Foothill Little League Local Rules 2026-2027

Revised July 2026

1. GENERAL

All registered players and adult members of Foothill Little League (FHLL) must comply with all Little League rules and regulations, both National and Local. These "Local Rules" supplement and provide local interpretation to the "2026 Little League Official Regulations and Playing Rules" for all divisions of Little League Baseball. If there are any actual conflicts between the Local Rules and the Official Regulations and Playing Rules, then the Official Rules shall prevail. Infraction of any of these rules may require appearance before the Executive Committee and could lead to suspension or dismissal from Foothill Little League. The Foothill Little League has adopted the 2026 Little League Official Regulations, Playing Rules, and Operations as it pertains to pitch count.

2. PROPERTY

- **A.** All equipment, supplies, and buildings are considered the property of Foothill Little League, Inc.
- **B.** Any person (adult or minor) who attempts to break into League buildings, or who willfully damages any League property (owned or leased), will be subject to loss of all rights to future participation in Foothill Little League.
- **C.** Equipment/Keys issued to coaches/managers are considered League property and are to be returned upon demand, and/or end of season. No keys are to be duplicated, and if any item is not returned, the coach's volunteer/equipment check will be cashed in by the league.
- **D.** Parents or legal guardians of a minor child may be subject to legal action by Foothill Little League, Inc., to recover any losses sustained.
- **E.** No one shall post handbills or other advertisements without prior written approval of the Board.

3. FINANCIAL SUPPORT

- **A. Sponsorships**: The Sponsorship Coordinator will encourage the sponsorship of the League rather than any one team. However, if a sponsor wishes to be associated with a particular team/division, the request will be reviewed by the Executive Board so long as no team receives any advantage thereby, and any expense to the League is minimized.
  - **a.** Donations may be made in any amount.
  - **b.** Sponsorships are in set amounts approved by the Board. Each sponsor will receive such recognition as the Board decides, e.g., outfield signs, ads, etc.
- **B. Registration Fee:** Parents or guardians of every registered player, are expected to submit payment at the time of registration, per season, to support the League.
  - **a.** Prior to registration, the Board will determine the amount of this contribution.
  - **b.** No player will be refused registration because of family inability to make this contribution.
- **C. Volunteering** : In addition to financial contribution, parents or guardians are required to contribute 6 hours of time to the volunteer program of the League, per registered player, per season.

a. A $300 check must be submitted at the time of in-person registration. If all volunteer hours are completed by the end of the season, the check is null-and-void.
    i. If all 6 hours are not completed, the check will be cashed in at the end of the season.
b. Checks can be posted dated to the end of the season.
c. If a family prefers not to volunteer, the check will automatically be cashed in.
d. Volunteer roles are outlined on our Website. It is encouraged to sign up early for the volunteer roles, during registration, or by speaking with the players coach, or Volunteer Coordinator for available volunteer opportunities.

4. LEAGUE STRUCTURE

A. "League Age" to be set using the outline set forth by Little League International (See attached Addendum D)

B. Junior Division - League ages 12 to 15. Played on 90-foot base-path fields. Fully competitive division. Game time and schedules will be coordinated by District 63.

C. Intermediate Division - League ages 11 to 13. The primary field is Perez/Newell Field. Competitive games, league standings, and post-season playoffs. Post-season playoff pairings will be decided by regular season league standings. A managerial draft is conducted for team formation in the Intermediate division. Players of league age 11 to 13 may try out for Intermediates. If undrafted by an Intermediate division team, the player will be placed into the pool for the Minor division draft. Once an 11-year-old is drafted to an Intermediate division team, the player may not return to the Minor division.

D. Minor Division - League ages 9 to 11. The primary field is Kitko Field for competitive games, and post-season playoffs. A managerial draft is conducted for team formation in the Minor division. If undrafted by a Minor division team, the player will be placed into the pool for the Farm A division. Once a 9-year-old is drafted to a Minor division team, the player may not return to the Farm A division

a. Note: League policy and draft procedures encourage most 11-year-olds to play "up" to the Intermediate division subject to successful participation in tryouts, the draft and the ranking within the selection range established at draft time.

E. Farm 'A' Division - League ages 7 to 9. The primary field is Perez Field. Primarily instructional with competitive games. Competitive games and post-season playoffs, but no individual statistics. Postseason playoff pairings will be decided by draw as opposed to regular season league standings. A managerial draft is conducted for team formation in Farm A division. If undrafted by a Farm A division team, the player will be placed into the pool for the Farm B division. Once an 7-year-old is drafted to a Farm A division team, the player may not return to the Farm B division

a. Note: League policy and draft procedures encourage most 9-year-olds to play "up" to the Minors division subject to successful participation in tryouts, the draft and the ranking within the selection range established at draft time.

F. Farm 'B' Division - League ages 5 to 7. The primary field is Kwiatkowski-Sexton Field. Primarily instructional with competitive games but no post-season playoffs, individual statistics, or game scoring. Plate umpires shall not be provided in the Farm "B" division.

G. Tee Ball - League ages 4 to 5. Players must be age 4 as of the date set forth by Little League International (See Addendum D). The primary field is Kwiatkowski-Sexton Field. Instructional.

No scores or standings. Umpires shall not be provided in the Tee Ball division. Limited to one game per week. Note: Some six year olds may be allowed to play if the child has no prior experience in the league.

5. PLAYER SELECTION AND PLACEMENT

A. Mandatory Assessments

- **a.** All players League Age 7 through 14, including returning players, are required to participate in player assessments.
- **b.** No player shall be exempt from evaluation.

B. Universal Assessment Scoring

- **a.** All managers are required to evaluate players using the league-approved Universal Assessment Scoring Sheet.
- **b.** Only appointed managers within a specific division are required to attend and participate in assessments for that division.
- **c.** Coaches and managers from other divisions are welcome to observe for developmental awareness or future coaching interest, but they are not permitted to evaluate, score, rank, advocate for, or influence draft round placement. All official evaluations must come only from the participating division's managers and the Player Agent's appointed independent evaluator.
- **d.** Players shall be scored in multiple skill categories using a standardized 0–5 point scale; including: baserunning/speed, hitting/batting, infield, and outfield. Players who desire to pitch or catch will also be evaluated on pitching and catching skills.
- **e.** Scoring Guide:
  - 0 = Not demonstrated / unable
  - 1 = Beginner / inconsistent
  - 2 = Developing
  - 3 = Average for age
  - 4 = Above Average
  - 5 = Advanced / exceptional
- **f.** An independent evaluator, appointed by the Player Agent, shall assess players using the same scoring system.
- **g.** The independent evaluator's scores shall carry equal weight to manager/coach scores.
- **h.** Individual assessment scores shall remain confidential and shall not be shared with managers or coaches.

C. Draft Sheet Creation

- **a.** Following player assessments, the Player Agent shall collect all evaluation score sheets, aggregate all scores, and compile a Draft Sheet that places players into draft rounds/groups based on their assessment scores.
- **b.** Prior to the draft, the Player Agent shall conduct a Draft Sheet Review Meeting with all division managers to review the proposed round placements.
- **c.** During the Draft Sheet Review, managers may provide input regarding players who fall near the cutoff between two rounds and whose skill levels are reasonably comparable.
- **d.** Discussion is limited to players whose total scores fall within a narrow scoring range (to be determined by the Player Agent) and is intended solely to ensure appropriate round placement—not to advocate for or against specific players.

e. Managers may share observational feedback from assessments (e.g., consistency, athleticism, defensive ability), but no player may be moved solely based on anecdotal preference.

f. In the event of identical composite scores resulting in a tie between players for round placement, the following tie-breakers shall be applied in order:

a) Independent evaluator score
b) Highest defensive score (infielding + outfield)
c) Highest athleticism/speed score
d) Player Agent determination

g. The Player Agent shall have final authority over all round placements and draft sheet determinations. Once finalized, the Draft Sheet is locked and may not be altered during the draft.

h. Managers shall be provided draft rounds only, not individual scores.

D. Pitcher/Catcher Distribution

a. The top scoring pitchers (per number of teams), shall be separated prior to the draft and distributed by blind draw.

b. If the manager's son/daughter is within the blind draw, they will be assigned to the manager's team in that round.

c. Pitchers/Catchers will receive bonus points in the assessments that will be added to their overall score. However, the pitching score only will be utilized for the distribution of pitchers in the blind draw.

E. Draft Format

a. All divisions shall use a snake draft format. Each round will contain the number of teams in the division.

b. Draft order shall be determined by random draw.

c. Managers are required to draft strictly in round/group order.

d. Each team shall draft one player per round.

e. No team may skip, defer, or select out of sequence.

f. All teams shall roster an even number of players, predetermined by the board based on registration.

g. The snake draft will be as follows:

o Round 1 will be a blind draw of the top pitchers per the number of teams
o Round 2 will contain the total number of players equal to the number of teams in that division. These will be the players with the highest aggregated scores from assessments.
o Starting with the 3rd round, players will be grouped, double the size of the division.
o The two round grouping system will be utilized for rounds 3&4, 5&6.
o Players must be drafted in the group they are assigned before moving to the next round.
o In Round 7, managers will have the ability to draft remaining players in any manner they deem appropriate to fill their roster.
o All remaining players that are league age appropriate for that division within the final group must be drafted over players eligible to play in a lower division in the last round(s) of the draft.

F. Trades

- **a.** Trades have to be finalized by 5pm the following day after the draft.
- **b.** All trades must be round-for-round. (e.g. blind pitcher for blind pitcher; Round 1 for Round 1; Rounds 2/3 for Rounds 2/3.
- **c.** All trades require approval by the Player Agent.

G. Siblings & Manager's Children

- **a.** The son or daughter of a manager/parent or eligible returning coach/parent shall be drafted in the designated draft round ONLY as determined by and according to objective evaluation criteria. No player reservations beyond the designated draft round will be permitted for the son or daughter of a manager/parents and/or eligible returning coach/parent.
- **b.** Sibling selections shall follow Little League International "Options on Sons, Daughters, and Siblings."
- **c.** All players, must participate in assessments
- **d.** Assessment results shall determine designated draft rounds, regardless of returning player status.

H. Authority

- **a.** The Player Agent shall have final authority over assessments, draft rounds, draft enforcement, and trades. The Player Agent shall assist the Coaching Director of that division in all aspects of assessments, and the draft of each division, with assistance from the VP, Secretary, and UIC.

6. ADULT TRAINING

A. Foothill Little League will conduct annual training sessions for managers, coaches, umpires, and scorekeepers. Members of the League who are appointed to the aforementioned positions must attend the training sessions. All other League members are encouraged to attend as many sessions as possible.

7. MANDATORY PLAYING RULE (MPR)

A. This rule is made with respect to Little League Regulation IV(i). The intent of the rule is that all League players must play a minimum of one-half of the game (nine defensive outs) and have at least one time at-bat. The following cases illustrate this rule:

- **a. Case 1.** In a regulation six-inning game, all players must play at least three innings defensively (9 outs), six defensive outs of which must be consecutive, and have a minimum of one at-bat.
- **b. Case 2.** In an extra-inning game, Case 1 applies.
- **c. Case 3.** In a game terminated prior to the sixth inning, the player must play six consecutive outs defensively and bat once.

B. When a player has not met the mandatory play requirement cited above, that player will start the next scheduled game and play any previous requirement, then satisfy the mandatory play requirement for this game before being removed. (Example: If a player played only 7 defensive outs and had one at-bat in game "A", this player must start game "B", make up the 2 out play requirement from the previous game, then satisfy the mandatory play requirement (9 defensive outs and one at-bat) for game "B"; prior to being removed from game "B." In the case of a shortened game, then 6 defensive outs and one at-bat is required per Case 3.

C. Benching a player for cause, e.g. illness, injury or disciplinary cases, is permitted; however, in disciplinary cases, the Player Agent must give his/her approval in a reasonable time (not less than 24 hours) prior to the game.

D. Managers who violate this rule will be subject to action by the Executive Committee, up to and including dismissal from their positions.

E. At the end of the 3rd inning, the umpire should remind both managers to make such substitutions as are required to comply with the Mandatory Playing Rule.

F. The official scorekeeper for each game will inform the Player Agent of any infraction(s) of the Mandatory Playing Rule; and the Player Agent, in turn, will present the matter to the Executive Committee.

G. All divisions utilize the Mandatory Player Rule*, with continuous batting order.

- **a.** With continuous batting order the MPR still applies per Local and Little League Rules.
  - **i.** 6 Consecutive outs, 1 at bat. 9 total outs in 6 innings.
  - **ii.** Players must play a minimum of 3 outs in the infield and 3 out in the outfield , Infield/outfield rule is not applicable in intermediate – coaches must let all players practice at all positions with the intent of teaching them how to play that position in a game.
  - **iii.** Every player must satisfy the mandatory play rule by the end of the 4th inning, in Minors/Farm A, and the 5th inning in Intermediate.

H. NOTE: For all divisions who use continuous batting order, free substitution will be used in lieu of Little League Rule 3.03 to enhance player participation and spirit of the game.

8. SCHEDULES

A. Game Start times:

- **a.** During Pacific Standard Time: All weekday games begin at 4:30 PM. Applies to the first week of the spring season only.
- **b.** During Pacific Daylight Time: All weekday games begin at 5:00 PM.
- **c.** Weekend game start times are as noted in the division schedules.
- **d.** Younger division start times may differ from regular start times.

B. Game Duration Time Limits

- **a. Tee Ball division:** Games are limited to a maximum of 45 mins. There will only be one game per week per team. It is the responsibility of the team managers to limit play as described here.
- **b. Farm B:** Games are limited to a maximum 1hour 15 minutes of playtime. All Saturday games must end no closer than 20 minutes prior to the next scheduled game. It is the responsibility of the team managers to limit play as described here.
- **c. Farm A:** Games are six (6) innings BUT a new inning may not be started after 1 hour 30 minutes. All Saturday games must end no closer than 25 minutes prior to the next scheduled game. It is the responsibility of the scorekeepers to record the starting time of the game in the score books. It is the responsibility of the umpire and coaches to limit play as described here. Drop dead time is 1hour 45 minutes from the start of the game. If drop dead and the home team has not completed their at bat, the score reverts back to the score from the last completed inning. If the game goes into the 6th inning, that inning has unlimited runs.

i. **Playoffs:** no new innings are to start after the 1 hour and 30 minute mark, UNLESS the game is tied. The game CAN NOT end in a tie, and the inning MUST be completed in its entirety. In the event of a tie, and a new inning is started after the 1 hour and 30 min mark, at the start of the new inning (for each team) a runner is placed on 2nd base (player with the last out). If this inning ends in a tie, the next inning (for each team) will start with a runner on 2nd and 3rd bases (last at bats). If the next inning also ends in a tie, the next inning (for each team) will start with a runner on 1st, 2nd, and 3rd base. This will continue until the game is completed with a winning team.
    1. **Exception:** Drop dead does not apply if there is a tie, the game will continue until there is a winning team. However, the game can be suspended by the umpire, if it is too dark to play and safety is a concern. If this happens, the UIC and Coaching Directors will be notified immediately after the game (by the plate umpire) to have the game rescheduled to a later date. When the game resumes, the game will start at the last inning played, with the same score, same outs, and the same player up to bat. The batting order does not reset. Pitch counts will reset based on rest days (see Addendum E).
    2. If an inning is started prior to the 1hour and 30 minute mark, the inning needs to be completed. There is no drop dead.

d. **Minors:** Games are six (6) innings BUT a new inning may not be started after 1hour 45 minutes and the inning must be played to completion. Games can end in a tie. It is the responsibility of the scorekeepers to record the starting time of the game in the score books. All Saturday games must end no closer than 25 minutes prior to the next scheduled game. It is the responsibility of the umpire and coaches to limit play as described here. Drop dead time is 2 hours from the start of the game. If drop dead and home team has not completed their at bat the score reverts back the score from the last completed inning.
    i. **Playoffs:** no new innings are to start after the 1 hour and 45 minute mark, UNLESS the game is tied. The game CAN NOT end in a tie, and the inning MUST be completed in its entirety. In the event of a tie, and a new inning is started after the 1 hour and 45 min mark, at the start of the new inning (for each team) a runner is placed on 2nd base (player with the last out). If this inning ends in a tie, the next inning (for each team) will start with a runner on 2nd and 3rd bases (last at bats). If the next inning also ends in a tie, the next inning (for each team) will start with a runner on 1st, 2nd, and 3rd base. This will continue until the game is completed with a winning team.
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2. If an inning is started prior to the 1hour and 45 minute mark, the inning needs to be completed. There is no drop dead.

e. **Intermediate:** Games are seven (7) innings per Little League Rules. No new innings will begin after 2 hours and 15minutes of play. Games CAN end in a tie. Games tied after "no new inning" time can stay tied. Tied games will count as ½ win and ½ loss in the standing for playoff seeding purposes. Drop dead time is 2 hours and 30 minutes

i. **Playoffs:** no new innings are to start after the 2 hour and 15 minute mark, UNLESS the game is tied. The game CAN NOT end in a tie, and the inning MUST be completed in its entirety. In the event of a tie, and a new inning is started after the 2 hour and 15 min mark, at the start of the new inning (for each team) a runner is placed on 2nd base (player with the last out). If this inning ends in a tie, the next inning (for each team) will start with a runner on 2nd and 3rd bases (last at bats). If the next inning also ends in a tie, the next inning (for each team) will start with a runner on 1st, 2nd, and 3rd base. This will continue until the game is completed with a winning team.

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2. If an inning is started prior to the 2 hour and 15 minute mark, the inning needs to be completed. There is no drop dead.

f. **Note:** For weekday games or late Saturday games in all divisions, it is up to the umpire's discretion to limit play in all divisions if lighting conditions are not conducive to safe play even if maximum time has not been exceeded.

g. Managers and umpires will keep all games moving along quickly. Players are expected to hustle to and from defensive positions and be prepared to bat when they are due up.

i. If catchers are not ready when pitchers take the mound, coaches must step in to start warming the pitcher up, preventing delay of game.

9. ABSENCES

A. Limits: Any manager or player with TWO (2) unexcused absences from the regularly scheduled games of his or her team, or TWO (2) unexcused absences for the regularly scheduled practice of his or her team may be required to appear before the Conduct Committee (Executive Committee) for the consideration of disciplinary action, including but not limited to suspension or all-star consideration.

B. Excuse: Acceptance or rejection of a player's excuse for absence will be left to the judgment and discretion of the team's manager. Acceptance or rejection of a manager's excuse will be left to the judgment and discretion of the Board.

C. Reporting: Excused and unexcused game absences will be reported by the manager on the batting order slip and will be entered in the official scorebook. Managers are required to report to

the Player Agent all unexcused game absences. An absent player may not be subsequently benched for the absence if the manager has failed to make such a report.

D. Notification: The Player Agent will notify the chairman of the Conduct Committee whenever a player has been charged with two unexcused absences from the regularly scheduled games or practices of his or her team.

10.CODE OF CONDUCT FORCOACHES/PLAYERS/PARENTS/VOLUNTEERS

10(a) – Foothill Little League has established a Code of Conduct for the coaches. All coaches of the League must agree to these Codes of Conduct before the beginning of each season and are required to sign these Codes of Conduct during coaches meeting. See **Addendum B** for the complete agreements.

10(b) - [rule removed this 2026 season]

10(c) - Foothill Little League has established a Code of Conduct for Players as well as Parents and Volunteers. All players and members of the League must agree to these Codes of Conduct before the beginning of each season and are required to sign these Codes of Conduct during the registration process. See **Addendum C** for the complete agreements.

11. CONDUCT COMMITTEE

A. The Code of Conduct (see Addendum C) is to be followed by all Players, Parents, and Volunteers at all times. If anyone is in violation of these rules they will be referred to the Committee for discipline.

B. The Code of Conduct will be signed by all Players/Parents/Volunteers at the beginning of each season and kept on file.

C. The Conduct Committee will consist of the members of the Executive Board. If the violation is related to a coach or manager, the Executive Board has the discretion to include the Coaching Director and/or UIC (Umpire in Chief) if needed.

D. Violations related to players and parents should be made to the Player Agent, violations related to coaches and managers should be made to the Coaching Director, and violations related to umpires should be made to the UIC, unless it involves the UIC at which time it should be made to the President.

E. All violations will be documented, and all documentation will remain with the Secretary.

12. PRE-GAME PROCEDURES

A. Drills

a. To ensure fairness and to provide time for field preparation, the field may not be used for practice or warm-ups by the participating teams more than twenty-five minutes before game time.

b. To ensure fairness, both teams will be allowed to use their side of the outfield, using second base and the deciding line. There will be no access allowed to the batting cages and pitching cages. Teams will not be able to use the infield or pitchers' mound prior to the start of the game.

B. Batting Order

- **a.** Five minutes before the game's official starting time, with both teams in their respective dugouts, managers of the opposing teams, and a player representative from each team (at the coaches' discretion), will proceed to home plate for a pre-game conference with the umpires. In accordance with rule 4.01, each manager will present to the umpire copies of their team's batting order. These copies will contain the following information: **Name of each player (in order of appearance at-bat), his or her uniform number, and the starting position or status as a substitute.** If a player is late, absent, sick, injured, or being disciplined, that status will be recorded in the official scorebook by the official scorekeeper.
- **b.** Any change in player status, i.e. late, absent, sick, or injured, and all pitching substitutions and /or line-up changes must be reported immediately by the manager to the scorekeeper. To make any change, the manager must request "time" from an umpire, and then report the changes to the plate umpire. The plate umpire will relay these changes to the official scorekeeper and the opposing manager. (Because offensive substitutions do not occur in the Minor and Farm divisions, Minor and Farm division managers additionally are to report to the plate umpire any defensive changes that cause players to enter or leave the game; this is done to ensure the MPR for each player is met.)
  - **i.** The decision of whether or not a late player is allowed to enter the game will be left to the judgment of their manager. If a player is allowed to enter the game late, the player must be put at the bottom of the lineup.

C. Scorekeeper

- **a.** The home team will provide the official gamechanger scorekeeper for each game. A game will not begin until there is an official scorekeeper designated.
- **b.** The visiting team's scorekeeper will maintain the official pitch count for each game, and control the scoreboard. Division appropriate pitch count forms will be provided in the official scorebook at each field.
- **c.** If the home/visitor scorekeepers request to switch roles, they can mutually agree to do so.
- **d.** Division specifics are outlined below in local rule 16. The official scorekeeper will advise the umpire if a pitcher is approaching or has pitched their maximum number of pitches for a game. Failure to notify the umpire does not relieve the manager from their responsibility to enforce the pitch count rule. A manager can request a pitch count from the umpire at any time, but it is not required for the umpire to stop the game to honor the request. It will be honored at the umpire discretion.

13. FIVE RUN RULE

A. The Five Run Rule is in effect until the last inning of each game for divisions that utilize the continuous batting order (Minors, and Farm A). The intent of this rule is to provide a mechanism for ending an inning should one team dominate play by preventing a team from scoring more than five runs in a single inning even though there may be less than three outs. The Farm B division will play by the Five Run Rule for the duration of the game.

- **a.** **Note:** The "last inning" will be the 6th inning, no other inning can be considered the last inning.

b. The Intermediate Division may utilize the continuous batting order if agreed upon by the managers in that division. The Five Run Rule does not apply to the Intermediate Division.

14. MERCY RULE

A. The Mercy Rule is in effect for Farm A, Minor and Intermediate divisions in accordance with rule Little League Rule 4.10(e). The rule applies to the Juniors Division.

15. FIELD AND AREA CONDUCT

A. Dugouts: These areas are for the roster players and up to 3 adults (manager, coaches, and assistants). Players are expected to remain in the dugouts or on the field during the course of all games. No food or drinks (except for water cooler) are to be brought into the dugouts.

- **a.** Exceptions are Farm B and Tee ball, which are allowed 4 (3 coaches and a team parent).
- **b.** Special exceptions are made for players with special needs. The exception needs to be approved by the board before any additional person is allowed in the dugout.

B. Hillsides: Due to the potential dangers, (landslides, snakes, etc.) of the immediate area, climbing, sliding or otherwise playing on or occupying the hillsides around the playing fields is not permitted.

C. "Chatter": Consistent with National Little League guidance, general chatter (including the traditional "Hey, batter, batter.") is permitted. However, yelling "SWING!" is NOT allowed. Such chatter may not include cadence changes, personal name calling or other sounds intended to, or having the effect of, influencing a particular action by an opposing player. Spectators are expected to keep their opinions of a player's ability to themselves. Catchers may not "chatter" at batters. The on-field umpire shall be the final opinion in this area of the rules.

16. SPECIAL DIVISION RULES

A. Tee Ball

- **a. Tee Ball** is a non-competative division. Individual statistics, game scores, and standings are not maintained. All players on the roster bat once each inning.
- **b.** No more than 3 adult coaches shall be on the playing field defensively at any time. These coaches can help to properly position players in the field.
- **c. No more than 3 adult coaches are allowed on the playing field during the offensive half of an inning. Two of those adults can be base coaches (although players can be base coaches as long as they wear a protective helmet). One adult should be assisting at the plate by placing the ball on the tee and ensuring the catcher is not in danger of being hit by the bat.**
- **d. At no time during the game should the adults interfere with the play, whether on offense or defense.**
- **e. There must always be one adult in the dugout during the duration of the game (a team parent is eligible).**
- **f.** Play will stop when the ball has been returned to the pitcher's control within the 10-foot circle of the mound. Base runners who have not reached the halfway point between bases will return to the previous base. Those who have passed the halfway point will continue to the next base.

i. There are no strikeouts. If the batter hits the tee with the bat causing the ball to fall from the tee, or if the ball only travels a very short distance (less than 15 feet), the ball is foul.
ii. Bunting is not allowed.
iii. Base stealing is not allowed.
iv. Once the ball is batted, a player can only advance 1 base.
v. During the games all roster players will be assigned a defensive position on the field.
vi. Tee Ball catchers will be required to wear all catchers 'gear as described in rule 1.17 of the Official Rules.

B. FARM 'B' DIVISION

a. **This division is "Machine Pitch." The coach will operate the pitching machine while on the pitcher's mound. The batter will be allowed a maximum of 4 pitches. If the player fouls the 4th pitch, he/she remains at the plate until he or she strikes out or hits the ball.**
b. Runners can not leave the base until the ball is batted.
c. All players on the roster will be included in the batting order (i.e., in the case of a 11 player roster, batter #11must bat before batter #1 can bat again). Only 9 defensive players are allowed on the field at one time.
d. All players must play 6 consecutive outs, 3 outs in the infield and 3 outs in the outfield.
e. There will be no advancement on overthrows.
f. During games #1 - 8, players will be given the opportunity to hit off the tee after their 4th pitch.
g. During games #9- 16, players will not get the option of using the tee after the 4th machine pitch and will be considered out.
h. If a hit ball doesn't reach the outfield grass all runners may only take one base. If a ball is hit to the outfield grass all runners may advance two bases at the risk of an out.
i. Little League rules apply to base coaches (4.05) in that 3 adult base coaches are allowed on the field during the team's time at-bat in addition to the coach pitching to his players. One coach should be positioned behind the plate to help gather the pitches and set the tee. **There must always be one adult in the dugout during the duration of the game (a team parent is eligible). No more than 4 adults are allowed within the dugout/playing field at any time.**
j. The pitcher should be at least 3 feet in diameter from the pitching rubber. Coaches use best judgment to make sure the pitcher is in a safe position and not obscured from viewing the batter.
k. Five run rule applies for the entire season per local rule 13.

C. FARM 'A 'DIVISION

a. The players will pitch to each other. Once there is a 2nd **consecutive** walk in a specific inning, the coach will enter the infield and pitch overhand to the batter, and pitch to his batter(s) to complete the at bat. Hit batters are considered an exception and does not change, or restart, the count for the 2nd consecutive batter. A slightly more liberal strike zone (high ankle to shoulders and between batter's box chalk lines on either side of home plate) is encouraged to minimize instances of coach-pitch during **games 1-11.** The strike zone will be tightened to normal specifications as the season progresses.

i. Coaches must pitch within 4ft of the pitching rubber.
ii. Max 4 pitches by the coach, with the exception if the player is hitting foul balls, pitches must continue.
iii. There is no stealing once the coach has entered the playing field, to pitch, or while the coach is pitching.
iv. The umpire must continue to call the ball/strike, while it is coach pitch.
v. The consecutive walk rule restarts each new inning at bat.
vi. There will be no coach pitch after game 11 or during playoffs.

b. Runners cannot advance more than one base on an overthrow by any defensive player. One base advancement applies even if there are multiple overthrows.

c. ***Stealing:*** During games, a runner may advance to 2nd or 3rd base only on a dropped or passed ball by the catcher (games 1-11), Game 12 and on , players can steal if the ball is caught or not. A runner may **NOT** advance to 3rd or home on an overthrow to the pitcher by the catcher at any time during game 1-11.
i. During preseason (games 1-11) a runner may NOT steal home or advance to home on a pitched ball that passes the catcher or is not fielded by the catcher (i.e., a wild pitch). A runner may not steal home or advance to home on a ball that is overthrown by the catcher to the pitcher or any base. The runner can advance to home only on a hit ball, a walk, or when forced home. After the preseason (game 12 +) you are allowed to steal home if there is an overthrow to the pitcher from the catcher.
ii. During the regular season and playoffs, the restrictions on stealing home do not apply and national rules will apply. Delayed steals will not be allowed at any time.

d. If a pitcher hits two consecutive batters in any inning or 3 batters in a game, the coach must substitute that pitcher.

e. All batters on the roster will be included in the batting order (ie. in the case of a 11 player roster, batter #11 must bat before batter #1 can bat again).

f. Little League rules apply to base coaches (4.05) in that only 2 adult base coaches are allowed on the field during the team's time at-bat INCLUDING the coach pitching after ball four. There must always be one adult in the dugout during the duration of the game (a team parent is eligible). No more than 3 adults are allowed within the dugout/playing field at any time. No coach or manager is allowed on the field during the defensive half of the inning, unless an umpire grants "time" and permission has been given to enter the field of play.

g. The five-run rule applies throughout the season per local rule 13.

h. Intentional Walks are prohibited in Farm A.

i. Little League National rules will apply for pitch count throughout the season. It is the manager's responsibility to enforce the pitch count rule for their pitchers.

j. If a pitcher is within the 10-foot radius of the pitcher's mound, and a runner has not reached the hash mark, ½ way to the next base, the player must not advance and return to his original base.

k. Every team makes the playoffs.

D. MINORS DIVISION

a. All batters on the roster will be included in the batting order (i.e., in the case of a 11 player roster, batter #11 must bat before batter #1 can bat again).

b. The five-run rule applies throughout the season per local rule 13.
c. Intentional Walks are prohibited.
d. Little League National rules will apply for pitch count throughout the season. It is the manager's responsibility to enforce the pitch count rule for their pitchers.
e. If a pitcher hits two consecutive batters in any inning or 3 batters in a game, the coach must substitute that pitcher.
f. Delayed steals are not allowed at any time. (when a pitcher has full control of the ball within 4 ft of the pitching rubber – a player cannot start to steal)
g. Every team makes the playoffs.

E. INTERMEDIATE / JUNIOR DIVISION

a. For the Intermediate Division only, the Mandatory Playing Rule applies for inning played not for position of play.
b. Pitching limits for all ages are referenced in the Little League Rule Book.
c. Little League Rules for the Intermediate and Junior Divisions apply at all times.
d. **NOTE:** Foothill Junior Division teams play their entire season against teams from other District 63 leagues. Because Foothill does not possess a regulation junior size field, all games are played outside FHLL. Home games may be played in cities other than Ventura. Foothill Junior home teams are responsible for providing an umpire if one cannot be provided by the Foothill League Umpire in Charge.

17. UMPIRES

A. Umpiring is very important to the successful conduct of our league. The umpire's role is a demanding and challenging one and our volunteer umpires have put in many hours of training and hard work preparing for their responsibilities. While some minimal level of "background chatter" directed at umpires may be part of the game, the league will not tolerate negative, loud, or abusive language or actions towards our umpires. Umpire judgment calls should not be challenged. Managers may request time and, if approved, approach an umpire to clarify a rule interpretation.

B. The League Umpire in Chief will attempt to provide volunteer umpires for each game. In the event that an umpire is not available for a game, the participating teams will provide umpires. The offensive team provides an umpire for the half inning they are on the offense. It is recommended that coaches take on this responsibility as long as there is one adult in the dugout at all times. If another adult is selected, they should have knowledge of the rules and game situations. Knowledge of umpire positioning is highly desirable.

C. Note: Children under league age 13 are not permitted to umpire at any time, unless an exception has been made by the League President or UIC.

D. The umpire is responsible for complying with game duration limits as outlined in paragraph 8(B) above. The umpire should confer with the official scorekeeper to ensure that game start time is noted in the official scorebook.

E. The umpire shall ensure that the official scorekeeper notes pitching changes (Farm A, Minors and Intermediate) and player substitutions (Intermediate only), as long as they never left the field.

F. The umpire does not have specific responsibilities regarding the pitch count rule. The official scorekeeper will advise the umpire if a pitcher is nearing, or has reached, their pitch count limit. The umpire will advise the pitcher's manager if a pitcher reaches their maximum. It is the manager's responsibility to take appropriate action if the pitch count is reached.

18. ALL-STAR AND TOURNAMENT PROGRAM

A. The League supports participation in All-Star and Tournament programs subject to the endorsement of the Board. The All-Star Committee will be chaired by the Player Agent. Assisting the Player Agent will be the Vice President, Secretary, Auxiliary Director, UIC and Coaching Director. The Committee members will monitor the player selection process, as well as selection of managers, and uphold the rules of the draft. These committee members may assist in deciding on the final roster if conflicts should arise.

B. Participation in All Star Tournaments is reviewed by the Board of Directors on an annual basis. This participation is based upon District 63 offerings as well as Foothill Little League's ability to put forth a roster. Team selection is age-based. All teams will be selected by the managers in each age group. Each Manager will pick no more than 6 players throughout their own division with the exception of any player on their own team. The top 8 players will be selected by the number of votes received. The final team make up for each age group will be decided by the managers selected to coach the all-star team, with the assistance of the All-Star committee, if needed, taking into consideration the overall team make-up, the needs of the team(s) and the strengths/weaknesses of the player(s).

- **a.** Each Manager is expected to familiarize themselves with all players who have submitted an All-Star application, within their respective age group.

C. All Star players are prohibited from participating in other tournaments held concurrently with the Foothill All Star Tournament.

D. Other Tournaments - The League does not formally participate in other tournaments (e.g., CBC, Northside, Southside, Santa Paula, etc.). If teams are put together which have Foothill Little League families participating on them, this is coincidental and does not indicate League sponsorship for such teams. These teams shall not wear any type of Foothill Little League uniforms.

E. Manager Selection - All Managers in each division participating in tournament play will be asked to submit, in writing, via email, their interest in managing the All-Star team in their division. If a potential All Star manager is a member of the All-Star Committee, they will not be eligible to participate in the selection process. The final decision will be decided on by vote. Participants in the vote will include the managers unable to participate in the tournament and the All-Star Committee.

19. POOL PLAY

A. This rule is meant so that players can play ball. Any purposeful manipulation of, or intentional disregard for the rule may result in manager suspension.

B. Pool players filling in **MUST** play right field (if using two pool players they must play right and left field only), and must bat at the bottom of the order, it is required that when a pool player is the tenth player on the team in need, he/she play only the minimum per Foothill Little League Local Rule (MPR)*. A maximum of two pool players may be used per game and all pool players must be reported to the home plate umpire prior to the start of the game.

C. The method for pool player selection: Regulation V – Selection of Players Guidelines

- **a.** The league's Player Agent, Coaching Director, and Vice President will create and run the pool. The league's player agent will use the pool to assign players within their respective division to teams that are short of players on a rotating basis.

b. Managers, coaches and/or others will not have the right to randomly pick and choose players from the pool within their respective division.

c. If a manager is aware he will have 9 players at the start of a game, they may request a pool player.

d. Intermediate players (age 12+) may request to be a pool player in the Juniors division. All of these requests will be reviewed by the Players Agent and President. If approved, players will be added to the list and will be pulled up, when needed, in order of approval.

D. *6 consecutive outs, 1 at bat. 9 total outs in 7 innings.

20. PLAY OFF SEEDING

A. At the completion of the regular season, seeding for the Intermediate Division will be determined by overall record. If two teams are tied, the following format will be used: 1.) Head to head; 2) Runs allowed; 3) Runs scored; 4) Coin flip.

B. For Minor and Farm A Divisions (non-competitive), seeding will be determined by draw. With the exception of the team with the best record being given a first round bye. See division details for further explanation.

C. The home team will be determined by the flip of a coin 30min prior to the start of the game.

D. Seeding for all divisions will be made public within 3 days of the last day of the season.

21. BOARD OF DIRECTOR APPOINTMENTS & DUTIES

A. A complete list of the Members of the Board of Directors can be found in Addendum A.

22. ANNUAL ELECTION

A. For purposes of the Annual General Membership Election, Regular Members will be defined as one vote per volunteer as long as the volunteer is in good standing and is at least 18 years of age. Good standing is defined as a paid or scholarship household whose volunteers have fulfilled their volunteer obligation of 6 hours, or paid the volunteer buyout fee in the completed Spring Season that year. The volunteer coordinator and the secretary shall verify each regular member for good standing before the election. A Regular Member can also be defined as someone whose child is not an active player but they have maintained a Board Position for the current season.

23. INTERPRETATIONS

A. Interpretations of local rules or requests for modification should be addressed to the Foothill Little League Board of Directors.

These rules may be evaluated throughout the season by the Foothill Little League Board of Directors, to ensure clarity, fairness, and safety for everyone at Foothill Little League. Any updates will be communicated to team managers after Board approval.

Addendum A

2025-2026 FOOTHILL LITTLE LEAGUE BOARD OF DIRECTORS

The President shall:

(a) Conduct the affairs of the Local League and execute the policies established by the Board of Directors
(b) Present a report of the condition of the Local League at the Annual Meeting
(c) Communicate to the Board of Directors such matters as deemed appropriate, and make such suggestions as may tend to promote the welfare of the Local League
(d) Be responsible for the conduct of the Local League in strict conformity to the policies, principles, Rules and Regulations of Little League Baseball, Incorporated, as well as Local Rules, as agreed to under the conditions of charter issued to the Local League by that organization
(e) Designate in writing other officers, if necessary, to have power to make and execute for/and in the name of the Local League such contracts and leases they may receive and which have had prior approval of the Board
(f) Investigate complaints, irregularities and conditions detrimental to the Local League and report thereon to the Board or Executive Committee as circumstances warrant
(g) Prepare and submit an annual budget to the Board of Directors and be responsible for the proper execution thereof
(h) With the assistance of the Player Agent, examine the application and support proof-of age documents of every player candidate and certify to residence and age eligibility before the player may be accepted for tryouts and selection
(i) Attend monthly Board Meetings
(j) Assist with player registration
(k) Assist with Opening/Closing Day activities
(l) Share in open/close snack shack duties

The Vice President shall:

(a) Perform the duties of the President in the absence or disability of the President, provided he or she is authorized by the President or Board so to act. When so acting, the Vice President shall have all the powers of that office (b)Perform such duties as from time to time may be assigned by the Board of Directors or by the President (c) Attend monthly Board Meetings
(b) Assist with player registration
(c) Assist with Opening/Closing Day activities
(d) Share in open/close snack shack duties

The Secretary shall:

(a) Be responsible for recording the activities of the Local League and maintain appropriate files, mailing lists and necessary records
(b) Perform such duties as are herein specifically set forth, in addition to such other duties as are customarily incident to the office of Secretary or as may be assigned by the Board of Directors
(c) Maintain a list of all Regular, Sustaining and Honorary Members, Directors and committee members and give notice of all meetings of the Local League, the Board of Directors and Committees

(d) Issue membership cards to Regular Members, if approved by the Board of Directors
(e) Keep the minutes of the meetings of the Members, the Board of Directors and the Executive Committee, and cause them to be recorded in a book kept for that purpose
(f) Conduct all correspondence not otherwise specifically delegated in connection with said meeting and shall be responsible for carrying out all orders, votes and resolutions not otherwise committed
(g) Notify Members, Directors, Officers and committee members of their election or appointment
(h) Apply for League Charter and submit Insurance documentation
(i) Coordinate Opening/Closing Day Ceremonies
(j) Attend monthly Board Meetings
(k) Assist with player registration
(l) Share in open/close snack shack duties

The Treasurer shall:

(a) Perform such duties as are herein set forth and such other duties as are customarily incident to the Office of Treasurer or may be assigned by the Board of Directors
(b) Receive all money and securities, and deposit the same in a depository approved by the Board of Directors.
(c) Keep records for the receipt and disbursement of all money and securities of the Local League, including the Auxiliary, approve all payments from allotted funds and draw checks therefore in agreement with policies established in advance of such actions by the Board of Directors. All disbursements by check must have dual signatures
(d) Prepare an annual budget, under the direction of the President, for submission to the Board of Directors at the Annual Meeting
(e) Prepare an annual financial report, under the direction of the President, for submission to the Membership and Board of Directors at the Annual Meeting, and to Little League International
(f) Work with outside professional accounting firm to ensure timely and accurate completion of tax returns
(g) Ensure the annual payment of Player Assessment Fee
(h) Attend monthly Board Meetings and communicate items as it relates to Treasury
(i) Assist with player registration
(j) Assist with Opening/Closing Day activities
(k) Share in open/close snack shack duties

The Player Agent shall:

(a) Record all player transactions and maintain an accurate and up-to-date record thereof
(b) Receive and review applications for player candidates and assist the President in verifying residence and age eligibility
(c) Conduct the tryouts, the player draft and all other player transaction or selection meetings.
(d) Prepare the Player Agent's list
(e) Prepare for the President's signature and submission to Little League International, team rosters, including players claimed, and the tournament team eligibility affidavit
(f) Notify Little League International of any subsequent player replacements or trades
(g) Administer the divisional player pool with the assistance of the Coaching Director
(h) Attend monthly Board Meetings and communicate items as it relates to Player Management

(i) Assist with player registration
(j) Assist with Opening/Closing Day activities
(k) Share in open/close snack shack duties

The Safety Director & Equipment Manager shall:

(a) Be responsible to create awareness, through education and information, of the opportunities to provide a safer environment for children and all participants of Little League
(b) Ensure background criminal checks are completed for all Managers/Coaches
(c) Complete ASAP Safety Plan on an annual basis and submit to Little League International
(d) Develop and implement a plan for increasing safety of activities, equipment and facilities through education, compliance and reporting.

NOTE: In order to implement a safety plan using education, compliance and reporting, the following suggestions may be utilized by the Safety Officer:

- Education - Should facilitate meetings and distribute information among participants including players, managers, coaches, umpires, league officials, parents, guardians and other volunteers.
- Compliance - Should promote safety compliance leadership by increasing awareness of the safety opportunities that arise from these responsibilities
- Reporting - Define a process to assure that incidents are recorded, information is sent to league/district and national offices, and follow-up information on medical and other data is forwarded as available (e) Attend monthly Board Meetings and communicate items as it relates to Safety

(e) Ensure player equipment is in safe, working order
(f) Procure and distribute equipment to each manager at the beginning of the season.
(g) Organize and maintain all player equipment
(h) Provide Team Managers with needed equipment and keys at the beginning of the season and ensure their return at the end of the season
(i) Assist with player registration
(j) Assist with Opening/Closing Day activities
(k) Share in open/close snack shack duties

The Coaching Director shall:

(a) Represent coaches/managers in league
(b) Present a coach/manager training budget to the board
(c) Gain the support and funds necessary to implement a league-wide training program
(d) Order and distribute training materials to players, coaches and managers
(e) Coordinate mini-clinics as necessary
(f) Organize/Manage pre-season player tryouts with Player Agent
(g) Attend monthly Board Meetings and communicate items as it relates to Coaching/Managing
(h) Ensure player equipment is in safe, working order
(i) Attend monthly Board Meetings and communicate items as it relates to Coaching
(j) Assist with player registration
(k) Assist with Opening/Closing Day activities
(l) Share in open/close snack shack duties

The League Information Officer shall:

(a) Set up and manage the league's official website
(b) Set up online registration and ensure the league rosters are uploaded to Little League
(c) Assign online administrative rights to other local volunteers (d)Encourage creation of team web sites to managers, coaches, and parents (e) Ensure that league news and scores are updated online on a regular basis
(d) Collect, post, and distribute important information on league activities including direct dissemination of fundraising and sponsor activities league members
(e) Organize and maintain social media avenues
(f) Attend monthly Board Meetings and communicate items as it relates to IT
(g) Assist with player registration
(h) Assist with Opening/Closing Day activities
(i) Share in open/close snack shack duties

The Sponsorship/Fundraising Manager shall:

(a) Solicit and secures local sponsorships to support league operations
(b) Collect and review sponsorship and fundraising opportunities
(c) Organize and implement approved league fundraising activities
(d) Coordinate participation in fundraising activities
(e) Maintain records of monies secured through sponsorship and fundraising initiatives
(f) Create and distribute League Directory
(g) Order and organize sponsorship banners on the playing fields
(h) Coordinate Mother's Day activities including flowers and baseball game
(i) Coordinate Family Dining Nights
(j) Attend monthly Board Meetings and communicate items as it relates to Sponsorship/Fundraising
(k) Place orders and maintain FHLL clothing inventory
(l) Assist with player registration
(m) Assist with Opening/Closing Day activities
(n) Share in open/close snack shack duties

The Concessions Director shall:

(a) Ensure proper training of snack shack volunteers
(b) Organize the purchase of concession products
(c) Responsible for the management of the concession sales at league events
(d) Ensure proper training of snack shack volunteers
(e) Ensure compliance with Health Department Regulations
(f) Update snack shack procedures and documentation
(g) Create and maintain BOD open/close snack shack schedule
(h) Attend monthly Board Meetings and communicate items as it relates to Concessions
(i) Assist with player registration
(j) Assist with Opening/Closing Day activities
(k) Share in open/close snack shack duties

The UIC shall:

(a) Provide Umpire Training

(a) Schedule Umpires
(b) Is a member of the Protest Committee
(c) Coordinate and execute pre-season scorekeepers clinic if requested by Scorekeeper Coordinator
(d) Review and correct possible discrepancies in scorebooks with Scorekeeper Coordinator
(e) Attend monthly Board Meetings and communicate items as it relates to Umpiring
(f) Assist with player registration
(g) Assist with Opening/ClosingDay Activities
(h) Share in open/close snack shack duties

The Auxiliary Director shall:

(a) Secure photographer, coordinate Action Photos, and distribute pictures
(b) Attend monthly Board Meetings and communicate items as it relates to Auxiliary
(c) Assist with player registration
(d) Responsible for all Uniform purchases and Merchandise sales.
(e) Coordinate Dodger Day fundraiser including ticket sales and ticket distribution (with Treasurer)
(f) Assist with Opening/Closing Day activities
(g) Share in open/close snack shack duties

The Volunteer and Team Parent Coordinator shall:

(a) Compile and keep records of parent volunteer activities
(b) Secure volunteers for various League events, when needed
(c) Prepare end of season list for Treasurer to include families unable to fulfill their volunteer duties
(d) Coordinate and execute start of the season Parent meeting
(e) Be the communication liaison between the Team Parents and BOD
(f) Maintain volunteer sheets for registration
(g) Schedule volunteers to work the concession booth/cart shifts during regular season, playoffs and special events
(h) Attend monthly Board Meetings and communicate items as it relates to Volunteers and Team Parents
(i) Assist with player registration
(j) Assist with Opening/Closing Day activities
(k) Share in open/close snack shack duties

The Junior representative shall:

(a) Be the team liaison between the manager, players, parents, and Board of Directors
(b) Assist with securing practice and game field time for the team
(c) Coordinate with District 63 Leagues for game schedules, rules, and field usage
(d) Maintain communication with District Administrator as needed
(e) Attend Board meetings as necessary

The Scorekeeper Coordinator shall:

(a) Coordinate and execute pre-season scorekeepers clinic with UIC
(b) Prepare blank scorebooks and pitching logs for the season and maintain scorebook boxes for each division
(c) Review and correct possible discrepancies in scorebooks with UIC

(d) Attend monthly Board Meetings and communicate items as it relates to Coaching/Equipment
(e) Assist with player registration
(f) Assist with Opening/Closing Day activities
(g) Share in open/close snack shack duties

Field Maintenance Director shall:

(a) Be appointed by the board
(b) Hold a non-voting position
(c) Communicate to the board item relating to field maintenance and upgrades
(d) Direct all activities as it relates to field maintenance and keeping the field in good playing condition

Addendum B

MANAGERS/COACHES CODE OF CONDUCT

Foothill Little League (FHLL) expects the following standards of conduct and behavior for its managers and coaches. All managers and coaches in Foothill Little League must adhere to this code of conduct.

1. Encourage your players to play by the rules. Children learn best by the examples set by their coaches, so applaud play by both teams when appropriate.

2. Be a positive role model by showing good sportsmanship and a positive attitude. Always remember the real reason for the game: To have fun!
    a. DO NOT ridicule or use abusive language toward players, coaches, umpires, or parents.
    b. Always show a positive attitude, on and off the field.
    c. Managers are responsible for the actions of their coaches/players/parents/fans. It is the responsibility of the manager to address any unruly behavior immediately. Failure to do so will result in corrective action being taken on the manager.

3. All rulings by the umpire on the field are FINAL! If there is a question on an umpire's ruling the manager should call time out and get with the umpire and the opposing coach, out of earshot of players, parents, and spectators. Once the conversation is finished, get back to the game. Do not continue to discuss the matter further and let it linger for the balance of the game. Remember these umpires are kids, and managers are expected to keep that top of mind always. Never should a manager intimidate or use stature to influence an umpire's decision. Ask questions and gain an understanding of how the call was seen by the umpire. You don't have to agree with a call, but the expectation is to be respectful always. Any heckling or abusive behavior from fans toward the umpire needs to be addressed immediately by the manager.

4. Emphasize skill development at all practices and continually work to develop less skilled players. Don't exclusively focus attention on your star players.

5. FHLL has a NO tobacco policy at all fields during practices and games. Additionally, NO alcohol at the field before, during or after a game or practice.

6. All managers/coaches are a direct reflection of Foothill Little League. All are expected to be respectful and supportive of FHLL leadership. Don't partake in needless gossip that undermines the league and board. If there is an issue that arises discuss with a board member privately.

7. Do not hold practices outside of the Foothill fields. Use fields and times allotted to your team by the league.

Upon receipt of any report of alleged misconduct, the President of FHLL or his lawful representative and an appointed sub-committee, will investigate to determine if the allegations are substantiated. The investigation will commence within 7 days of the reported incident.

If the allegations of misconduct are substantiated, one or more of the following consequences will be recommended to the board:

- **1st incident: Documented verbal warning that is held on file for the 1 year.**
- **2nd incident: Suspended from managing/coaching any FHLL team for a predetermined amount of time (1-5 games) and placed on probation for one year.**
- **3rd incident: Suspended from managing/coaching any FHLL team for an extended period of time (1-2 years). Reinstatement will require majority board approval and endorsement by the FHLL coaching director.**

It is the intent of Foothill Little League to ensure a safe, productive, and professional baseball environment and the board will render decisions with these principles in mind. Final decisions must be approved by the board of directors. If any consequences are given by the board, the aforementioned subcommittee will appropriately inform the person(s) involved. Violation of any terms of consequence will result in a more severe consequence.

I have reviewed this document and I understand the expectations of me as a Manager/Coach at Foothill Little League

Print Name: _____

Signature: _____ Date: _____

Addendum C

Foothill Little League
Parent and Player's Code of Conduct

I hereby pledge to provide support, care, and encouragement for my child participating in the Foothill Little League program by adhering to the Parents' Code of Conduct as follows:

- I will encourage good sportsmanship by demonstrating positive support for all players, managers, coaches, league officials, and umpires at every game, practice, or other Foothill Little League event.
- I will insist my child treat other players, managers, coaches, league officials and umpires with respect.
- I will make sure my child attends every practice and game; however, I will notify the manager if he/she cannot.
- I will adhere to the **NO PETS**, including dogs and cats, and **NO SMOKING** policies of Foothill Little League. This includes any of my guests attending the games or practices of my player.
- I will adhere to the 5-mph speed limit at all times when I'm driving on Foothill Little League property.
- I realize that Foothill Little League is a volunteer organization and requires all parents to fulfill their volunteer commitment in order to run efficiently. In addition to the chosen volunteer commitment, one snack shack shift is required for every player in the league.
- After each game, I will make sure my player demonstrates the "Winning without gloating" or "Losing without complaining" philosophy.
- I will supervise all children who are attending the games with me as spectators, and will make sure they stay off surrounding hillsides, buildings, and refrain from playing on roads or throwing rocks on Foothill Little League property.
- I will be a responsible parent at all times during the season and will adhere to this Code of Conduct established by the Foothill Little League Board of Directors.
- I will demand a sports environment for my child that is free of drugs, tobacco, and alcohol, and will refrain from their use at all Foothill Little League practices and games.

It is important that parents conduct themselves in a proper manner. Use of profanity, verbal or physical harassment toward board members, umpires, staff, coaches or other parents will not be permitted at Foothill Little League. I understand that failure to abide by the above Code of Conduct and Rules may result in parents being asked to leave the fields, and possibly being sanctioned by Foothill's Board of Directors to be excluded from attendance at future games.

Foothill Little League fields are graciously leased to us by the San Buenaventura Conservancy for $1.00 per year and we need to respect this wonderful haven in which our children have to play baseball.

Parent Signature _____ Date _____

Player(s) _____ _____

Addendum D

2026 Little League® Age Chart

Little League Baseball

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

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

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

Addendum E

Pitch counts are as follows.

- Farm A – 50 pitches per day max for all players – see rest requirements below.
- Minors – 75 pitches per day max for all players at league least age 9 and 10 (If age 7 or 8 then 50 pitches per day max will be required) – (Players age 11 can throw 85 pitches per day). – see rest requirements below.
- Intermediate will be following little league regulation VI – Players league age 11-12 can throw 85 pitches per day. Players, league age 13, can throw 95 pitches per day. – see rest requirements below

Exception: If a pitcher reaches the limit imposed in the above rules for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following occurs.

1. The batter reaches base;
2. The batter is put out;
3. The third out is made to complete the half-inning or the game;
4. The pitcher is removed from the mound prior to the batter completing his/her at bat.

NOTE: If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for the remainder of that day, until any one of the following conditions occurs:(1) that batter reaches base; (2) that batter is retired; (3) the third out is made to complete the half inning or the game; or (4) the pitcher is removed from the mound prior to the batter completing his/her at-bat. The pitcher would be allowed to play the catcher position provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.

Pitchers league age 14 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

NOTE 1: Under **no circumstance** shall a player pitch in three (3) consecutive days.
NOTE 2: A pitcher's pitch count for the purposes of day(s) rest threshold is determined by the first pitch thrown to a batter. The pitcher may not start a new batter once the limit imposed above has been met.
NOTE 3: Once a player has caught any portion of 4 innings, he/she will not be allowed to pitch after that.