Lincoln Glen Little League

San Jose, California

Bylaws/Local Rules

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Lincoln Glen Little League

San Jose, California Local Rules

The League hereby establishes these local rules. In no way should these rules conflict with the rules of Little League Baseball, Inc.

The Board of Directors of Lincoln Glen Little League adopted these local rules on October 6 2026, by a majority vote of the Board of Directors.

I. Elections

1. In September of each year, a meeting to elect the members of the Board of Directors for Lincoln Glen Little League ("the League") will be held. Notice shall be sent electronically to all e-mails in the registration system form the prior season at least ten days in advance of the meeting. Every registered league member in good standing is entitled to vote in this election.

2. Following the election of the members of the board, all board members will vote for board officers, including the following:
    a. President
    b. Vice President
    c. Secretary
    d. Treasurer
    e. Vice President – Jr./Sr. League
    f. Vice President – Majors
    g. Vice President – AA/AAA
    h. Vice President - A Ball
    i. Vice President - Farm
    j. Vice President – T-Ball
    k. Player Agent
    l. Safety Officer
    m. Umpire in Chief
    n. Equipment Director
    o. Field Operations
    p. Information Officer
    q. Legal and Insurance
    r. Sponsors & Social Media
    s. CRC
    t. SS Concessions Director
    u. SS Business Director

v. Volunteer Officer
w. Team Parent Director
x. Scheduling
y. Coach Coordinator
z. Events Director

3. Advisors are to be appointed by the members of the board and serve at the pleasure of the board. Advisors are not voting members of the board.

4. For all duties of the roles above, please refer to www.lincolnglenbaseball.com

I.a. Board Mission, Schedule & Voting

1. The Board of Directors meets, at minimum, on a monthly cadence between September and June. The schedule shall be posted on the league's webpage at www.lincolnglenbaseball.com and all community members are welcome to open portions of the meeting. The Board shall ensure that minutes of meetings are shared promptly and Board contact info is current on the league's webpage.

2. The mission of the Board of Directors is to ensure that all actions adhere to the goals stated by Little League International. Most importantly, this includes the belief in the power of youth baseball to teach life lessons that build stronger individuals and communities. This goal is just as important as the development of baseball skills throughout a player's journey with Lincoln Glen Little League.

3. To support this mission, the Board of Directors ensure that all actions taken on behalf of the league have proper review and approval by vote (as defined by the Constitution). In particular, the following areas have a specific focus:
    a. Financial Statements and Annual Budget
    b. Any deviations from the Budget (beyond spend limits as defined by the Constitution)
    c. Changes in Constitution & Local Rules (this document)
    d. Divisional Structure & Team Formation
    e. Approval of Volunteer Requirements & On-Field Volunteers
    f. Creation and delegation of powers to Committees (see section 1b below)
    g. Any significant agreements (>$5K impact) with 3rd parties
    h. Sponsor Plan
    i. Safety Plan

4. These items should be planned in advance as guided by the President of the League (or Vice President in the President's absence) for the respective Board members responsible for that item. The President will provide a proposed agenda to the Board in the week prior to the official meetings. All Board Members may submit items for the agenda and are encouraged to do so. Any proposals are encouraged to be pre-reviewed for

submission by the Committees referenced in section 1b, where applicable. The President will strive to provide a meeting packet in advance of the meeting for review and comment by the Board of Director of all key proposals.

5. The general schedule of planned key agenda items and approvals is below. In the event of an emergency decision needed by the Board, the respective Board member leading the proposal may submit a request to the Executive Committee for consideration and guidance on execution. The Executive Committee may use email approvals within the guidelines of the Constitution if deemed necessary, and to be ratified in person at the next board meeting.

6. The official address for Lincoln Glen Little League is: P.O. Box 8667, San Jose, CA 95155

Board Approval Schedule

All Board Meetings should include any relevant updates on the following items:

1. Finance Committee Meetings
2. CRC Matters
3. Concessions Updates
4. City of San Jose & D12 Updates
5. Any Community Feedback

The following schedule is the expected timeline of approval for key items by the Board of Directors:

Month	Approval Items
September	• Election of Board Members
October	• Annual Budget & Registration Fees • Sponsor Plan • Volunteer Requirement • Waivers/Other Registration Needs
November	• Constitution • Committee Formation
December	• Safety Plan • Evaluations Plan • Key Dates Completion (Opening Day, Photo Day)
January	• Initial On-Field Volunteers Approval • Team Count • Fields Plan

February	• Final On-Field Volunteers Approval • Opening Day Plan • Umpire Plan
March	• All-Star Plan
April	• In-season matters (as needed)
May	• Fall Ball Plan • Closing Procedures

I.b. Committees

The Board of Directors supports the Committees below to manage the execution of key operational areas for the league. The goal of Committees are as follows:

1. Adhere to the mission of the Board of Directors for their respective focus areas
2. Review as a team in detail any proposals needing approval from the Board.
3. Provide details to the President or Vice President in advance of the next Board meeting for review and approval.
4. With approval from the Board, execute the focus areas of the Committee and report any issues as soon as possible.

The following are the Key Committees for 2027:

Committee	Focus Areas	Lead(s)	Members
Executive Committee	Process for voting, emergency issues, general league communications strategy, Administrative Matters (Insurance, Legal, City)	President	Vice President, Legal, Secretary, Treasurer, Info Officer
Finance Committee	Preparation and monitoring of Budget, Spend Authorizations, Audits/Compliance, Financial Statements & Reconciliations	Treasurer	President, Vice President, Legal, Secretary, Events Director
Umpire Committee	Umpire Plan & Resources	Chief Umpire	Vice President, Player Agent, President

Conduct Review Committee	Ensure compliance with the league code of conduct; review any conduct matters and submit proposed actions to the Board of Directors	CRC	Vice President, Legal, Secretary, Safety Officer, Equipment Director, Player Agent, Info-Officer
Sponsor & Events Committee	Sponsor Plan, Events, Opening Day	Sponsor & Social Media – Sponsor Plan; Events Director	Vice President, Fields, Volunteer Officer, Scheduling, Team Parent Director
Fields & Equipment Committee	Field Maintenance & Improvements, Snack Shack & Concessions, Equipment	Field Ops	Equipment, Fields, Field Ops Vice President, Safety Officer
Divisions Committee	Evaluations Process, Divisional Structure, Manager Approvals, All Stars/Tournaments	Player Agent	President, VP, Majors VP, Minors VP, Coach Coordinator

Concessions Committee	Volunteer Scheduling, Concession Offerings, Swag and other sales items	SS Business Director	SS Concessions Director, Team Parent Director, Events Director, Volunteer Officer, Legal

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II. Registration of Players

1. The league will use an online registration system to permit children between the League ages of 4 and 16 years of age, according to Williamsport definition, to register to play in the League.

2. During all evaluation sessions, there shall be a table set up for the purpose of accepting late sign-ups, who will need to register online after the evaluation. Any late signups after the Board designated registration period end date (for all divisions above T-Ball) will be placed based on need for balance as determined by the Divisions Committee. Friend requests are not guaranteed.

3. The league utilizes online registration at www.lincolnglenbaseball.com and verifies electronically a new registrant's address is within the boundaries of the League or have a waiver to play in the league. The league will also allow manual registrations as approved by the Board of Directors.

4. The size of team rosters and the number of teams in each division (outside of T-Ball) shall be determined based on the number of players registered and shall be determined by the Divisions Committee as per their authorization provided by the Board of Directors. The Player Agent and VP of each division will lead the structure proposal for the Divisions Committee vote. The Divisions Committee will keep the Board of Directors apprised of any division plans considering team counts and players per team per the guidelines below.

III. Division Age (age on August 31 of the year)

1. **Senior League: 14 – 16 years old**

2. **Junior League: 13 – 14 years old**

3. **Little League Major Division: 10 – 12 years old**
    a. The Divisions Committee will determine the appropriate number of teams and player counts in Majors considering: registered players and the pool of available Managers and Coaches. Should the Divisions Committee not come to a majority agreement, a proposal by any Divisions Committee member for a Board vote shall be initiated.
    b. All 12year old players shall be drafted to a Majors Division team unless granted a "Safety" Waiver by the District 12 Administrator.
    c. To fill out the remaining teams, the Divisions Committee (led by the Player Agent), will identify the list of registered 11 year olds committed to playing in Majors. 11 year old players may elect to play in AAA at registration and the Divisions Committee may place an 11 year old in AAA after evaluating coach/VP feedback. After identifying this list of 12 year olds and 11 year olds for the Majors

division, the Divisions Committee will determine if any remaining 10 year olds are needed to complete balanced rosters.

d. Parents may decline for their 10-year old to be drafted into the Major Division as a response to proposed placement by the Player Agent. However, if any 10-year old player that declines the invited option to be drafted to a Major Division Team, he or she may be ineligible for All Star Tournament Team Selection for that season and ineligible to be called up to the Major Division should vacancies occur at discretion of the Divisions Committee.
e. Lincoln Glen Little League acknowledges that 9 year olds by LLI rules may be eligible for Majors, however 9 year olds are typically not needed to fill out the Majors division for LGLL. Lincoln Glen has historically had sufficient players to fill Majors rosters from the 11-12 age year brackets, while pulling in 10 age year bracket players from year to year.
f. After team formation plans for Majors is set, then the Divisions Committee will shift to AAA, then AA, then A and then Farm.

4. Minors Divisions (AAA, AA, A and Farm):

The Player Agent, with majority support from the Divisions Committee, assigns players to Farm, A, AA and AAA based on the player's evaluation equally from a baseball skill and sportsmanship perspective. This evaluation takes into account the player's performance at evaluations as well as past history with Lincoln Glen or other leagues. The placement in divisions is at the discretion of the league per the guidelines below and not solely dictated by parent request.

a. **AAA Division: Primarily league age 10 year old players. League age 11 year olds at parent/player/league election, league age 9 year old players on an as needed basis:** The AAA Division is intended to be a microcosm of our Majors Division with players in this division being skilled in baseball and ready for competitive play. Games are played in this division under Major Division rules. The Divisions Committee, similar to Majors, will work to ensure that teams are balanced with player counts and sufficient managers and coaches when determining team counts.
    i. After 11 year olds are added to the pool, all committed 10 year olds are also added to the draft pool.
    ii. If the Divisions Committee deems players necessary for balance based on team counts, then 9 year old players will be placed in the AAA pool based on evaluations and coach feedback.
    iii. This pool of available 9 & 11 year old players will be confirmed during the registration process

b. **AA Division: Primarily League age 9 year old players. League age 10 year olds at parent/player/league election, league age 8 year old players on an as needed basis**: The AA Division is intended to be more of an instructional league with emphasis being on skill improvement of the players and growing confidence and skill to be able to play in the AAA and Majors division level of competition.

c. **A Division: Primarily league age 7-8 years old players, league age 9 year old players at parent/player/league election:** : The A Division is intended to be more of an instructional league with emphasis being on skill refinement, increased competition and introduction of new positions and defensive plays for players. Single A should prepare players for true competitive play in their future Minors divisions participation. League age 7-players may play in the A division based on
   - **i.** Space availability (i.e. Will not deny an 8-year old player to accommodate a 7-year old in this Division) and
   - **ii.** league evaluations via attendance at the league evaluation day and coach recommendation.
   - iii. Prior experience in Farm
   - **iv.** Please note that playing in the A division as a league age 7 is only on a space availability basis and does not ensure that the player will be moved to the AA division when they are league age 8.

d. **Farm Division: Primarily league age 6 year old players, with league age 7 year old players at parent/player/league election:** The Farm Division is intended to be more of an introductory instructional league with emphasis being on core baseball fundamentals and introduction of games with scores, putouts and focused positions . League age 5-players may play in the Farm division based on
   - **i.** Space availability (i.e. Will not deny a 6 or 7-year old player to accommodate a 5-year old in this Division) and
   - **ii.** Coach suggestion to the league of the player's likelihood of success to play in the Farm division.

e. **Tee Ball: 4 – 6 years old players:** Primarily 4-5 year old players, with 6 year old players at parent/league election. The T-Ball division is an introduction to the very basics of baseball: catching, hitting, baserunning and safe play. 6 year old players that are new to baseball are welcome to start in T-Ball

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IV. Evaluations/Assessments

1. To support the divisional placements in Section III, there shall be evaluation sessions held for all players' ages 7 - 12. These sessions will evaluate each player in multiple skill areas. The evaluation data will be used (in tandem with previous coach feedback) to create a rating system that will be utilized during the drafting/formation of teams. The Player Agent along with the Divisions Committee will schedule and conduct all

evaluation/assessment sessions. All registered players are to be notified in advance during the October-November timeframe with a final schedule communicated after registration closure on 12/31 of the respective year. Managers are strongly encouraged to attend the evaluation session for their respective divisions. If Manager candidates are unable to attend evaluations, they need to have prior managing experience in the league to participate in the Spring season. Any exceptions require BOD approval.

2. The evaluation will focus on the following key areas and will be grouped by players in their respective age brackets (with further breakdowns within those age groups determined based on group size).
    a. Warm-ups/Technique
    b. Speed/Baserunning
    c. Grounders
    d. Fly Balls
    e. Hitting
    f. Pitching (9 year old and up; 8 year olds based on need, 7 year olds not necessary)
3. Players that do not register by 12/31 or attend evaluations will be placed solely at league discretion (friend/coach or other requests will be de-prioritized)

4. The Player Agent, with support from the Divisions Committee, may hold a subsequent smaller evaluation if additional data is needed.

5. At the end of each season all Single A and higher managers are required to submit end of year evaluations on each player on their team. These evaluations will be used the following season in place of evaluations if the evaluations are canceled or the player is unable to attend.

6. There will be an evaluation session, held at different times, for the Junior and Senior Divisions. These sessions can, and may, include drills, skill sessions and “scout games.” These sessions will be coordinated and organized by the V.P. of Jr./Sr. Division, and all Junior and Senior Division Managers and Coaches are required to attend. These sessions will evaluate each player in multiple skill areas and be computed to create a rating system that will be utilized during the drafting of teams. The dates for the Jr and Senior Division sessions will be dependent on the High School Baseball schedule.

V. Draft Procedures

The goal of Lincoln Glen Little Leagues player selection process is to enable all players in the league to play at a level which is appropriate for their abilities, level of sportsmanship and within those levels to create teams of equivalent ability. The League Player Agent, as supported by the Divisions Committee, is solely responsible for managing annual player evaluations, player and team selection and transfer of players between divisions.

The player selection process is generally managed through a player draft which is administered for the league by the player agent and has defined league specific guidelines listed below. The draft typically occurs in late January, but should be completed by the first week of February at the latest. Team formation is communicated to all emails provided at registration by the first week of February with practices starting shortly thereafter. Practices may begin as soon as the last week of January depending on team formation and the coach's completion of volunteer certifications.
The player selection process may be amended prior to the draft by the player agent in consultation with the Divisions Committee to fulfill the league mandates of having appropriate volunteer coaching/managing for each team and to create teams of equivalent ability.

Draft rankings are to be released to managers approximately 48 hours before the draft. The draft will be conducted as a snake draft where the manager that has the last pick in a round will pick first in the next round. The draft rankings are highly confidential. If it is determined that a manager has revealed evaluation results outside of the draft room, then that manager will not be supported for future manager responsibilities (including All-Star considerations out of respect for league conduct) and may be subject to removal in-season.

In all divisions the manager and one coach's players will be placed on their team automatically. The only exception to this rule will be if both players are ranked as first round picks. In those situations, the Player Agent may adjust the draft structure to strive for team balance.

The Player Agent along with the Divisions Committee is responsible for making decisions in accordance with Little League rules and draft procedures (including adjustments needed for coach/player/manager combinations). The following are further procedural clarifications for reference:

1. Major Division teams are drafted first, followed by AAA and AA and the managers participate in these drafts. For Single A, the VP of Single A will draft the team combinations based on evaluations and friend/coach considerations striving for balance.

2. Draft order is decided by random draw. Trades are permitted prior to the start of the draft and after the completion of the draft. The Player Agent will strive to have players with ties to Sponsors be on separate teams, wherever possible.

3. If the Player Agent is coaching a team in a division, then another Division Committee member or league advisor (former Player Agent) shall oversee the evaluation and draft for the respective division.

4. The Junior Division draft will be held in early February prior to the Senior Division Draft.

5. Each season the League will draft new teams in all divisions.

6. If two or more brothers and sisters are trying out for a team in the same Division, and the parents have requested that such players be placed on the same team, then once the first player is drafted, the remaining sibling(s) would be assigned to that team in accordance with the process outlined above in section IV.

7. Siblings that are in different league age groups are not guaranteed to be placed together in divisions/teams.

8. The V.P. of T-Ball will assign teams in the T-Ball Division taking into account parent volunteers, friend requests, and player's school. The VP of Farm will work with the VP of Single A to place teams in accordance with evaluation results and friend requests. Requests for non-siblings to play together will be accommodated whenever possible. No guarantees can be made for any requests.

9. The placement of players on teams/divisions will only be final and official when communicated by the league's Sports Connect system. Similar to evaluation results, if a manager reveals team placement before the league then they are subject to removal from future manager considerations (including All-Star participation).

10. Notwithstanding any of the above, if Health and Safety considerations arise with respect to the placement of a child in a particular division, the Safety Officer in consultation with the League President, Player Agent involved and the Division V.P.(s) involved, shall have the right to determine final placement. The only alternative for a parent who does not agree with the assessment of the Safety Committee will be removal of the child from the League and all fees paid will be returned.

VI. Umpires

1. The league will strive to schedule two umpires for every scheduled game in the Major, AAA, AA and A divisions (Saturday only). The Farm division may have umpires provided for training. Scheduling of umpires is the responsibility of the Umpire in Chief and this Board member will contract with the umpire association and/or approved volunteer umpires to provide umpires, A League umpire must be at least 12 years of age and carried on a roster maintained by the Umpire in Chief. League umpires must wear an umpire's hat provided by the League. In addition, the home plate umpire must wear a chest protector and shin guards, both of which will be issued by the League.

2. Lincoln Glen Little League will follow all guidelines and procedures as outlined in "Rule 9.00 – The Umpire", in the "Official Regulations and Playing Rules for All Divisions of Little League Baseball."

3. Per rule 9.02 (a), any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach or substitute shall object to any such judgment decisions.

4. Violations of these rules are subject to BOD review per the CRC guidelines above.

VII. Equipment

1. The Equipment Director will furnish the VP of each Division with sufficient equipment for each team in that Division through the season, to include the following items:
    a. 1 dozen new practice grade baseballs
    b. Up to 2 Dozen Little League "RS" or "RS/T" grade game balls
        i. Game balls should be used sparingly (3 new per game max). Managers and Coaches should strive to provide "Game Balls" to recognize solid play or sportsmanship after each game for players in Single A through AAA at a minimum.
    c. Team flag and pole (for all divisions above T-Ball)

    If requested by manager:
    d. Additional First Aid Kits (supplies are provided in the Majors Blockhouse)
    e. 1 Catcher's Shin Guards, 1 Catcher's mask, glove and chest protector
        i. Returning managers or coaches that are in possession of Catcher's gear will not be granted additional Catcher's equipment.
    f. 1 Copy of the Williamsport Rule Book by request, however managers should use the Little League sponsored app where possible
    g. 1 Equipment Bag
    h. 1 Scorebook and line up cards, by request
    i. 1 Set of Pitch Count Sheets, by request.

2. The Equipment Director will be given a budget at the beginning of the year, as approved by the Board of Directors. Since he/she is the Board Member responsible for adhering to the equipment budget established by the Board, the Equipment Director is the only agent of the League who may purchase equipment. Any other purchases shall not be the responsibility of the League.

3. All equipment, except bats, helmets and catcher's equipment in use will be kept in the dugout during games.

4. The manager of each team is responsible for the proper care and inventory of equipment. All items, other than baseballs, must be returned to the Division VP at the

conclusion of the final game of the season or, if appropriate, at the end of authorized post-season play. Any Manager and Coach who does not return items in good condition, ordinary wear and tear expected, will not be considered for a manager or coach position in the League thereafter.

   a. The Division VP will ensure Managers return all equipment, inventory it and assess its usability and make a report upon returning custody to the Equipment Director.

5. Equipment to be used in post-season games will be provided by the Equipment Director and the above rules and regulations shall apply.

VIII. Uniforms

1. The V.P. of each division will issue uniforms to each manager in his division after receipt from the Equipment Director.

2. It is strongly recommended that each manager issue uniforms to the players at a joint meeting of players and parents prior to the start of the season.

3. Parents are required to purchase pants for their players. Equipment Manager will coordinate with the Manager of Majors and Juniors teams if grey pants are more suitable for their team colors than white pants. All players must wear the same color pants and unless indicated by the Equipment Manager will default to white color pants.

4. Uniforms that are not issued must be returned to the division V.P. by the end of the first week of the season.

5. The manager of any A, AA, AAA, Major, Junior or Senior Division team that does not have the appropriate arm patch on and uniform(s) should contact the appropriate division V.P. to ensure they are the official badge from Williamsport being reattached on a timely basis.

IX. General Player and Manager/Coach Regulations

1. All Managers and Coaches will be required to sign and agree to the Lincoln Glen “Code of Conduct”. The Team Parent Director will work with Team Parents to ensure that all are collected. It will be the Manager’s responsibility to have all players (except Tee-Ball

players) and parents (including Tee-Ball parents) sign and agree to the “Participants Code” and the “Parents Code” and have them at all times in their team binder.

2. Teams may only receive access to the league practice sheet and begin practicing once their entire coaching staff (above T-Ball) has been cleared of their certification requirements (See Volunteer Page). This includes Abuse Awareness, Concussion Protocol, Cardiac Arrest and all background checks, including one coach with CPR - no exceptions.
3. Any adult assisting in practice must have a completed and approved Volunteer Application for the current season. Managers and coaches are responsible for the safe conduct of players after any practice or games.

4. Tobacco products are not permitted on the field or in the dugout.

5. Swearing on the field, dugout or stands will be considered as grounds for ejection by an umpire and/or censure by the Board.

6. The manager will maintain a player roster and have it available at all times.

7. Only uniformed players on the same team may “warm-up” a pitcher and a mask and cup must be worn when doing so.

8. The manager must inform their Division VP in advance of any intent to bench a player for disciplinary reasons beyond 2 innings. Any disciplinary action must be aligned with your Division VP and may result in a CRC investigation as guided by the Division VP.

9. Consistent with the ability of a Manager to conduct the affairs of his or her team, a Manager may request of the CRC for a player from the team for the current season to be disciplined/suspended subject to the Board of Directors Approval.
10. Managers or Coaches who invite non-league players to practices/games or schedule separate clinics not including their entire team during league permit times are subject to CRC review or removal as a league volunteer.

X. Field Preparation/Equipment Storage Responsibilities

Both teams are responsible for preparing and closing the field based on home and away designation. This includes dragging the infield, chalking, and raking the mound and home plate areas. Both teams are also responsible for securing the field after the game, including raking, watering and covering the mound and home plate area, placing the bases in the appropriate

storage shed, turning off the scoreboard, if you are the last game on Saturday. NEATLY storing all non-team equipment in the storage shed per the instructions provided by the Field Operations Team. Managers will be responsible for dragging the fields per the schedule provided by the Director of Field Operations. If the game is an interlock game, the Lincoln Glen team is responsible for completing all activities to prepare and secure the field after use.

The home team for the first game on Saturday mornings and all weeknight games is responsible for setting up the field (drag/water/chalk/ install bases). The visitors for the last game on Saturday and all weeknight games tear down (put bases away and use the rake to fill in holes around the plate/infield). For teams using the pitching machine, they need to ensure it is locked WITHIN the respective shed with the provided lock. Pitching machine batteries should be plugged in to ensure a full charge for the next tea.

XI. Home Team Responsibilities

The Home Team will be the official scorekeeper and Official Pitch Counter. The Home Team will provide two game balls to the home plate umpire prior to the start of the game. It will collect the game balls at the end of the game. It is the Home Team's responsibility to report the final game scores via GameChanger at the game's conclusion.

In the Junior and Senior leagues, the manager should e-mail the District 12 Rep with Scores of the games within 24 hours of the game.

XII. General Rules and Regulations

1. All batting and infield practice shall cease five minutes prior to game time.

2. Only the team players, three adults (manager and coach(s), along with team parent on an as needed basis) will be in the dugout during a game. You must have an adult in the dugout at all times. Only adults with approved volunteer applications can coach the bases, or be in the dugout at any time**. No exceptions.**

3. The V.P. of a particular division may not manage a team in such division.

4. Members of the teams (Players and coaches) involved in a game shall not be in the spectator stands or behind the backstop during a game.

5. Games postponed, incomplete or canceled should be made up through arrangements with the Division V.P. It is the Division V.P.'s responsibility to reschedule. If Interlock play is involved, the Division V.P. shall be asked for assistance in such rescheduling. The

President of the League shall be advised if a team from another league is refusing to adhere to this regulation.

6. An equal number of players must be maintained at all times in the Little League Major Division. Any manager or coach who is made aware that a player has quit (i.e.) two unexcused absences from games, and/or notification from a player or parent, shall immediately notify the Player Agent. The Player Agent will then confirm with the player's parents if he/she has quit the team. The manager shall have 3 games from being notified by either the player, parent or player agent within which to replace the player, unless other arrangements are made with the approval of the League President. It is the responsibility of the Player Agent to fill such vacancy after reviewing a list of replacement candidates with the Divisions Committee. If a player is asked to join a Major Division team and declines, that player is ineligible to be brought up to the Major Division for the remainder of that season and is automatically ineligible for consideration for All Star or Tournament Team Selection. The Divisions Committee may elect to continue with uneven teams after season start if it's deemed the best overall outcome for the league and players.

7. No inning shall start after the official time of sunset for the day. The umpires and managers as part of the ground rules prior to the start of a game will review such time.

8. Game rules for playoffs will be the same as the regular season, unless noted (see division rules in section XIII).

9. Every coach or manager is an example to the players with whom they come in contact. As such:
    a. Never coach if you have been drinking.
    b. No smoking at practice and games.
    c. Teach sportsmanship and community as your priority goals!
    d. If you receive a perceived bad decision, call timeout and request that the umpires consult to double check the call. Do not approach the youth umpires one on one; just ask them to consult with their partner or the Game Coordinator. This does NOT apply to judgement calls with youth umpires where there are no challenges (balls/strikes/outs). Only managers may request a double check of the umpire decisions from a distance (i.e. arm's length from the dugout) and during the regular season only up to 3 times/game. If there is only one umpire, then there is no requesting of a double check unless the umpire asks for assistance. Influencing of the youth umpires to change judgment calls is not condoned and may be subject to review by CRC. Do not create a scene – your example in this situation sets an example not only for the players, but also for the parents.
    e. Encourage the parents on your team to be supportive from the stands. Parents are not to coach or challenge calls from the stands. Managers have full support

of the board to consistently remind parents of this rule. If issues persist, then the Manager should engage their Division VP for further support.

f. If players have disciplinary issues on the field that are not within the Code of Conduct, please use judgment to rotate in players that are adhering to the Code of Conduct. The league supports positive sportsmanship on the field.

10. The manager and coaches' job is to coach the players in baseball, including teaching them to follow instructions. Remember that children have different athletic and social abilities. Coaching and critiquing performance is part of the job, but remember to not be overly harsh and follow the principles of Positive Coaching.

11. Be alert for the welfare of the players. Teach them safety. If a player is hurt, make sure he or she is given immediate attention. The first aid kit should be handy at all times. Watch out for sore arms!

12. If a player is injured during practice or a game, an injury report form must be filled out within 24 hours and reported to the Safety Director immediately. **Any injury that requires use of ice or the use of the first aid kit and removes a player from a game needs to be reported, regardless of how minor it may appear.**

13. Ensure that each child has a safe way home after every practice or game. No child is ever to be left unattended after a practice game or after the last game of a particular day.

14. There shall be no batting practice in the batting cage adjacent to the Major field within 1 hour of the start of, or during, any game. Bullpen areas are only to be used by teams and individuals currently playing on that field. This rule applies to all regular season, playoff, Challenger or hosted tournament games.
15. Practice schedules will be managed via a centralized Google Sheet for Farm through Majors. As a reminder, all coaches must be cleared by the Division VP for access to the practice sheet and to begin practices (certificates & background checks complete).
    a. The sheet will be set up initially with a rotating practice schedule across fields.
    b. The league will strive to provide equitable rotating slots, but this cannot be guaranteed across all teams. Therefore, a randomizer application will be used to set the rotating order.
    c. Managers and coaches are expected to request swaps with other teams or request available slots via the Google Sheet comment feature. The comment will then be cleared by a league representative and only after that time will a practice slot be granted.
    d. Not all requests may be guaranteed – the league wants to ensure that all teams get a healthy share of practice availability as field time is limited and costly.
    e. Managers and coaches that hold a slot and subsequently leave it unused will have their subsequent River Glen slots removed. We do not want empty field time! It is costly to the league and unfair to other players looking for time.

Managers and coaches are expected to prioritize this communication during the season to stay in good standing.

f. T-Ball and Juniors Divisions practices will be managed with the respective Division VPs.

16. Rescheduling or canceling games without league permission is NOT ALLOWED. If a Manager is unable to attend their game, they should delegate to their coaching staff or work to swap times with other teams with Division VP approval. The league expects to fully utilize all field time and snack shack operating periods. If Managers or Coaches are unable to meet this commitment and work swaps on a limited frequency, then this will be factored into future consideration as a league on-field volunteer.
17. Lincoln Glen Little League will monitor weather patterns and if there is a greater than 60% chance of rain through the day per Accuweather, the league will plan to cancel games and communicate via GameChanger the night before. Playoff games may wait till the morning of due to schedule demands.
18. Opening Day will be the 1st Saturday of each March. In the instance of rainouts, Opening Day Ceremonies will be delayed one week only. If that week is also rained out, then the ceremonies will be canceled for the season.

XIII. Division Rules

All rules governing play in all divisions will follow the Williamsport Rule Book, except as noted below for the appropriate divisions:

Jr / Senior Division

Per the Williamsport Rule Book and the Dist. 12 Interlock Rules, voted on by all the leagues in the Interlock, Rules given out before the start of play.

1. In the month of March, teams are to limit an individual player's pitches to 50 pitches per game.

Major's (Little League) Division

In the event of Interlock Play, LGLL will play by our Local Rules when playing on our home fields and LGLL will play to the Local Rules of the opposing League while playing away.

1. The 10 Run rule (4.10) is in effect.
2. Mandatory Minimum play is three (3) defensive innings (9 outs) and one completed plate appearance through the regular season and two (2) defensive innings and one completed plate appearance in the post season championship tournament. Any player

not meeting their mandatory playing time in a game must start the next game and complete the missed playing time before being substituted.

3. All games count towards the standings, which will be used for seeding in the Championship tournament.
4. Managers or coaches who violate minimum play or pitch count rules are subject to discipline including warning, suspension and forfeit of eligibility to manage or coach in post season district, section, division, state, regional and world series tournaments.
5. As per Little League rules the major division coaching staff will be limited to one manager and two coaches.
6. The batting cage is closed during all games including one hour before the start time. This applies to all regular season, playoff, Challenger and hosted tournament games.
7. In the month of March, teams are to limit an individual player's pitches to 50 pitches per game.
8. Safety bags will be utilized in accordance with LLI tournament play.

All other rules are per the official 2026 Little League rule Book and are to be followed accordingly.

AAA RULES

In the event of Interlock Play, LGLL will play by our Local Rules when playing on our home fields and LGLL will play to the Local Rules of the opposing League while playing away unless explicitly stated below.

1. AAA division shall have "continuous Batting" per the Williamsport rulebook.
2. 10 Run rule (4.10) is in effect.
3. 5 Run rule (5.07) is in effect, except for the last inning of the game where both teams will have the 5 run rule suspended.
4. There will be no dropped 3rd strike rule in the AAA division.
5. Playing time - Each player must play three (3) defensive innings, nine (9) outs or two (2) inning, six (6) outs, in a game that is shortened by the 10-run rule occurring, darkness or any other reason that deems it an official game, less than six (6) innings. If a player does not play three (3) defensive innings in a regular game, then he/she must start the next game and complete missed playing time from the previous game and what he/she are due for that game before they can be substituted defensively. Any player who starts an inning that ends because the 5 run/inning cap is reached before 3 outs are made will have been considered to have played a "complete inning" for purposes of mandatory play.

6. Umpires and Managers shall agree on the start of the game time at first pitch. An inning that ends after the 90 minute mark shall serve as indication that the next inning is the last inning of the game.

7. Managers or coaches who violate minimum play or pitch count rules are subject to discipline including warning, suspension and forfeit of eligibility to manage or coach in post season district, section, division, state, regional and world series tournaments.
8. To attempt to get every player as many batting opportunities as possible throughout the course of the season, each manager must adjust his or her batting rotation for each game. The easiest way to accomplish this is to set your order on Opening Day. Each player in attendance will be included in the batting order for the duration of the game and will bat in order. In the next game the last batter from Opening Day moves up to the leadoff spot and 2-11/12 move down the order one spot. With each subsequent game the last batter moves to the #1 spot. Theoretically, after 11 or 12 games everyone will have batted leadoff. After you have cycled through the lineup you may create your own lineups for the remaining games of the season.
9. Speed of Game - In between innings, coaches should prioritize efficient warm-ups. A new pitcher may have 8 warmup pitches only while a returning pitcher may have 5 warmup pitches.
10. In the month of March, teams are to limit an individual player's pitches to 50 pitches per game.

AA RULES

1. AA division shall have "continuous Batting" per the Williams port rulebook. Managers may freely substitute their players defensively throughout the game.

2. 10 Run rule (4.10.e) is in effect. If the home team is ahead by 10 or more runs after 3.5 innings or the visiting team is ahead by 10 or more runs after 4 innings, the game ends and the winning team is recorded.

3. Playing time - Each player must play four (4) defensive innings, twelve (12) outs or three (3) inning, nine (9) outs, in a game that is shortened by the 10-run rule occurring, darkness or any other reason that deems it an official game, less than six (6) innings. If a player does not play four (4) defensive innings in a regular game, then he/she must start the next game and complete missed playing time from the previous game and what he/she is due for that game before they can be substituted defensively. Any player who starts an inning that ends because the 5 run/inning cap is reached before 3 outs are made will have been considered to have played a "complete inning" for purposes of mandatory play.

4. Umpires and Managers shall agree on the start of the game time at first pitch. An inning that ends after the 90 minute mark shall serve as indication that the next inning is the last inning of the game.

5. Managers or coaches who violate minimum play or pitch count rules are subject to discipline including warning, suspension and forfeit of eligibility to manage or coach in post season district, section , division, state, regional and world series tournaments.

6. Number of Defensive players – During the regular season and playoffs there are ten (10) defensive players on the field, with four outfielders playing equal distant apart. There should be no “short fielders” or “buck short”.

7. There will be no infield fly rule and no dropped 3rd strike rule in the AA division.

8. On offense (during each 1⁄2 inning) the team bats until three outs are made or until the hitting team has scored five runs. An exception is made if a player hits a home run that clears the fence. All runs will be granted. The 5 run rule is waived for the last inning of the game, but no batter will bat twice in any inning. For playoffs, there will be no restriction on a number of at-bats or runs scored for the last inning.

9. Pitchers are limited to 3 innings maximum per game. All other pitching rules apply per the Williamsport Rule Book. The coach stepping in to pitch when needed must be an approved league coach.

10. **Walk rule:** The intent is to let the players hit the ball. (Note in AA, the strike zone is considered any pitch that is reasonably “hittable by the batter”.)
    Condition 1: If bases are loaded and the batter receives the fourth ball in that at bat. The Coach will come out and pitch to the batter about to walk, the count is fresh when the Coach starts pitching. The Coach cannot walk the player but they can strike out. Once that player completes their at bat, then the player pitcher resumes pitching.

    Condition 2: After 3 walks in any half inning and a fourth batter receives the fourth ball in that at bat.
    a. The Coach will come out and pitch to the batter about to walk, the count is fresh when the Coach starts pitching. The Coach must pitch from the rubber. The Coach cannot walk the player but they can strike out. The coach will continue to pitch for the remainder of the 1⁄2 inning.
    b. Each batter receives a maximum of 6 pitches via coach pitch. (This simulates a full count plus another pitch.) If the batter fails to hit after 6 pitches, this counts as an out and the next batter comes to the plate. Fouling off the final pitch will allow an additional pitch (see example below). Standard baseball rules apply in terms of 3 strikes (batter attempts to hit the ball) and a batter is out.
        i. **Example**: Batter stands in the Batter’s box and “takes” 6 Pitches – **Ruling**: Batter is out.
        ii. **Example**: Batter “takes” on four pitches then swings and misses the next two pitches. **Ruling**: Batter is out
        iii. **Example**: Batter swings and misses on the first 3 pitches or misses on 3 of any of the 65-pitch maximum. **Ruling**: Batter is out.
        iv. **Example**: Batter swings and fouls off 6th pitch then fouls off 7th, 8th, 9th. **Ruling**: Batter continues to bat until the batter does not swing at the pitch

(batter is out), swings and misses the pitch (batter is out) or puts the ball into play.

c. If a batter is hit by a pitch while the coach is pitching, no base shall be awarded. Based exclusively on the well-being of the player, the manager has the option of either 1) having the player continue their at bat with the same count or 2) replacing the batter with a player currently in the dugout of the opposing manager's choosing.
d. There are no called strikes during coach pitch no bunting is allowed.
e. A batted ball that strikes the coach that is pitching is a dead ball and the batter is awarded a "base hit." The batter and the runner will advance one base only.
f. When the ball is put in play, the coach will make his way quickly off the field moving away from the direction of play towards the home or visitor's dugout so that they do not impact the play or the conclusion of the play.

11. Stealing– There will be no base stealing or advancing on pass balls for the first 5 games of the season. In subsequent games, runners will be allowed to steal and advance on pass balls up to one base per at-bat. A run must be batted in, no stealing of home allowed.

12. Runners may only advance one base on an overthrow and only one overthrow is allowed per play. (including when stealing a base)
**This rule may be changed after 5 games or from game 1 to allow for unlimited advancement on overthrows (matching AAA and Majors rules* - requires VP & President approval*

13. Speed of Game Catcher Rule – A manager may provide a courtesy runner for the catcher, if the catcher is on base and there are 2 outs. The courtesy runner will be the player that made the last out.

14. Speed of Game -- <u>In between innings, coaches should prioritize efficient warm-ups. A new pitcher may have 8 warmup pitches only while a returning pitcher may have 5 warmup pitches.</u>

15. To attempt to get every player as many batting opportunities as possible throughout the course of the season, each manager must adjust his or her batting rotation for each game. The easiest way to accomplish this is to set your order on Opening Day. Each player in attendance will be included in the batting order for the duration of the game and will bat in order. In the next game the last batter from Opening Day moves up to the leadoff spot and 2-11/12 move down the order one spot. With each subsequent game the last batter moves to the #1 spot. Theoretically, after 11 or 12 games everyone will have batted leadoff. After you have cycled through the lineup you may create your own lineups for the remaining games of the season.

16. In the month of March, teams are to limit an individual player's pitches to 50 pitches per game.

All other rules are per the official 2026 Little League rule book and are to be followed accordingly.

Single A Rules

1. **Length of game:** Games are 6 innings except Saturday, where the completion of an inning after 90 minutes will indicate that the next inning is the last inning . An official scorebook by GameChanger should be kept by the home team to keep the lineup intact for each inning and there will be a record of the final score. A lineup card should be filled out by each manager and presented to the opposing manager every game. Mercy rule will be in effect (10 runs after 4 innings, 8 runs after 5). If mercy rule is applied, then coaches have discretion to continue play within allotted time with no formal scorekeeping. Hustle in and out 2 minute rule will apply to each half inning.

2. Home team shall be on the 3rd base side of the field.

3. The home team for the first game on Saturday mornings and all weeknight games is responsible for setting up the field (drag/water/chalk/ install bases). The visitors for the last game on Saturday and all weeknight games tear down (put bases away and use the rake to fill in holes around the plate/infield).

4. Each team bats until three outs are made or until 5 runs are scored. An exception is made if a player hits a home run that clears the fence. All runs will be scored. The 5 run rule is waived for the last inning of the game, but no batter will bat twice in any inning. For playoffs, there will be no restriction on a number of at-bats or runs scored for the last inning.

5. **Batting Order Rotation Rule:** To attempt to get every player as many batting opportunities as possible throughout the course of the season, each manager must adjust his or her batting rotation for each game. The easiest way to accomplish this is to set your order on Opening Day. Each player in attendance will be included in the batting order for the duration of the game and will bat in order. In the next game the last batter from Opening Day moves up to the leadoff spot and 2-11/12 move down the order one spot. With each subsequent game the last batter moves to the #1 spot. Theoretically, after 11 or 12 games everyone will have batted leadoff. After you have cycled through the lineup you may create your own lineups for the remaining games of the season.

6. **Batting**: Each batter receives a maximum of 5 pitches from the pitching machine, or coach pitch in the event the pitching machine is not available. If the batter fails to hit after 5pitches, this counts as an out and the next batter comes to the plate. There are no

"walks" in A (unless it is player pitch). Standard baseball rules apply in terms of 3 strikes (batter attempts to hit the ball) and a batter is out. NO BUNTING.

a. **Example**: Batter stands in the batter's box and "takes" 5 pitches. **Ruling**: Batter is out.
b. **Example**: Batter "takes" on four pitches then swings and misses the next pitch. **Ruling**: Batter is out.
c. **Example**: Batter swings and misses on the first 3 pitches or misses on 3 of any of the 6-pitch maximum. **Ruling**: Batter is out.
d. **Example**: Batter swings and fouls off 5th pitch then fouls off 6th, 7th, 8th, 9th. **Ruling**: Batter continues to bat until he/she misses again (then batter is out) or puts the ball into play.

***On weekdays the coach that is pitching will count the number of pitches.
***On weekends umpires will count the number of pitches.

7. **Defense**: Every player must get the opportunity to play an infield position for a minimum of 2 innings. There are -10 fielders ,including four outfielders playing equal distance apart. If a team has 9 players, then three outfielders is permissible. There should be no "short fielders" or "buck short". All outfielders will be a minimum of 25 feet behind the infield dirt until contact is made by the batter. No player should sit more than 2 innings for any game.
    a. **Control means:** Pitching circle to be chalked. Pitcher must remain fully within the circle until the ball is hit. Play is over when either the pitcher controls the ball with one foot in the circle, or a lead runner has clearly stopped on a base.
    b. "One overthrow per batted ball". An overthrow is an attempted throw to a base or the pitcher.
        i. **Scenario**: fielder throws to 1st base and the ball is overthrown. Runner may advance to 2nd only, regardless if a 2nd overthrow occurs. Runner may be thrown out after the overthrow. If runner leaves 2nd base, they can be tagged out. If the runner is tagged out trying to advance to a 2nd or 3rd extra base on an overthrow, they are out.
        ii. **Scenario**: fielder throws to pitcher, 2nd, 3rd, or home and the ball is overthrown. Runner may advance one base only, regardless if a 2nd overthrow occurs. Runner may be thrown out after the overthrow. If runner leaves their advanced base, they can be tagged out.
        iii. **Scenario**: outfielder throws the ball in and it's nowhere near a base. No overthrow has occurred. The next overthrow will be the first and will therefore start the limit for runners taking an overthrow base.
    c. OF must attempt a throw to make an out if they are the first to control the ball. They cannot tag a runner out or step on a base for an out, unless a throw has already been made.
    d. A putout on the infield has occurred. Unless a double or triple play can be executed the ball is dead and runners cannot advance an extra base. This will be at the Umpire's discretion.

e. The Defensive team may have two coaches in the outfield to assist in positioning, directing and instructing the defense.
f. Additionally, the player assigned to play pitcher must be within 6 feet of the coach pitching at all times in either direction, preventing the pitcher or another infielder from playing “buck short.”

8. If the batter throws the bat it is an automatic out. Any runners on base will remain at their current base. Safety is paramount and this will be enforced

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9. The Catcher position is intended to be a focused position in Single A. The Catcher should be behind the plate in full catcher gear and catch all pitches from the machine. Any pitches caught by the Catcher should be thrown back to the Pitcher. If the Catcher misses a passed ball, the coaches may support the Catcher in retrieving the ball for speed of the game. By the end of the season, teams should have established at least 2 players interested in Catching in AA. The Catcher may make any routine defensive play and there is no ‘dribbler’ rule in Single A. Any ball in fair territory near the plate should be attempted for putout by the Catcher or Pitcher in unison.

10. **Running bases:** Runners will be allowed to slide feet first. No headfirst slides unless diving back into a base.
    a. If the ball has been hit into the outfield, once the ball has been thrown back to the pitcher and has been “controlled” in fair play on the infield dirt, runners must stop.
    b. Runners must be at least halfway in order to take the next base.
    c. A chalk line will be marked halfway between 1st & 2nd, 2nd & 3rd, and 3rd and home to help determine when runners advance, score or have to go back to a base.
    d. Overthrows- Any overthrow is a live ball and a runner may advance only one base at their own risk. The play is then dead. Should a ball go out of play an extra base will not be given unless the runner was already half way to the next base prior to the ball being called out of play.

11. There will be no “infield fly rule.”

12. The coach that is pitching is responsible for being the umpire and makes every call during games on weeknights. The coach pitching also has authority on the position of base runners once the ball is controlled by the pitcher. No help from the base coaches, unless the coach pitching appeals for help. Umpires will be provided for weekend games. No appeals. The umpire’s call stands. Any challenging of a call by a coach without the opposing coach consent is subject to ejection by the umpire.

13. Each team must have an adult in the dugout and it is recommended that there be two adult base coaches at all times. If there aren’t enough adults helping, the dugout position must be filled first. Only adults with approved volunteer forms can coach pitch,

help with the dugout, or coach the bases. In order to run the game safely and at the proper pace of play, it is recommended that there be a manager and 3 coaches every game.

a. **Coach pitch:** Pitches the ball, counts total of pitches (Max of 5), makes all calls.
b. **Dugout coach:** Sits players in batting order, monitors dugout, keeps game moving.
c. **3rd base coach:** Coaches base
d. **1st base coach**: Coaches base

14. Pitching machine to be located at the Minors rubber or Farm string with a speed of 4-4-6. Coaches and VP may agree to slow the machine to 3.5-3.5-5 at the beginning of the season. 4-4-6 should be applied at least half way through the season and for playoffs. *A coach from the defensive team should help retrieve pitched balls.

15. Managers are responsible for dealing with the conduct of Parents and Fans supporting their teams and for enforcing the “Code of Conduct” that each parent has signed. If a parent/fan should “cross the line” of acceptable behavior please remind them of the “Code.”

16. **Futures Game:** The Joe Walter Futures Game is a long standing LGLL tradition to honor our ‘graduating’ 8 year olds who best represent the skills and sportsmanship of their respective age bracket. The VP of “A” Ball will work with each manager to field a team of players representing each in-season “A” Ball team (max of 14 per team, 28 overall …unless BOD approves expansion). The VP of “A” Ball will also nominate two managers from the division that best uphold the Little League values to represent the two teams in an end of season game on the Majors field. 8 year old players that are already playing in Minor league divisions are not eligible for this game.

Farm Rules

This is a developmental division. There will be no draft and the teams will be formed by the Farm VP with input from coach requests and buddy requests (No guarantees can be made for any requests regarding team formation). Expect 2-3 Commitments per week (either 2-practices & 1-game OR 1-practice & 2-games). This division does not encourage scorekeeping.

1. **Length of game:** Games are 6 innings except Saturday where no new inning will start after 1:30 minutes from the actual start time of the game (last game of the day does not apply). A lineup card should be filled out by each manager and presented to the opposing manager every game. Hustle in and out 2 minute rule will apply to each half inning.

2. Home team shall be on the 3rd base side of the field.

3. The home team for the first game on Saturday mornings and all weeknight games is responsible for setting up the field (drag/water/chalk/ install bases). The visitors for the last game on Saturday and all weeknight games tear down (put bases away and use the rake to fill in holes around the plate/infield).

4. Each team bats until three defensive outs are made or one time through the batting lineup per inning.

5. **Coach Pitch:** The coach that is pitching will have up to 3 baseballs with him/her on the mound. A coach in foul territory will feed the coach that is pitching extra baseballs or the coach pitching may keep baseballs in their pockets. No balls may be left on the ground. The Coach pitches from the mound and should progress from the front of the mound (~15 feet from plate) to the rubber as they deem appropriate during the season. From the second half of the season, the goal for coaches should be to have one foot on the rubber for all batters. For Games, Managers are encouraged to agree on a pitching distance but it is not required. The priority for the managers is to have the ball put in play and encourage development of defensive plays.

6. **Batting Order Rotation Rule:** To attempt to get every player as many batting opportunities as possible throughout the course of the season, each manager must adjust his or her batting rotation for each game. The easiest way to accomplish this is to set your order on Opening Day. Each player in attendance will be included in the batting order for the duration of the game and will bat in order. In the next game the last batter from Opening Day moves up to the leadoff spot and 2-11/12 move down the order one spot. With each subsequent game the last batter moves to the #1 spot. Theoretically, after 11 or 12 games everyone will have batted leadoff. After you have cycled through the lineup you may create your own lineups for the remaining games of the season.

7. **Batting**:
    a. **1st Half of Season:** Each batter receives a maximum of 6 pitches via coach pitch. (This simulates a full count plus another pitch.) If the batter fails to hit after 6 pitches, the batter is then allowed up to 3 swings off the tee. If no ball is put in play at that point, the next batter comes to the plate. There are no “walks” in Farm. Standard baseball rules apply in terms of 3 strikes (batter attempts to hit the ball) and a batter is retired, but it is not a defined out. Outs will only be from defensive putouts. The inning will end after one time through the lineup, or 3 defensive putouts. Hits to the outfield are capped at doubles and a ball hit over the fence is a home run and clears the bases. NO BUNTING.
        i. **Example**: Batter stands in the batter’s box and “takes” 6 pitches. **Ruling**: Tee is provided for 3 swings; no action then the Batter sits.
        ii. **Example**: Batter “takes” on four pitches then swings and misses the next two pitches. **Ruling**: Tee is provided for 3 swings, no action then the Batter sits.

iii. **Example**: Batter swings and misses on the first 3 pitches or misses on 3 of any of the 6-pitch maximum. **Ruling**: Tee is provided for 3 swings; no action then the Batter sits.
iv. **Example**: Batter swings and fouls off 6th pitch then fouls off 7th, 8th, 9th. **Ruling**: Batter continues to bat until he/she misses again off of coach pitch. Tee is provided for 3 swings; no action then the Batter sits.

b. 2nd Half of Season: *Coaches to mutually agree on removal of Tee pre-game*
The goal is to ensure the majority of balls are put into play.
Each batter receives a maximum of 6 pitches via coach pitch. (This simulates a full count plus another pitch.) If the batter fails to hit after 6 pitches, the batter is then allowed up to 3 swings off the tee. If no ball is put in play at that point, the next batter comes to the plate. There are no "walks" in Farm. Standard baseball rules apply in terms of 3 strikes (batter attempts to hit the ball) and a batter is retired, but it is not a defined out. Outs will only be from defensive putouts. Hits to the outfield are capped at doubles and a ball hit over the fence is a home run and clears the bases. NO BUNTING.

i. **Example**: Batter stands in the batter's box and "takes" 6 pitches. **Ruling**: Batter is out.
ii. **Example**: Batter "takes" on four pitches then swings and misses the next two pitches. **Ruling**: Batter is out.
iii. **Example**: Batter swings and misses on the first 3 pitches or misses on 3 of any of the 6-pitch maximum. **Ruling**: Batter is out.
iv. **Example**: Batter swings and fouls off 6th pitch then fouls off 7th, 8th, 9th. **Ruling**: Batter continues to bat until he/she misses again (then batter is out) or puts the ball into play.

c. ***On weekdays the coach that is pitching will count the number of pitches.
d. ***On weekends umpires will count the number of pitches.
e. A batted ball that strikes the coach that is pitching is a dead ball and the batter is awarded a "base hit." The batter and the runner will advance one base only. A batted ball that strikes a defensive coach in the outfield is a dead ball and the batter is awarded a ground rule double. Base runners advance two bases.

8. Defense: Every player must get the opportunity to play an infield position for a minimum of 2 innings. There are 9 fielders (no catcher), including four outfielders playing equal distance apart. There should be no "short fielders" or "buck short". All outfielders will be a minimum of 25 feet behind the infield dirt until contact is made by the batter. No player should sit more than 2 innings for any game.

a. ***Control means:
i. The Pitcher has secured the ball in close proximity to the pitching mound.. Once it is controlled no play can be made.
ii. A putout on the infield has occurred. Unless a double or triple play can be executed the ball is dead and runners cannot advance an extra base. This will be at the Umpire's discretion.

b. ***The Defensive team may have two coaches in the outfield to assist in positioning, directing and instructing the defense.
c. Additionally, the player assigned to play pitcher must be within 6 feet of the coach pitching at all times in either direction, preventing the pitcher or another infielder from playing "buck short."
d. If the batter throws the bat it is an automatic out. Any runners on base will remain at their current base. Safety is paramount and this will be enforced.

9. **Running bases**:
    a. Runners are not allowed to slide.
    b. If the ball has been hit into the outfield, the runner may attempt to advance up to 2 bases and can be either tagged out via putout/force play OR stopped once 'Control" is confirmed.
    c. Runners must be at least halfway in order to take the next base if "Control" is confirmed.
    d. A chalk line will be marked halfway between 1st & 2nd, 2nd & 3rd, and 3rd and home to help determine when runners advance, score or have to go back to a base.
    e. Overthrows- Any overthrow on an attempted putout is a dead ball. Should a ball go out of play an extra base will not be given unless the runner was already half way to the next base prior to the ball being called out of play.

10. There will be no "infield fly rule."

11. The coach that is pitching is responsible for being the umpire and makes every call during games on weeknights. The coach pitching also has authority on the position of base runners once the ball is controlled by the pitcher. No help from the base coaches, unless the coach pitching appeals for help. Umpires will be provided for weekend games. No appeals. The umpire's call stands. Any challenging of a call by a coach without the opposing coach consent is subject to ejection by the umpire.

12. Each team must have an adult in the dugout and it is recommended that there be two adult base coaches at all times. If there are not enough adults helping, the dugout position must be filled first. Only adults with approved volunteer forms can coach pitch, help with the dugout, or coach the bases. In order to run the game safely and at the proper pace of play, it is recommended that there be a manager and 3 coaches every game.*
    a. **Coach pitch:** Pitches the ball, counts total of pitches (Max of 6), makes all calls.
    b. **Dugout coach:** Sits players in batting order, monitors dugout, keeps game moving.
    c. **3rd base coach:** Coaches base
    d. **1st base coach:** Coaches base
    e. *A coach from the defensive team should help retrieve pitched balls.

13. Managers are responsible for reminding Parents and Fans supporting their teams of the "Code of Conduct" that each parent has signed. If a parent/fan should "cross the line" of acceptable behavior please remind them of the "Code."

Tee-Ball Division Rules

1. **Games** – Each game will be three (3) complete innings, or one (1) hour and fifteen (15) minutes in length. It is the responsibility of the managers and coaches to keep the games moving. We do not keep score in tee-ball (no hits, runs, errors, wins, losses...)

2. **Batting Order** – Each team will bat through their entire roster each 1⁄2 inning. It is the responsibility of the manager to ensure that he/she rotates his/her batting order each game so that every player has a chance to bat in different parts of the lineup. The last batter will touch all of the bases and then the teams will switch sides, regardless of whether an out is recorded or not.
3. **Batting**:
    a. The tee will be used for the first five (5) games of the season by all teams. A player will continue to swing until they make contact and put a ball in play. For safety reasons the batted ball must go more than 8 feet from the batter's box or it is deemed a foul ball. It is up to the offensive coach to determine if a batted ball is fair or foul.
    b. Coaches may pitch to their own batters after the 5th game of the season. Each batter is allowed a maximum of 5 pitches, regardless of whether pitched balls are hittable or not. If after (5) five pitches, the batter has not put a ball in play, then the player will be given the opportunity to complete their at bat with the use of the tee.
    c. A ball that bounces past the fence is a double and a ball that goes over the fence is a home run
    d. There are no strikeouts. **NOTE:** No player may have a bat in his/her hand unless batting, including before and after a game.
4. **Base Runners:**
    a. 1st half of the season – Base runners may only advance a base on a ball that stays in the field of play. No base advancement for over thrown ball outside of the playing field.
    b. 2nd half of the season – Base runners can advance multiple bases if the ball is still in the outfield and no play on the ball has been made. Once there is an attempt by the defense to get the ball back to the infield, base runners can no longer advance. If a ball is hit in the infield and a play is made where the ball is overthrown, no base advancement.
    c. 2nd half of season - If the defense makes a play on a base runner that is advancing to any base other than home plate, that runner may be called out and removed from the bases. After 3 outs have been made the bases are cleared and the remaining players continue hitting through the roster.

    d. Base runners may advance 2 bases on a ball that goes past the fences in the outfield.
    e. **No sliding at any time**.

5. **Player Rotation:** Fielders must be rotated every inning on defense. No player is to play the same position twice in any game. Every player must play at least 1 inning in the infield and 1 inning in the outfield. NOTE: For safety reasons not every player can play 1st base.

6. **Offense Mentoring** - Each team may have two (2) adult base coaches, one on 1st base and one on 3rd. Each team must have an adult in the dugout at all times. **Only adults with approved volunteer forms can be on the field at any time**. No exceptions.

7. **Defensive Mentoring:** Each team may have a minimum of two (2) adult coaches on the field during play to mentor, and instruct players regarding baseball rules, strategy, skills and for the kids' safety. No exceptions.
    a. Ideally it is best to have four (4) coaches on field (2 infield, 2 outfield) for the above reasons. NOTE: It is recommended to have one coach between 1st and 2nd, and SS and 3rd.

8. **Uniform** - Players can wear white baseball pants during the game. Jeans or sweatpants are acceptable.

9. **Player Safety** (practice/game):
    a. No player may have a bat in his/her hand unless batting, including before and after a game.
    b. Any player batting or running the bases must have a batting helmet on.

10. **Field Setup** – Home team is responsible for field set up and teardown. Set up consists of putting out the bases and the cones in the outfield. Teardown is...put everything away. There is a locker box located behind home plate to store bases, cones and tees. **Play Ball!**

XIV. Championship Formats

Junior and Senior Divisions

The team's records in interlock play in District 12 will determine champions, and the team that goes to the TOC.

Major Division

At the conclusion of the regular season, each team will participate in a double elimination format tournament to determine the division champion and T.O.C. representative. The teams will be seeded based on their win-loss record. Teams may be required to play more than 2 games in a calendar week. The #1 seed will be the home team for each game until it has lost a game. All other games the home team will be determined by a coin toss. All regular season pitching rules from the Williamsport Rule book are in effect during this championship tournament.

AAA, AA, A and Farm Division

At the conclusion of the regular season, each team will participate in a double elimination format tournament to determine the division champion and T.O.C. representative (for the AAA division only). The teams will be seeded based on a "Blind Draw" conducted by the Player Agent and the Minor VP. Teams shall not be eliminated until they have lost 2 games. Teams may be required to play more than 2 games in a calendar week. All regular season pitching rules per the official Little League rulebook from Williamsport are in effect during this championship tournament.

If deemed appropriate by the Division VP's, the A and Farm divisions may or may not include a season ending tournament. Further, 3 game series brackets may be determined by the VP to determine the A or Farm season champions.

Tee-Ball Division

There is no division champion in the Tee Ball Division.

XV. All Star Process

League shall notify all participants of schedule and planned All-Star activities and expectations by April 1st of each season

XV.a. All Star Manager Selection Process

Any Manager (and subsequently selected Coach) requires BOD approval.

To initiate the Manager selection process, the President will communicate with all in-season Managers in early April about interest in being selected for an All-Star Team. The manager (as well as coaches, and all of the players) must be available for practice and games from the end of

the regular season (~end of May) through the end of tournament play (end of July). League assistant coaches may also be an All-Star Manager candidate with completion of the required volunteer certifications. If elected managers/coaches miss events during the All-Star season, then this will be factored into their future eligibility to participate in the All-Star season.

Once interest is collected, the President, Division VP and Player Agent will incorporate the following criteria in determining a list of managers for the BOD to approve, in order of priority (which will be communicated to candidates):

- Current season performance (including Tournament Results)
- Commitment to the league and volunteerism
- Divisions Committee Feedback
- Player/Parent Feedback Surveys (current and prior seasons)
- Previous championships in All-Star Tournaments

Priority may be adjusted by the President, PA and Division VP based on any individual season circumstances. Generally speaking, managers/coaches in Majors will be prioritized over those in AAA and then those in AA considering experience/level of competitive play. While nominated Managers may propose a coaching staff, but the President, Division VP or Player Agent may confidentially veto assistant coach selections considering the criteria above.

In the June BOD meeting, the President will appoint the list of managers (and any identified coaches) to the BOD for approval. Once approved, the President will communicate and request confirmation from the appointed manager of their commitment to the role. If managers are subsequently unavailable, the President will offer the position to the next approved manager from the June BOD meeting. Any subsequent assistant coach selections will require approval by the BOD.

XV.b. All Star Player Selection Processes

In early May of each season a questionnaire will be sent out to all players league age nine to fourteen to see if the player will be available for the All-Star season.

Only players that have participated in a minimum of 8 regular season games that they are eligible to play (excluding school baseball games) will be considered to represent the league as an All-Star.

All disputes regarding All Star player and team selection shall be resolved exclusively by the Player Agent in consultation with the Board of Directors. If the Player Agent’s player is in the pool of potential All-Stars, then the Divisions Committee will nominate a replacement Advisor or Board Member to oversee the vote for the Player Agent’s eligible team.

LITTLE LEAGUE MAJOR DIVISION ALL STAR SELECTION PROCESS

1. All eligible 11/12 year old players playing in Majors shall be placed on a one-page ballot respectively, with no restrictions as to the number from any team. The ballot will be presented to all players, managers and coaches (total of 15 votes per team). Each will vote for 12 players excluding their own team members.

2. The President and Player Agent will tally the votes. Two lists will be compiled:
    a. A list voted on by players and
    b. a list voted on by Managers (and Coaches as deemed necessary by PA/President)). Players in the top 12 on both lists are automatically elected to the All-Star Team. If any players are not elected from both ballots, then a vote including the managers, Division VP, President and Player Agent will determine which players from the player vote list are then elected to the team. After the top 12 players are considered from the player list and if a team is not then selected, then the managers, Division VP, President and Player Agent will vote on remaining players from the managers/coaches list.
    c. Players that are in the top 12 ballots from a & b will only be revealed at the posting of rosters on the league's website after the LLI approved date.
    d. 12 players MUST be on voted on for each eligible ballot.

    By unanimous vote of the Player Agent, Division VP, VP and President the roster may be adjusted based on their group consensus. These adjustments may consider: player availability (past/present), positional advantage and other Code of Conduct related considerations.

3. In order for an 11 year old to be selected to the 11-12 year old Allstar team, they must be proposed by the Player Agent and voted on by unanimous vote from the managers, Division VP, President and Player Agent. These players must be at the top of their respective division and generally be considered starting players at the top portion of the lineup.

4. Should one or more of the All Stars selected be unable to play for whatever reason(s), the next highest voted player from the list will be eligible for the team.

5. The Player Agent will provide a read out of team draft status for BOD awareness

6. **Consistent with the ability of a Manager to conduct the affairs of his or her team, a manager may disqualify a player from the team for the current season subject to the Board of Directors Approval.**

7. The names of the members of the All-Star Team will be released and posted ***only*** by the Player Agent and not earlier than prescribed by Little League and District Rules and Regulations. MANAGERS AND COACHES ARE NOT TO DISCLOSE THE NAMES OF THE MEMBERS OF THE TEAM IN ADVANCE OF THE PRESCRIBED DATE AND, UNDER NO CIRCUMSTANCES, MAY ANY TYPE OF PRACTICE BE HELD BEFORE THE NAMES OF THE TEAM MEMBERS ARE POSTED. If a manager or coach is found to have revealed the roster before formal communication by the league, the manager/coach and related player will be subject to removal from the team as certified by the Conduct Review Committee.

10-11 YEAR-OLD TOURNAMENT (ALL STAR) TEAM SELECTION PROCESS

1. All eligible 11 year old players playing in Majors shall be placed on a one-page ballot respectively with no restrictions as to the number from any team. The ballot will be presented to all players, managers and coaches (total of 15 votes per team). Each will vote for 12 players ***excluding their own team members***.

2. The President and Player Agent will tally the votes. Two lists will be compiled:
    a. A list voted on by players and
    b. a list voted on by Managers (and Coaches as deemed necessary by President/PA). Players in the top 12 on both lists are automatically elected to the All-Star Team. If any players are not elected from both ballots, then a vote including the managers, Division VP, President and Player Agent will determine which players from the player vote list are then elected to the team. After the top 12 players are considered from the player list and if a team is not then selected, then the managers, Division VP, VP, President and Player Agent will vote on remaining players from the managers/coaches list.
    c. Players that are in the top 12 ballots from a & b will only be revealed at the posting of rosters on the league's website after the LLI approved date.
    d. 12 players MUST be on voted on for each eligible ballot.

    By unanimous vote of the Player Agent, Division VP and President the roster may be adjusted. These adjustments may consider: player availability (past/present), positional advantage and other Code of Conduct related considerations.

3. A 10 year old playing in the Majors division is eligible to be selected to the 11-12 year old Allstar team. They must be proposed by the Player Agent and voted on by unanimous vote from the managers, Division VP, President and Player Agent, otherwise they are automatically eligible for the 9/10 Year-old tournament team. These players must be at the top of their respective division and generally be considered starting players at the top portion of the lineup.

4. Should one or more of the All Stars selected be unable to play for whatever reason(s), the next highest voted player from the list will be eligible for the team.

5. The Player Agent will provide a read out of team draft status for BOD awareness

6. **Consistent with the ability of a Manager to conduct the affairs of his or her team, a manager may disqualify a player from the team for the current season subject to the Board of Directors Approval.**

7. The names of the members of the All-Star Team will be released and posted ***only*** by the Player Agent and not earlier than prescribed by Little League and District Rules and Regulations. MANAGERS AND COACHES ARE NOT TO DISCLOSE THE NAMES OF THE MEMBERS OF THE TEAM IN ADVANCE OF THE PRESCRIBED DATE AND, UNDER NO CIRCUMSTANCES, MAY ANY TYPE OF PRACTICE BE HELD BEFORE THE NAMES OF THE TEAM MEMBERS ARE POSTED. If a manager or coach is found to have revealed the roster before formal communication by the league, the manager/coach and related player will be subject to removal from the team as certified by the Conduct Review Committee.

9/10 YEAR-OLD TOURNAMENT (ALL STAR) TEAM SELECTION PROCESS

1. Any 10 year old player who is on a Major division team is automatically eligible for 9-10 Tournament team selection. The Player Agent with consultation from the involved VP's & President will determine by unanimous vote whether or not these players are selected to the All-Star Team.

2. In early May, the President and Player Agent will submit an input form to all Minors division managers and assistant coaches who will provide their stack ranked list of 12 players that should be considered for the All-Star team, excluding their own team members. The coaches will also submit a list of their top 4 players on their teams that should be considered. A combined ballot will also come from the President, PA, VP and Division VP. The list will be consolidated and the top 12 players will be utilized for a selection vote to the All-Star team. The President, Player Agent, VP and VP Minors may override the list with a unanimous vote or request voting input from the Division Managers. Exceeding 12 players requires Player Agent and President approval. Players that are on the team will only be revealed at the posting of rosters on the league's website after the LLI approved date.

3. When the roster has been completed, note should be taken of which remaining players had the most votes (in sequence). Should one or more of the All Stars selected be unable to play for whatever reason(s), the next highest voted player from the list will be eligible for the team.
4. In order for a 9 year old to be selected to the 9-10 year old Allstar team, they must be proposed by the Player Agent and voted on by unanimous vote from the managers, Division VP, President and Player Agent. These players must be at the top of their respective division and generally be considered starting players at the top portion of the lineup.

5. The Player Agent will provide a read out of team draft status for BOD awareness

6. The names of players who will participate on the Tournament Team will be released and posted ***only*** by the Player Agent and not earlier than prescribed by Little League and District 12 rules and regulations.

7. MANAGERS AND COACHES ARE NOT TO DISCLOSE THE NAMES OF THE MEMBERS OF THE TEAM IN ADVANCE OF THE PRESCRIBED DATE AND, UNDER NO CIRCUMSTANCES, MAY ANY TYPE OF PRACTICE BE HELD BEFORE THE NAMES OF THE TEAM MEMBERS ARE POSTED. If a manager or coach is found to have revealed the roster before formal communication by the league, the manager/coach and related player will be subject to removal from the team as certified by the Conduct Review Committee.

8/9-YEAR-OLD TOURNAMENT TEAM SELECTION PROCESS

1. 9 year olds that play in AAA or Majors are automatically eligible for 8-9 Tournament team selection. The Player Agent with consultation from the involved VPs & President will determine whether or not these players are selected to the All-Star team.

2. In early May, the President and Player Agent will submit an input form to all Minors division managers and assistant coaches who will provide their stack ranked list of 12 players that should be considered for the All-Star team, excluding their own team members. The coaches will also submit a list of their top 4 players on their teams that should be considered. A combined ballot will also come from the President, PA, VP and Division VP. The lists will be consolidated and the top 12 players will be utilized for a selection vote to the All-Star team. The President, Player Agent, VP and VP Minors may override the list with a unanimous vote or request voting input from the Division Managers. Exceeding 12 players requires Player Agent and President approval. Players that are on the team will only be revealed at the posting of rosters on the league's website after the LLI approved date.

3. In order for an 8 year old to be selected to the 8-9 year old Allstar team, they must be proposed by the Player Agent based on the voting from the managers and assistant coaches. This will be voted on and approved only by unanimous vote from the managers, Division VP, President and Player Agent. These players must be at the top of their respective division and generally be considered starting players at the top portion of the lineup.

4. When the roster has been completed, note should be taken of which remaining players had the most votes (in sequence).Should one or more of the All Stars selected be unable to play for whatever reason(s), the next highest voted player from the list will be eligible for the team.

5. The Player Agent will provide a read out of team draft status for BOD awareness

6. The names of players who will participate on the Tournament Team will be released and posted ***only*** by the Player Agent and not earlier than prescribed by Little League and District 12 rules and regulations.

7. MANAGERS AND COACHES ARE NOT TO DISCLOSE THE NAMES OF THE MEMBERS OF THE TEAM IN ADVANCE OF THE PRESCRIBED DATE AND, UNDER NO CIRCUMSTANCES, MAY ANY TYPE OF PRACTICE BE HELD BEFORE THE NAMES OF THE TEAM MEMBERS ARE POSTED. If a manager or coach is found to have revealed the roster before formal communication by the league, the manager/coach and related player will be subject to removal from the team as certified by the Conduct Review Committee.

JUNIOR DIVISION ALL STAR SELECTION PROCESS

1. All eligible 13 and 14-year-old players shall be placed on a one-page ballot respectively with no restrictions as to the number from any team. The ballot will be presented to all players, managers and coaches. Each will vote for a maximum of 12 players.

2. The VP and Player Agent will tally the votes. The top seven (7) players receiving the most votes will be automatically on the All-Star Team. If there is a tie for the 7th position between two players, they will both be automatically placed on the team. If there is a tie for the 7th position among three or more players, only 6 players will be automatically on the All-Star Team and managers and coaches will select the balance by ***secret ballot***.

3. After the player's vote is conducted, the managers and coaches will meet to select the balance of the All-Star Team, to a total roster of 12 to 14 players. The managers and coaches will have a secret ballot (without any discussion of the merits of the players) voting for 5 players from the list of names. A majority vote elects a player to the team. If in any round there is a majority vote getter, then no one is dropped from the ballot, with balloting continuing until 12 to 14 players have been selected. If there is no majority winner in a given round of voting, any player who fails to receive a vote will be dropped from the ballot. If 12 to 14 players have not been selected after 3 rounds, the player(s) (in case of a tie) shall be dropped from the ballot until 12 to 14 players are finally selected.

4. When the 12 to 14 player roster has been completed, note should be taken of which next 6 players received the most votes before being eliminated. While "alternates" are not allowed by Little League rules, these 6 players represent a pool of players from which the All-Star Manager will select an additional player or players, should one or more of the All Stars selected be unable to play for whatever reason(s). If this situation arises, the Tournament Team Manager would have the automatic authority and permission to select from this pool without any League approvals.

5. The Manager of the All-Star team will be determined by a committee consisting of 3 Board members including the President, Division V.P. and Player agent.

6. **Consistent with the ability of a Manager to conduct the affairs of his or her team, a manager may disqualify a player from the team for the current season subject to the Board of Directors Approval.**

7. The names of the members of the All-Star Team will be released and posted ***only*** by the Player Agent and not earlier than prescribed by Little League and District Rules and Regulations. MANAGERS AND COACHES ARE NOT TO DISCLOSE THE NAMES OF THE MEMBERS OF THE TEAM IN ADVANCE OF THE PRESCRIBED DATE AND, UNDER NO CIRCUMSTANCES, MAY ANY TYPE OF PRACTICE BE HELD BEFORE THE NAMES OF THE TEAM MEMBERS ARE POSTED.

8. Any 14 year old player who is on a high school team, is automatically placed on the Jr team pending conduct review, provided that player has played in the minimum number of games that player is eligible to play in as required by the Williamsport Rule Book.

9. If we have a Senior Team the player has a choice if he is voted on to the Senior All-Star team.

Senior Division All Star Selection Process

Same as Junior Division All Star Selection Process above, except: All eligible 14 - 16 year old players shall be placed on a one-page ballot respectively with no restrictions as to the number from any team.

XVI. Lincoln Glen Little League Conduct Review Committee

1. The objective of Lincoln Glen Little League (“LGLL”) is to implant firmly in the children of the community the ideals of good sportsmanship, honesty, loyalty, courage and respect for authority, so that they may be well adjusted, stronger and happier children and will grow to be good, decent, healthy and trustworthy citizens. In order to advance the stated objective, LGLL follows Little League rules and recommendations and has adopted additional and complimentary rules to promote safety and conduct intended to have a positive influence on the players, volunteers, parents and fans.

2. The Conduct Review Committee ("CRC") is established to evaluate reported incidents of safety and/or conduct violations and to determine the appropriate action to be taken. Safety and/or Code of Conduct violations may be reported to the League President or Safety Officer by any Director, Manager, Coach, Umpire, Board Monitor or Parent/Guardian. The CRC will be comprised of persons affiliated with the league who have served, or are serving as Directors or volunteers in some recognized capacity, but who are not concurrently serving as the LGLL President or VP of any division. The CRC will consist of up to 7 members to be appointed by the LGLL Board of Directors. The chairperson of the CRC will be appointed by the Board of Directors. In the event of any apparent actual or potential conflict of interest involving a member of the CRC and any incident or violation being evaluated by the CRC, that member shall recuse himself from review of that incident or violation.

3. Upon receiving a report of a safety and/or Code of Conduct violation, the members of the CRC will meet, in person, telephonically, or via email to evaluate the report. The members of the CRC may conduct any investigation they deem necessary to evaluate the incident. Unless extenuating circumstances exist, the CRC will endeavor to complete its evaluation of the incident and/or violation within 10 days of the matter being directed to the Chairperson of the CRC.

    a. "Consistent with the league's Code of Conduct, if a suspected case of misconduct is reported to a Board Member, that Board Member may request to the President or Secretary a Special Board Meeting per Article V of the Constitution if further support is needed to appropriately address the matter with the accused party. The Board of Directors may then determine that a temporary departure from participating in league activities is warranted, until the investigation has been completed."

4. If a majority of the CRC determines that a violation has occurred, the CRC will determine, based on the severity of the violation, historical precedent, and other relevant considerations, the appropriate sanction or sanctions to be imposed. Sanctions may not be less, but may be more severe than those prescribed by Little League for specified violations. The CRC shall promptly deliver a Notice to the person or persons being sanctioned, with copies to the Directors then serving on the Board of Directors.

    The Notice shall be delivered in any manner that reasonably assures it will be received in a timely fashion by the person(s) to whom it is directed, and shall contain the following information:

    a. A brief description of the alleged violation and, in the event the correction of the alleged violation requires actions, the date by which such violation is to be corrected.

b. The disciplinary and/or corrective action and/or penalties, which have been imposed by the CRC and become effective in the event a hearing is waived.

c. Notification that, unless a written Request for Hearing is delivered to the CRC within five (5) days after the transmittal of the Notice, such person(s) shall be deemed to have accepted the findings of the CRC, including without limitation, the date established by the CRC for the completion of any corrective action that is required to cure the violation, and has waived the right to hearing and the right to object to the findings of the CRC and the disciplinary and/or corrective actions and/or penalties imposed by the CRC.

d. If no timely Request for Hearing is delivered, and no Hearing is Noticed within the stated timeframe by the Board of Directors, the findings and determinations of the CRC are final and will be adopted by the Board of Directors at the next regularly scheduled Board meeting.

5. If, and only if, the person(s) subject to sanctions by the determination of the CRC chooses to contest the decision of the CRC, then upon timely delivery of a Request for Hearing from the person(s) named in the Notice, or if a hearing for Board review of the matter is noticed by the Board of Directors within the timeframes set forth above, the Board shall set a date for a hearing before the Board and shall deliver notice of such hearing to the person(s) and to any witnesses designated by the Board who are to be present for the purpose of presenting any relevant evidence. Such hearing shall be held not less than ten (10) days nor more than thirty (30) days from the date of notice of the hearing. The hearing shall be conducted according to such reasonable rules and procedures as the Board shall adopt which shall provide an opportunity for the affected person(s) to present oral and written evidence at the hearing. After any hearing conducted pursuant to this paragraph, the Board shall deliver its decision and the reasons therefore within seven (7) days after the hearing. The disciplinary and/or corrective action and/or penalties determined by the Board shall become effective five (5) days after delivery of the decision.

6. If a CRC investigation finds no discipline is required for the accused party, the CRC shall investigate the risk of any targeting or false accusations being made against the accused party. The league takes any targeting or bullying accusations seriously, and the CRC will investigate such matters in the spirit of the Code of Conduct.

XVII. Lincoln Glen Little League “Code of Conduct”

Lincoln Glen Little League officials believe that all managers, coaches, administrators, parents and players who participate in our league should conduct themselves as responsible representatives of Little League Baseball. In order to assure the conduct of all participants,

managers and administrators will enforce a “Code of Conduct.” Furthermore, members of a team who fail to abide by the “Code of Conduct” are subject to disciplinary action up to and including removal from the team. As recognized representatives of Lincoln Glen Little League, members are expected to exhibit appropriate behavior during all activities, **in or out of uniform.** Lincoln Glen Little League has developed a minimum standard of conduct for all managers/coaches, administrators, players and parents to follow. The League will proceed with the maximum available penalties for any violation of this “Code of Conduct.”

Each Manager will sign an agreement prior to the beginning of the season which states that he/she agrees to read and distribute the “Code of Conduct” to all team members as well as staff. Every member of Lincoln Glen Little League, including players (except for Tee-Ball), parents, coaches, managers, umpires, and administrators, is required to have read, and signed the “Code of Conduct” before the beginning of the regular season.

Lincoln Glen Little League “Code of Conduct”

Team Manager Agreement

Conduct of all players, coaches/managers, fans/parents, and administrators

1. **Any player** ejected from any LGLL competition because of misconduct or unsportsmanlike behavior will be suspended per Rule 4.07, 4.08, 9.01 (a,d), 9.05 (c), Regulation XIV (a).
2. **Any Coach/Manager or Administrator** ejected from any LGLL competition because of misconduct or unsportsmanlike behavior will be suspended per Rule 4.06.1, 4.06.2, 4.07, 9.01 (a, d), 9.05 (c), Regulation XIV (a).
2. **Any fans/parents** at any LGLL competition may be asked to leave the field by the Team Manager because of misconduct. The Umpire in charge may suspend the game until such time as this fan/parent leaves the park. If the fan/parent refuses to leave then the Umpire in charge may end the game.

Rule 4.15.5: Team Managers are responsible for all other Coaches, Players, and Fans of his/her team. The Team Manager will be held accountable for his/her actions as well as those of his/her staff, participants and spectators. The Team Manager will be held responsible for all pregame, during game and post game misconduct or unsportsmanlike conduct.

All umpires at the game must concur with the ejection and will automatically be required to submit a written report to the LGLL Chief Umpire within 24 hours for review.

Both Team Managers of the game will automatically be required to submit a written report to the LGLL Board of Directors within 24 hours for review.

Any LGLL Board Member at the game will automatically be required to submit a written report to the LGLL Board of Directors within 24 hours for review.

Team Managers must sign this form and by signing, assures LGLL that he/she will distribute and review the "Code of Conduct" with their staff, players and parents.

Team Manager (print name) _____

Signature _____

Signature Date _____

Team Name Division _____

Participant's "Code of Conduct"

- Emphasize the ideals of sportsmanship, ethical conduct and fair play
- Show courtesy to my opponents and umpires
- Give complete allegiance to my coaches who are the instructional authority for my team
- Discourage fans, fellow teammates and parents from undercutting my coaches' authority
- Do my best to attend all practices and games and understand that repeated unexcused absences may impact my playing time

I will not:

- Use profanity or talk "trash" before, during or after any game
- Use drugs, alcohol or tobacco
- Criticize my teammates
- Act in any way that may incite spectators in a negative way

Print name _____

Signature _____

Signature Date _____

Parent's Code

I will:

- Support my child's team and teach the value of commitment to the team and emphasize the ideals of sportsmanship, ethical conduct and fair play
- Help my child and Lincoln Glen Little League make athletic contests a positive educational experience
- Show courtesy to opponents and umpires
- Direct constructive criticism of my child's LGLL athletic experience to the Board of Directors and work toward a positive result for all concerned

I will not:

- Criticize umpires, direct abuse or profane language toward them, or otherwise subvert their authority
- Undermine, in word or deed, the authority of the manager/coach or administration
- Intrude onto the field or yell from the bleachers to the coaches, umpires or administration

Parent name _____

Signature _____

Signature Date _____

Manager/Coach's Code

I will:

- Respect the integrity and judgment of the game umpires and work with them to promote positive experiences
- Establish and model fair play, sportsmanship, and proper conduct
- Hold in highest priority the establishment of the child's safety and well-being.
- Provide proper supervision of the players at all times
- Use discretion when providing constructive criticism and when reprimanding the athlete. Maintain consistency in requiring players to adhere to the established rules and standards of the game to be played
- Follow the Little League rules of behavior and the procedures for responsible crowd control
- Vigorously encourage and support players on all teams

I will not:

- Suggest, provide or encourage players to use non-prescriptive drugs or substances
- Promote acts that will in any way incite spectators in a negative manner

Team Manager (print name) _____

Signature _____

Signature Date _____

Team Name Division _____