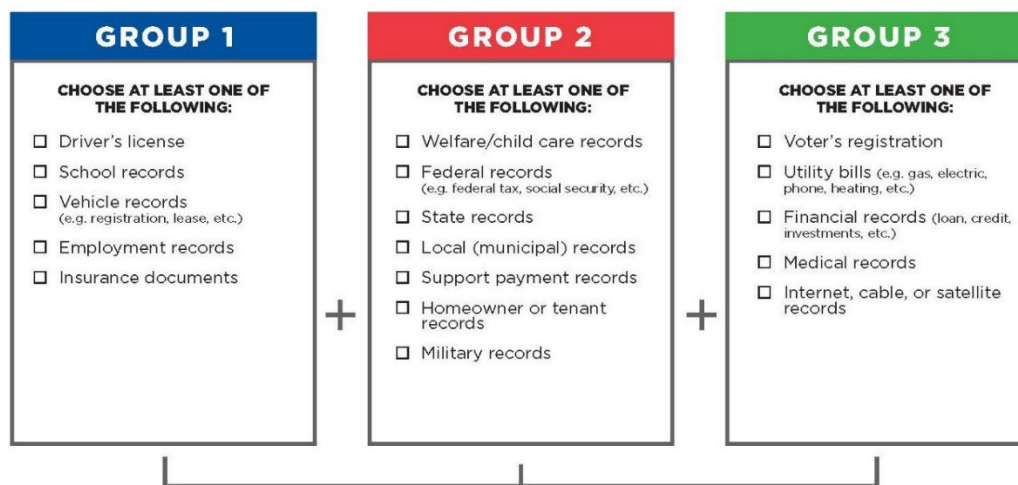
- (1) **Original Birth Certificate** (copies are **NOT ACCEPTED** by Little League). Birth Certificates will be returned to parents by the conclusion of tournament play.
- (2) [Tournament Player Verification Form](#), completed and signed by a parent/legal guardian
- (3) [Medical Release Form](#), completed and signed by a parent/legal guardian
- (4) **Residency Proof:**
  - a. [School Enrollment Form](#), completed and signed by a parent/legal guardian and the player's school administrator,

– OR –

  - b. If the player does not attend school within the Lake Norman Little League boundary, then the school enrollment form is not an option. One document from **EACH** of these three groups (3 proof of residency documents in total):

**RESIDENCY SHALL BE ESTABLISHED AND SUPPORTED BY:**

Documents containing the full residence which includes **parent(s) or court-appointed guardian(s) name, street address, city, state, and zip code information, dated or in force between February 1 of the previous year and February 1 of the current year, from ONE or more documents from EACH of the three groups outlined below:**



**Note 1:** Three documents from the same group constitute only ONE document.

**Note 2:** Certain documents may be used in different Groups, but will count for only one Group per child. Example – If a water/sewer bill is used to satisfy Group II as a municipal record, that same bill CANNOT be used as a utility bill to satisfy Group III.

\*Documents must be dated between 2/1 of the prior year and 2/1 of the current year. (2025 All star teams must have forms dated from 2/1/24 – 2/1/25)

## 7.4 All-Stars Commitment Requirement

Participating in All-Stars is a choice; and that while it is a privilege to play, it is also a commitment with added practices and games. All-Star practices begin immediately following regular season championships and often occur daily leading up to tournament play. Missing a few practices and even a game does not necessarily prevent selection to an All-Star team; however, missing an entire week takes an opportunity away from another player who could commit to preparing with the team. If you realize that your son or daughter has several conflicts, it may be a wise decision to pass on a tournament selection and allow another Little Leaguer to share in the experience.

## 7.5 All-Stars Uniforms

All-Star uniforms must be purchased for participating players and include a league hat, jersey, belt, and socks. Parents are required to provide game pants. Costs for all-stars is generally between \$80-\$100.

## 7.6 Selection of All-Star Team Managers

The Coaches Committee (and divisional coaches) will nominate Team Managers from the eligible divisions of play. Team Managers are not required to have a child selected to a team to be eligible for selection. If multiple coaches are nominated for a specific All-Star team a division vote may be taken where each team manager and primary assistant will cast a vote for who will represent Lake Norman and serve as the team manager. Selected team manager will select their assistant coaches. Final approval of each Team Manager and assistants will be made by the League President. Considerations should include previous coaching experience, including All-Star experience, character, regular and post season performance.

Coaches Committee – division commissioners, coaching coordinator, VP Baseball, and President

All Star Selection Committee – Board Members and team managers.

## 7.7 Selection of All-Star Players

Regular season Team Managers may nominate up to five\* players from their team for All-Stars regardless of league age. All-Star nominees are then voted on by two coaches from each team within the applicable division. Each team manager and one assistant coach from each team may vote. Once all votes are counted the top nine vote receivers at each age group make the team with the final roster spots being determined by the All-Star Committee, Team Managers within the division and league officials who can attend the tryouts. In many cases the top 15-20 vote getters will be invited to an all-star tryout where coaches and league officials select the final 3-5 spots. All-star voting is confidential and will not be shared. The League President, Player Agent and VP of Baseball and Softball shall review and certify results.

\*Coaches may select more than five players if a younger player on their team deserves a nomination to a younger all-star team. (ie. Little league age 10-year-old is playing in majors and their team has 5 players at the 11 or 12 age division also nominated)

## 7.8 Selection of Multiple All-Star Teams at the Same Age Group

When the board determines that there is enough interest to form more than one competitive team at a specific age group a district team will be announced followed by a TOC team roster. The district team will represent Lake Norman in both the TOC and district tournaments. The TOC team will compete in the TOC tournament and for the 9's and below the team will have the option to compete in the district tournament. Two teams are established to provide more players an opportunity to participate in All-Stars. The district team will be named and selected first. The coaching staff and league officials will determine if the TOC team plays in the district tournament. If a TOC team were to win (or in some cases 2<sup>nd</sup> place) the district tournament they would represent Lake Norman at the state tournament. Softball does not compete in the TOC tournament. When two teams are formed the same steps are used except the second team is not classified as a "TOC" Team.

Only one team is selected at the junior, senior, and 18u level.

## 7.9 All-Stars Tryouts (if needed)

If All-Star tryouts are required to finalize a team roster, Lake Norman Little League will establish and communicate dates. Tryouts would be complete by the end of May. Multiple age-specific tryouts may be scheduled to finalize rosters.

# 8 Appendix

## 8.1 Player Agent Responsibilities

The Player Agent is an officer on the Board. The Player Agent shall:

- Receive and review player registrations and assist the President in verifying residence and age eligibility.
- Conduct player skill evaluations, the selection of players (drafts), and all other player transaction or selection meetings.

- Record all player transactions and maintain an accurate and up-to-date record thereof.
- Prepare team rosters and the tournament team eligibility affidavit for the President's approval and submission to Little League.
- Notify Little League of any subsequent player replacements or trades.
- Assign all players in the Tee Ball divisions with the assistance of the Division Commissioner.

## 8.2 Division Commissioner Responsibilities

Division Commissioners are approved by the Board and are members of the Coaches Committee. Division Commissioners are the liaison between the Board and coaches. Division Commissioners shall operate in accordance with Little League rules and these policies. Responsibilities may include:

- Determining the appropriate number of divisional teams.
- Recruiting and nominating coaches for the division.
- Assisting the Safety Officer to assure volunteer background checks are completed.
- Reviewing Local Rules with coaches.
- Assisting the Player Agent with skill evaluations, the selection of players (draft), and coordinating trades.
- Assisting the Equipment Manager in getting equipment picked up and returned by coaches.
- Participating in coaches' clinics.
- Distributing uniforms to coaches.
- Attending and observing games when possible.
- Monitoring pitching rules and adherence of coaches to the Local Rules.
- Collecting and inputting game scores on the league website.
- Assisting with opening day and championship night activities.
- Collecting end of season player evaluations from coaches

### 8.3 Little League Baseball – League Age Chart

## 2026 Little League® Age Chart



Match month (top line) and box with year of birth. League age indicated at right.

JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	SEP	OCT	NOV	DEC	AGE
2022	2022	2022	2022	2022	2022	2022	2022	2021	2021	2021	2021	4
2021	2021	2021	2021	2021	2021	2021	2021	2020	2020	2020	2020	5
2020	2020	2020	2020	2020	2020	2020	2020	2019	2019	2019	2019	6
2019	2019	2019	2019	2019	2019	2019	2019	2018	2018	2018	2018	7
2018	2018	2018	2018	2018	2018	2018	2018	2017	2017	2017	2017	8
2017	2017	2017	2017	2017	2017	2017	2017	2016	2016	2016	2016	9
2016	2016	2016	2016	2016	2016	2016	2016	2015	2015	2015	2015	10
2015	2015	2015	2015	2015	2015	2015	2015	2014	2014	2014	2014	11
2014	2014	2014	2014	2014	2014	2014	2014	2013	2013	2013	2013	12
2013	2013	2013	2013	2013	2013	2013	2013	2012	2012	2012	2012	13
2012	2012	2012	2012	2012	2012	2012	2012	2011	2011	2011	2011	14
2011	2011	2011	2011	2011	2011	2011	2011	2010	2010	2010	2010	15
2010	2010	2010	2010	2010	2010	2010	2010	2009	2009	2009	2009	16

**NOTE:** This age chart is for BASEBALL DIVISIONS ONLY, and only for 2026.

## 8.4 Little League Softball – League Age Chart

### 2026 Little League® Age Chart



Match month (top line) and box with year of birth. League age indicated at right.

JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	SEP	OCT	NOV	DEC	AGE
2021	2021	2021	2021	2021	2021	2021	2021	2021	2021	2021	2021	4
2020	2020	2020	2020	2020	2020	2020	2020	2020	2020	2020	2020	5
2019	2019	2019	2019	2019	2019	2019	2019	2019	2019	2019	2019	6
2018	2018	2018	2018	2018	2018	2018	2018	2018	2018	2018	2018	7
2017	2017	2017	2017	2017	2017	2017	2017	2017	2017	2017	2017	8
2016	2016	2016	2016	2016	2016	2016	2016	2016	2016	2016	2016	9
2015	2015	2015	2015	2015	2015	2015	2015	2015	2015	2015	2015	10
2014	2014	2014	2014	2014	2014	2014	2014	2014	2014	2014	2014	11
2013	2013	2013	2013	2013	2013	2013	2013	2013	2013	2013	2013	12
2012	2012	2012	2012	2012	2012	2012	2012	2012	2012	2012	2012	13
2011	2011	2011	2011	2011	2011	2011	2011	2011	2011	2011	2011	14
2010	2010	2010	2010	2010	2010	2010	2010	2010	2010	2010	2010	15
2009	2009	2009	2009	2009	2009	2009	2009	2009	2009	2009	2009	16

**NOTE: This age chart is for SOFTBALL DIVISIONS ONLY, and only for 2026.**

## 8.5 Example Team Welcome Letter

Subject: Welcome to Lake Norman Little League – [Season] – [Division] – [Team Name]

Hello!

Welcome to another exciting season with Lake Norman Little League!

My name is [Team Manager's Name], and I have the privilege of being your child's Head Coach this season with Lake Norman Little League. I'm looking forward to a great season! [Add any personal details you would like here including volunteer/coaching experience, family participation in the league, etc.]

This season, our team will be the [Team Name] and we will wear [team color] jerseys. Each player will need to provide their own game pants, which shall be white [white is standard, but teams have the option of all wearing another color that matches team jerseys].

**PRACTICES:** Practices will begin at [practice start time] and last [practice duration]. We will end practices on time, so please have your players there promptly so they don't miss any valuable practice time.

[Insert listing of preseason practice dates and locations.]

**GAMES:** Games will be played at [list parks where division games will be played] this season. Games will be scheduled on [list game days of the week]. Games begin at [list game start times] and we ask players to arrive by [list arrival time] for warm-ups. Our first game will be played on [enter date of first game]. Complete schedules will be available on the league's website over the next week or so.

Please e-mail me at any time or call/text me at [Team Manager's cell phone number]. My goal is to communicate regularly with you and do my absolute best for your kids so that they have a memorable and fun season. I want every player to walk away from this season being proud of their growth and accomplishments.

Let's PLAY BALL!

Sincerely,

[Team Manager's name & contact information]

## 8.6 Lightning Policy & Procedures



### Lightning Policy & Procedures

This policy is intended to protect participants during league activities. This procedure is mandatory upon the presence of lightning and thunder in the immediate area of activities. To these points, the league will comply with "Appendix A - Lightning Safety Guidelines" as outlined in Little League's Official Regulations, Playing Rules, and Operating Policies.

#### LIGHTNING MONITOR

The Division Commissioner designates or maintains the role of Lightning Monitor at their division's games. The Lightning Monitor should not be a game participant as they are unable to devote the attention needed to monitor conditions. The Lightning Monitor must be empowered to ensure guidelines are followed. The Lightning Monitor is encouraged to download a weather application to their smartphone that includes lightning safety among its features. During practices, Team Managers shall designate or maintain the role of Lightning Monitor for the team's practice field.

#### LIGHTNING PROCEDURE

The sooner activities are stopped, and people get to a safe place, the greater the level of safety. The Lightning Monitor shall identify thunderstorms and/or lightning activity that is within 6-10 miles of the venue. Below are other criteria that should be used to halt activities:

1. If lightning is observed
2. If thunder is heard
3. If time between lightning and corresponding thunder is less than 30 seconds (indicates storm is 6 miles or less away)

When the Lightning Monitor identifies a need to act, he/she should communicate with the umpires, coaches, players and fans to temporarily suspend play and inform all to seek a safe place.



**SAFE PLACES** include the following:

1. A hard-topped vehicle
2. A substantial building

Safe areas **DO NOT INCLUDE:**

1. Anywhere on the field
2. Dugout
3. Bleachers

#### WHEN PLAY RESUMES

In the event of lightning, games and practices shall halt for at least 30 minutes before resuming. The Lightning Monitor is responsible to keep track of the 30-minute time limit and shall inform umpires once it is safe to resume play. If lightning occurs during the 30-minute wait period and it is determined to be within 6-10 miles away, the 30-minute wait period restarts until the Lightning Monitor determines it is safe to resume play or postpone the event. All games have specific time limits. In the event a lightning delayed game cannot be resumed within the time limit, the game may need to be postponed at the discretion of the Lightning Monitor.

## **Information Found in the Little League Rule Book Under Appendix A – Lightning Safety Guidelines**

### **Who should monitor the weather and who is responsible for making the decision to stop activities?**

Lightning safety plans should specify that someone be designated to monitor the weather for lightning. The ‘lightning monitor’ should not include the coaches, umpires, or referees, as they are not able to devote the attention needed to adequately monitor conditions. The ‘lightning monitor’ must know the plan’s guidelines and be empowered to assure that those guidelines are followed.

### **When should activities be stopped?**

The sooner activities are stopped and people get to a safe place, the greater the level of safety. In general, a significant lightning threat extends outward from the base of a thunderstorm cloud about 6 to 10 miles. Therefore, people should move to a safe place when a thunderstorm is 6 to 10 miles away. Also, the plan’s guidelines should account for the time it will take for everyone to get to a safe place. Here are some criteria that could be used to halt activities.

1. If lightning is observed. The ability to see lightning varies depending on the time of day, weather conditions, and obstructions such as trees, mountains, etc. In clear air, and especially at night, lightning can be seen from storms more than 10 miles away provided that obstructions don’t limit the view of the thunderstorm.
2. If thunder is heard. Thunder can usually be heard from a distance of about 10 miles provided that there is no background noise. Traffic, wind, and precipitation may limit the ability to hear thunder less than 10 miles away. If you hear thunder, though, it’s a safe bet that the storm is within ten miles.
3. If the time between lightning and corresponding thunder is 30 seconds or less. This would indicate that the thunderstorm is 6 miles away or less. As with the previous two criteria, obstructions, weather, noise, and other factors may limit the ability to use this criterion. In addition, a designated person must diligently monitor any lightning. In addition to any of the above criteria, activities should be halted if the sky looks threatening. Thunderstorms can develop directly overhead and some storms may develop lightning just as they move into an area.

### **When should activities be resumed?**

Because electrical charges can linger in clouds after a thunderstorm has passed, experts agree that people should wait at least 30 minutes after the storm before resuming activities.

### **What should be done if someone is struck by lightning?**

Most lightning strike victims can survive a lightning strike; however, medical attention may be needed immediately – have someone call for medical help. Victims do not carry an electrical charge and should be attended to at once. In many cases, the victim’s heart and/or breathing may have stopped and CPR may

be needed to revive them. The victim should continue to be monitored until medical help arrives; heart and/or respiratory problems could persist, or the victim could go into shock. If possible, move the victim to a safer place away from the threat of another lightning strike.

## 8.7 Volunteer Code of Conduct



### Volunteer Code of Conduct

Lake Norman Little League requires all volunteers to comply with this code of conduct and acknowledge their understanding and agreement with this policy during registration.

#### **VOLUNTEER CODE OF CONDUCT:**

No league volunteer, player or spectator shall, at any time:

1. Lay a hand upon, push, shove, strike, or threaten to strike an official.
2. Be guilty of heaping personal verbal or physical abuse upon any official for any real or imaginary belief of a wrong decision or judgment.
3. Be guilty of an objectionable demonstration of dissent at an official's decision by throwing of gloves, helmets, hats, bats, balls, or any other forceful unsportsmanlike action.
4. Be guilty of using unnecessarily rough tactics in the play of a game against the body of an opposing player.
5. Be guilty of a physical attack upon any board member, official, coach, volunteer, player or spectator.
6. Be guilty of the use of profane, obscene or vulgar language in any manner at any time.
7. Appear on the field of play, stands, or anywhere within the sports complex while in an intoxicated state. Intoxicated will be defined as an odor or behavior issue.
8. Be guilty of gambling upon any play or outcome of any game with anyone at any time.
9. Smoke while in the stands or on the playing field or in any dugout. Smoking will only be permitted in designated areas (if available).

10. Be guilty of publicly discussing with spectators in a derogatory or abusive manner any play, decision or an opinion on any participants during the game.

11. As a coach, be guilty of mingling with or fraternizing with spectators during the game.

12. Speak disrespectfully to any coach, official or representative of the league.

13. Be guilty of tampering or manipulating any league rosters, schedules, draft positions or selections, official score books, rankings, financial records or procedures.

14. Challenge an umpire's authority. The umpires shall have the authority and discretion during a game to penalize the offender according to the infraction up to and including expulsion from the game.

*The Protest Committee will review all infractions of this Code of Conduct. Depending on the seriousness or frequency, the league may assess disciplinary actions as outlined in the League Bylaws.*

## 8.8 Coaches Code of Conduct



### Coaches Code of Conduct

1. **SPEED LIMIT IS 5 MPH** within parks while attending any league function. Watch for small children around parked cars.
2. **NO ALCOHOL ALLOWED** within parks while attending any league function (home or away!).
3. **NO SMOKING OR TOBACCO PRODUCTS** of any kind allowed when representing the league.
4. **NO PLAYING IN PARKING LOTS** at any time.
5. No Playing on and around lawn/maintenance equipment.
6. **NO PROFANITY ALLOWED** within parks while attending any league function.
7. **NO SWINGING BATS OR THROWING BASEBALLS** at any time within the park walkways and common areas.
8. **NO THROWING BALLS AGAINST BACKSTOPS** or against dugouts.
9. **NO THROWING ROCKS** and **NO CLIMBING FENCES**.
10. Only a player on the field and at bat may swing a bat.
11. **OBSERVE ALL POSTED SIGNS.** Players and spectators should always be alert for foul balls and errant throws.
12. During game, players must always remain in the dugout area in an orderly fashion.
13. After each game, each team must clean up trash in dugout and around stands.
14. All gates to the field must always remain closed. After players have entered or left the playing field, gates should be closed and secured.
15. **24-Hour Rule:** I shall not discuss a game, a play or a strategy with a parent for at least 24 hours after the contest. This moves the discussion away from the players and gives everyone a chance to quell their emotions and resolve a disagreement rationally. The 24-Hour Rule is a good way for all participants to take a breath and decide whether their concern really is a matter of fairness or an intense emotional reaction forged in the heat of competition. Our children are the beneficiary of the 24-Hour Rule!

*Failure to comply with the above may result in disciplinary action as outlined in the League Bylaws.*

## 8.9 Parents Code of Conduct



### Parents Code of Conduct

Lake Norman Little League has implemented this Parents Code of Conduct for the important message it holds about the proper role of parents in supporting their child in sports. Parents should read, understand and abide by this code of conduct while participating in league sponsored events.

Any parent guilty of improper conduct at any game or practice will be asked to leave the facility and be suspended from the following game. Repeat violations may cause a multiple game suspension, or the season forfeiture of the privilege of attending games.

#### PREAMBLE

The essential elements of character-building and ethics in sports are embodied in the concept of sportsmanship and these core principles:

- Trustworthiness
- Respect
- Responsibility
- Fairness
- Caring
- Good Citizenship

The highest potential of sports is achieved when competition reflects these six pillars of character.


#### I THEREFORE AGREE:

1. I will not force my child to participate in sports.
2. I will remember that children participate to have fun and that the game is for youth, not adults.
3. I will inform the coach of any physical disability or ailment that may affect the safety of my child or the safety of others.
4. I will learn the rules of the game and the policies of the league.
5. I (and my guests) will be a positive role model for my child and encourage sportsmanship by showing respect and courtesy, and by demonstrating positive support for all players, coaches, officials and spectators at every game, practice or other sporting event.
6. I (and my guests) will not engage in any kind of unsportsmanlike conduct with any official, coach, player, or parent such as booing and taunting;

refusing to shake hands; or using profane language or gestures.

7. I will not encourage any behaviors or practices that would endanger the health and wellbeing of the athletes.
8. I will teach my child to play by the rules and to resolve conflicts without resorting to hostility or violence.
9. I will demand that my child treat other players, coaches, officials and spectators with respect regardless of race, creed, color, sex or ability.
10. I will teach my child that doing one's best is more important than winning, so that my child will never feel defeated by the outcome of a game or his/her performance.
11. I will praise my child for competing fairly and trying hard, and make my child feel like a winner every time.
12. I will never ridicule or yell at my child or other participants for making a mistake or losing a competition.
13. I will emphasize skill development and practices and how they benefit my child over winning.
14. I will promote the emotional and physical wellbeing of the athletes ahead of any personal desire I may have for my child to win.
15. I will respect the officials and their authority during games and will never question, discuss, or confront coaches at the game field, and will take time to speak with coaches at an agreed upon time and place.
16. I will demand a sports environment for my child that is free from drugs, tobacco, and alcohol and I will refrain from their use at all sports events.
17. I will refrain from coaching my child or other players during games and practices, unless I am one of the official coaches of the team.
18. **24-Hour Rule:** I shall not discuss a game, a play or a strategy with a coach for at least 24 hours after the contest. This moves the discussion away from the players and gives everyone a chance to quell their emotions and resolve a disagreement rationally. The 24-Hour Rule is a good way for all participants to take a breath and decide whether their concern really is a matter of fairness or an intense emotional reaction forged in the heat of competition. Our children are the beneficiary of the 24-Hour Rule!

## 8.10 All-Stars Participation Commitment Form Example



COMMITTED TO PROVIDING THE BEST YOUTH BASEBALL & SOFTBALL EXPERIENCE IN THE LAKE NORMAN AREA

## 2022 ALL-STARS PARTICIPATION COMMITMENT FORM

<b>Program:</b>	<input type="checkbox"/> Baseball	<input type="checkbox"/> Softball
<b>Division:</b>	<input type="checkbox"/> Grapefruit <input type="checkbox"/> Intermediate <input type="checkbox"/> AAA <input type="checkbox"/> Junior League <input type="checkbox"/> Majors <input type="checkbox"/> Senior League	<input type="checkbox"/> Rookies <input type="checkbox"/> Senior League <input type="checkbox"/> Minors <input type="checkbox"/> Majors

Player Name: \_\_\_\_\_ Team Name: \_\_\_\_\_  
 Parent Name: \_\_\_\_\_ Coach Name: \_\_\_\_\_  
 Parent Email: \_\_\_\_\_ Parent Phone: \_\_\_\_\_

If your child is interested and available to be considered for All-Stars, place an **X** on any dates he/she is **NOT AVAILABLE** for games or practices.

Sun	Mon	Tue	Wed	Thu	Fri	Sat
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30		

Sun	Mon	Tue	Wed	Thu	Fri	Sat
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31						

\*\*\* Submittal of this form does not guarantee All-Stars selection \*\*\*

Submittal of this form is your commitment that should your child be selected, he/she is available to participate in All-Star team practices and tournaments except for conflict dates indicated above.

PARENT'S SIGNATURE: \_\_\_\_\_ DATE: \_\_\_\_\_

All-Star tournament dates and locations are listed here:  
<https://www.lknll.com/Default.aspx?tabid=2566006>

These Bylaws were approved by Lake Norman Little League's Board of Directors on insert date.

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SIGNED:  
GERWOOD SHEPHARD, PRESIDENT

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WITNESSED:  
HEATHER KLINE, SECRETARY

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Little League ID No. 00281702

Federal ID No. 56-1335972

These Bylaws, on file at Regional Headquarters, are the Official Bylaws of Lake Norman Little League, Inc.