



The following policies govern the scheduling efforts for Spotsylvania County Little League (SCLL). These serve as guiding principles for creating the league schedule. Due to field limitations, volunteer availability, weather, and other external factors, SCLL cannot make scheduling guarantees.

## Schedule Creation

- Managers/Coaches of Multiple Teams: The league will make a reasonable effort to deconflict schedules for managers and coaches of multiple teams. This includes spouses managing separate teams. Deconfliction efforts will prioritize managers over assistant coaches.
- Number of Events Per Week: SCLL will attempt to schedule two events per week for each team in order to keep players involved, however this is not always possible when there are an odd number of teams in a division. Makeup games will typically be in addition to the previously scheduled two events.
- Game Times
  - Weeknight games will generally start at 6:00 PM. Exceptions, up to 30 minute shifts earlier or later, may be made based on player availability, expected length of games, and lighting availability. Weeknight Interleague games hosted by SCLL will begin at 6:30 PM to accommodate travel for visiting teams.
  - Saturday game times will vary by division. Player pitch divisions will be scheduled for 9:00 AM, 12:00 PM, 3:00 PM, and 6:00 PM to help facilitate umpire coverage. Coach Pitch / Machine Pitch divisions will generally follow the same time slots, but may be altered as necessary due to field availability. Tee Ball games will be scheduled in 90 minute increments starting no earlier than 9:00 AM.
  - Sunday games may occur as makeup games and will be scheduled to start in the afternoon to accommodate religious services.
- Field Assignment: Field assignments are determined in collaboration with Spotsylvania Parks and Recreation based on division requirements and light availability. Due to the required length of games in the player pitch divisions and the limited number of fields with lights, the player pitch divisions will be given priority for the use of lighted fields.
- Player Pool Considerations: All teams from the same division will not play on a single weeknight or weekend time slot to ensure player pool availability. If a division has 2 or fewer teams, the next younger division should not be entirely scheduled for the same day or time slot. This allows players in that younger division to potentially play up a division as a player pool player.

- Umpire Coverage Considerations: The league will strive to balance games requiring umpires across weeknights and Saturday time slots. The goal is to ensure that no weeknight or Saturday time slot has a deviation greater than 2 games from any other time slot to avoid straining umpire resources.

## Requests & Conflicts

- Manager Requests: Must be submitted by the manager application deadline. Only reasonable, job- or health-related requests will be considered. Late requests are not guaranteed to be accommodated.
- Fulfillment of Schedule: Once published, the schedule is final. Managers are responsible for ensuring coverage via assistant coaches or substitutes. If player pool players are needed to play an official game (player pitch divisions), the manager is responsible for following the player pool guidelines to augment their team. A manager's personal conflict is not justification for rescheduling.
- Travel Teams & Player Availability: Scheduling conflicts resulting from travel tournaments will not result in rescheduled games. Managers must utilize the player pool and assistant coaches to fill gaps when unavailable. Managers are strongly discouraged from drafting a majority of players from a single travel team.
- Failure to fulfill the published schedule through excessive forfeits, reschedule requests, or noncompliance may result in the team not meeting Little League International requirements for tournament play.

## Cancellations & Makeups

- Weather Cancellations: When weather and/or field conditions are not suitable for play across the league, SCLL will issue a league-wide cancellation of games and practices. In the absence of a league-wide decision for games, Rule 3.10 and Rule 4.01(d) cover the gametime decision to cancel or play. Practice cancellations are generally left to the discretion of the team manager unless Spotsylvania Parks and Recreation closes the fields in which case, SCLL is forced to cancel. **Managers cannot cancel games in advance without prior authorization from the League President** and should make every effort to hold practices as scheduled.
- Makeup Games: SCLL will attempt to schedule makeup games for games cancelled or suspended due to weather or field conditions. Priority will be given to games necessary to meet all-star eligibility requirements. Additional scheduling conflicts may be considered if provided within 24 hours of game cancellation. Player pool and assistant coaches should be used when players or managers are unavailable.

- Short Notice Schedule Changes: Games will not be added or rescheduled with less than 72 hours' notice. If there is an urgent need for a game to be scheduled with less than 72 hours' notice, it must be approved by the League President.

### **Additional Practice Requests**

- Managers may request additional practices by contacting the Facility Manager under the following conditions:
  - Request must be submitted at least 72 hours in advance.
  - Must be held on fields approved for use by the league (per insurance requirements).
  - Field requests are subject to field availability in coordination with Spotsylvania Parks and Recreation.
- SCLL will cover the cost of up to two additional practices per season during any week in which a team has only one scheduled event, either due to the regular schedule or a cancellation. Any additional practices beyond this, or practices scheduled in weeks with more than one event, are the responsibility of the team manager and must be paid directly to Spotsylvania Parks and Recreation before the practice will be scheduled.

### **Exception Approval Process**

SCLL recognizes that rare circumstances or special events may necessitate exceptions to the conditions of this policy. Changes such as, but not limited to, swapping games, rescheduling inside the 72 hour window, or deviating from assigned day, time, or field patterns must be approved by the League President or their designated representative (typically the Vice President or Facility Manager.) The decision to approve policy exceptions must consider the impact on the league such as umpire coverage and player pool availability. As such, the League President will consult with the Player Agent and Umpire in Chief prior to making a decision. Exceptions will not be approved for manager absences or travel team conflicts. The use of assistant coaches and player pool athletes is expected.