

Lincoln Little League

Local Rules/Ground Rules/By-Laws

Preamble: This document comprises Lincoln Little League Rules and Regulations that are not covered by our Constitution document. In no case do these rules preempt the Official Rules and Regulations of Little League Baseball unless by official action of the Lincoln Little League Board of Directors as permitted by the Little League Charter.

Article I. League Setup

a. Majors Division (The Little League Baseball Division (also known as the Major Division) is for boys and girls ages 9 -12.)

- i. The Major division will consist of Player ages 9-12 who have registered.**
- ii. Special emphasis will be placed on drafting the older players to the Major division. All 12 year olds will be drafted in the Majors unless they apply for and are granted a safety waiver through the Player Agent and Little league Baseball . All 11 year olds will be drafted into the majors unless they are declared a safety concern by the Player Agent. All 9 and 10 year olds will be used to fill out the teams based on there try out scores. Parents may request to keep their sons or daughters in the minor division through the Player Agent.**
- iii. Tryouts will be executed via the Tryout process (Detailed in Article VI)**
- iv. Draft will be execute will be executed via the Draft process (Detailed in Article 2/Section a)**
- v. The final league setup will not be fully known until registration has closed and all players have completed tryouts. Any 9 year old wishing to tryout for the major division will tryout with the 10 year old age group.**

b. Minors Division

- i. The minors division will have Little League 9, 8, 7, 6, and 5 years olds as well as Little League 12, 11, 10 year olds based on skill levels.**
- ii. The minors are broken up into various divisions based on number of kids and skillsets. Currently, the Divisions are:**
 - 1. Minors Division AAA. Little League 9 and 8 year olds, and Little League 12, 11, 10 year olds that are not capable of playing in the Majors (Based on tryout process).**

2. Minors Division AAA- B. Little League 8 and 7 year olds.
3. Minors Division AA. Little league 7 year olds and 6 year olds
4. Minors Division A. Little League 6 and 5 year olds

c. Knight of Columbus Division

- i. The Knights of Columbus division is made up of Little League ages 4, 5, and sometimes 6 year olds.
- ii. The focus of this league is to introduce the players to basic and fundamental skills relating to baseball.
- iii. Goal is to get the players ready to move up to the Minors Division as 5 Year olds. No 4 year olds will be allowed to play in the Minor division.

Article II. Specific Rules for Major Division

a. Draft Process

- i. All Manager kids 'pre-seeded' based on tryout scores (Round expected player to be picked)
- ii. Order of 1st Round will be by blind draw
- iii. 1st Round based on selection of kids within skilled pitching pool. Number in pool will allow some flexibility for the managers (ie. Greater than 8)
- iv. Order of rest of draft based on Managers 1st Pick.
- v. Snake draft will then be used
- vi. Election of kids will be entire population eligible for Majors. We will NOT be doing a Part A (Returning Players) and Part B (Minor Players). All returning players will be in the pool of 96 (8 teams x 12 players) so to make sure they are on a roster. All required 12's and 11's will also be in the pool of 96 to make a team. (Note: The exact number of kids in the pool will be based on the number of teams in the Majors).
- vii. Number of teams will be determined by the President, Player-Agent, and Vice President of Baseball after analysis of registered players by age.
- viii. A Tiering / Projected Round Guideline will be created to Aid the Managers
 1. Each child will be placed in project round.
 2. KEY Message: Managers will have access to any of the kids but we will

highly recommend and expect that kids get chosen in the most appropriate round.

3. Guideline : Not more than 3 projected rounds away.

- ix. Siblings will be picked during the round they were projected to be in. For example, a Brother projected in the 6th round will have to be picked during that round if a manager has already picked the brother.**
- x. All remaining players not picked for the majors divisions will be moved to the Minors draft process**

b. Major League Pitching Rules

i. Adopt regular standard Little League Pitching Rules, Days of Rest. (In Rulebook)

ii. Key Components

1. Any player who has played catcher 4 or more innings in a game cannot pitch that calendar day.

2. Max Pitch Count.

A. 11-12 Year Olds : 85 Pitches Per Day

B. 9-10 Year Olds: 75 Pitches Per Day

3. 'Days of Rest' Requirements

A. 66 or more pitches : 4 Calendar Days Rest

B. 51-65 pitches : 3 Calendar Days Rest

C. 36-50 pitches : 2 Calendar Days Rest

D. 21-35 pitches : 1 Calendar Day Rest

E. 1-20 pitches : 0 Calendar Day Rest

4. 41st pitch child cannot catch. Can move from catcher to pitcher ONLY if he has not played catcher position 4 innings or more.

5. Suspended / Cancelled Game Process. Standard process in Little League Rule Book.

iii. Enhance regular standard Little League rules

1. Key Components

A. Early Season Max Pitch Count

i. To protect our arms, in month of April, max pitch count for any age group will be 60 pitches.

ii. Recommendation is 50 pitches in order for pitcher to pitch the next game and get some needed work.

B. Wait a Game Requirement after 51st pitch.

C. Max pitches per week are 120 pitches per week for 11-12 year

olds and 110 pitchers for 10 year olds. (Both are a difference of 35 pitches off the max per day)

D. Calendar week is Sunday through Saturday

E. Lincoln Little League and Little League have no rules and/or regulations regarding AAU play . High Recommendation to keep lines of communication open with AAU coaches, parents, and players. Our goals are always focused on the safety of the child.

F. No Slashing Allowed

iv. Goals

- 1. Protect and grow pitchers within the league**
- 2. Challenge coaches and balance league as much as possible**

c. Pre-Game:

- i. Visiting team has infield from 5pm – 5:15pm. Cage from 5:15 – 5:30pm.**
- ii. Home team has cage from 5-5:15pm and infield from 5:15- 530pm. This ensures that HOME team has gloves and ready to start at 530pm.**
- iii. Home team responsible for field prep before game and that should be completed by 5pm.**
- iv. Prior to 5pm, first come first served. Managers should work together and be fair.**

d. Post-game:

- i. Visitors responsible for field maintenance and clean up (except against Smithfield – Lincoln team responsible for both).**

Article III. Specific Rules for Minor AAA Division

a. Draft Process

- i. All players who did not make the majors division will be required to be placed on a team.**
- ii. Order of 1st Round will be by blind draw**
- iii. 1st Round based on selection of kids within skilled pitching pool. Number in pool will allow some flexibility for the managers (ie. Greater than 8)**
- iv. Order of rest of draft based on Managers 1st Pick.**
- v. Snake draft will then be used**
- vi. Election of kids will be entire population eligible for Majors. We will NOT be doing a Part A (Returning Players) and Part B (Minor Players). All returning players will be in the pool of 96 (8 teams x 12 players) so to make sure they are on a roster. All required 12's and 11's will also be in the pool of 96 to make a team.**
- vii. Number of teams will be determined by the President, Player-Agent, and Vice President of Baseball after analysis of registered players by age.**
- viii. A Tiering Guideline will be created to Aid the Managers**
 - 1. 3 Tiers will be setup**
 - 2. Tiers will be setup of 32 kids each which will cover 4 rounds**
 - 3. KEY Message: Managers will have access to any of the kids but we will highly recommend and expect that kids get chosen in the most appropriate round.**
 - 4. Guideline : Not more than 4 projected rounds away.**
- ix. Siblings will be picked during the round they were projected to be in. For example, a Brother projected in the 6th round will have to be picked during that round if a manager has already picked the brother.**
- x. All remaining players not picked for the Minors Division will be placed on minor teams manually.**

b. Minor AAA League Pitching Rules

i. Adopt regular standard Little League pitching rules

ii. Key Components

- 1. Any player who has played catcher 4 or more innings in a game cannot pitch that calendar day.**
- 2. Max Pitch Count.**
 - A. 11-12 Year Olds : 85 Pitches Per Day**
 - B. 9-10 Year Olds: 75 Pitches Per Day**
- 3. 'Days of Rest' Requirements**
 - A. 66 or more pitches : 4 Calendar Days Rest**
 - B. 51-65 pitches : 3 Calendar Days Rest**
 - C. 36-50 pitches : 2 Calendar Days Rest**
 - D. 21-35 pitches : 1 Calendar Day Rest**
 - E. 1-20 pitches : 0 Calendar Day Rest**
- 4. 41st pitch child cannot catch. Can move from catcher to pitcher ONLY if he has not played catcher position 4 innings or more.**
- 5. Suspended / Cancelled Game Process. Standard process in Little League Rule Book.**

iii. Enhance regular standard Little League rules

1. Key Components

- A. Max in minors is 50 pitches or 3 innings, whatever comes first.**
- B. Max pitch count per week in minors is 100 per week or 6 innings, whichever comes first.**
- C. Wait a Game Requirement after 41st pitch.**
- D. Calendar week is Sunday through Saturday**
- E. Lincoln Little League and Little League have no rules and/or regulations regarding AAU play . High Recommendation to keep lines of communication open with AAU coaches, parents,**

and players. Our goals are always focused on the safety of the child.

F. No Slashing Allowed

iv. Goals

- 1. Protect and grow pitchers within the league**
- 2. Challenge coaches and balance league as much as possible**

c. Specific Rules related to Game Execution

- i. Note: AAA Minor Division rule of play will be based on the Little League Rulebook, unless superseded below in the Lincoln league rules.**
- ii. Helmets with facemask are mandatory.**
- iii. 10 defensive players on the field (4 outfielders). Extra player not to be used as an extra infielder.**
- iv. Continuous batting order. All players will remain in the batting order for the entire game. If a player arrives late, insert the player at the end of the list in the batting order.**
- v. Maximum of 3 runs per inning. Unlimited runs for the last inning.**
- vi. Each player must play at least 4 defensive innings. If a safety issue is not present, each player must play 1 inning in the infield.**
- vii. Only adult coaches are allowed to coach first and third base.**
- viii. No multiple timeouts to speak to batters and fielders.**
- ix. No more than 3 visits to the pitcher's mound per pitcher. After the 3rd visit (e.g., on the 4th visit), the pitcher must be removed from the game.**
- x. Strike zone will be from chin to shin.**
- xi. Any strike (called, foul ball, swinging strike) will erase all called balls one time only per at bat! After the first occurrence per batter, the at bat is treated as a normal at bat.**
 - 1. Example of a strike erasing balls: If the count is 3-0 and the batter fouls a pitch, swings and misses, or called strike, the count will now be 0-1. The only exception is on any 2 strike count (1-2, 2-2, and 3-2) where the batter fouls off the pitch, the count will remain the same.**

- xii. There will be no balks.
- xiii. There will be no intentional walks.
- xiv. The infield fly rule will apply.
- xv. Base runners may tag up.
- xvi. Stealing home is prohibited. The exception is when a play or attempted play is made on the runner on third base (an attempted play is deemed to have occurred if a throw is made in an attempt to throw out the runner). Runner on third cannot advance when a base runner from first is attempting to steal second base.
- xvii. When a base runner is stealing second base, and the ball is overthrown, the runner may not advance to third base. When a base runner is stealing third base, and the ball is overthrown, the runner may not advance to home.
- xviii. Other than an overthrow on base stealing, a runner may advance one base at their own risk. If an overthrow is made at the next base, the runner may advance to the next base at their own risk. Only one base at a time on an overthrow, including home plate to the extent not involving a steal.
- xix. If a play is being made at home plate, the runner must slide to avoid colliding with the catcher. If the runner does not slide, the umpire shall call the runner out.
- xx. All plays are over when the ball is thrown back to the pitcher's mound and the pitcher has control of the ball on the mound. The play is considered "live" to the extent the pitcher does not have control of the ball (i.e., bad throw back from catcher, missed catch by pitcher, etc). In the case of a "live" ball, the rules contained herein will apply. However, in the case of a steal, the base runner will be limited to advance only one base per ball pitched (this limit would include a stolen base) and base runners are unable to steal home, regardless of whether the ball is "live" because of the ball not being on the mound.
 - 1. Example of player advancing: Runner is on 1st base and either taking secondary lead or on base after pitcher has thrown pitch and catcher is in process of throwing back to pitcher. Base runner has option at any time at their own risk, to advance to 2nd base so long as the pitcher is deemed to not have control of the ball and standing on the mound. This is applicable in all cases other than a base runner advancing from 3rd to home plate (unless pitcher or catcher attempts

a play on 3rd base runner).

2. Example of player advancing but limited to one base per pitch:

Runner is on 1st base and attempts a steal to 2nd base in accordance with rules. Upon successful completion of the steal, a defensive player (catcher, 2nd basemen, etc) makes an error via a throwback to pitcher and pitcher does not have control of the ball on the mound. The runner, now on 2nd base, is unable to advance to 3rd until the next pitch has been thrown as the rules explicitly limits the player's ability to advance only one base, per pitch, via steals and/or advances on throwing errors back to pitcher's mound.

- xxi. For the avoidance of doubt, a player is unable to steal home and/or advance to home on an error throw back to pitcher, except for any attempt by a defensive player to make a play on the 3rd base runner via a thrown ball (per rule xvi).
- xxii. There is no on deck batter.
- xxiii. All players and coaches are to be behind the fence in the dugout with the exception of the base coaches.
- xxiv. A maximum of 3 adult coaches per team is allowed in the dugout. A scorer should keep score outside of the dugout. All other adults should be on the outside of the fence.
- xxv. Umpires are to be paid before the start of the game by the home team. If two umpires are at the game, the home plate umpire receives \$20, and the base umpire receives \$10. If only one umpire, they will receive the full amount of \$30.
- xxvi. There will be no arguing calls with the umpires, or inciting parents or fans to challenge the umpires. You may ask for an interpretation of a rule, but must first ask for a time out.
- xxvii. Games called for darkness at the discretion of the umpire.
- xxviii. No protests of the games are allowed. Resolve all disputes immediately using the rulebook, umpires, and managers. Umpires will control the game.
- xxix. A regulation game consists of six innings. If a game is called, it is a regulation game if four innings have been completed, if the home team has scored more runs in three and a half innings than the visiting team has scored in four completed half innings, or if the home team scores one or more runs in its half of the fourth inning to tie the score. If a game is called before it has become a

regulation game, but after one (1) or more innings have been played, it shall be resumed exactly where it left off. All records, including pitching, shall be counted.

- xxx. A called game ends at the moment the umpire terminates play. If the game is called during an incomplete inning, the game ends at the end of the last previous completed inning. A regulation game that is tied after four completed innings and halted by the umpire shall be resumed from the exact point that the play was halted.
- xxxi. Example: After four completed innings, the home team is winning 5 to 4. In the top of the 5th inning, the away team scores a run. The umpire calls the game in the top of the 5th due to rain. The score reverts to the last completed inning (4th), and the home team is the winner 5 to 4.
- xxxii. Example: After five completed innings, the score is tied 5 to 5. In the top of the 6th inning, the away team scores a run, and is still batting with two outs and no base runners. The game is called in the top of the 6th inning. This is a tie game. Resume the game in the top of the 6th with the away team batting with two outs and no base runners.
- xxxiii. Any complaints from the umpires, or infractions of the rules or other governing rules of the Little League, will result in a warning for the first offense. A second offense may lead to removal from the managers or coaching position.
- xxxiv. Calling rain outs are the responsibility of the home team manager. All makeup games must be rescheduled as soon as possible.
- xxxv. Games to begin at 5:30pm sharp. There will be no forfeits. If you cannot field a team (minimum of 8 players), reschedule the game or, and only to the extent agreed to by both managers, the team with missing players may utilize the opposing team's players to field open positions only for purposes of defense.
- xxxvi. Home team is to supply the game balls. The home team will occupy the first base dugout, and the away team will occupy the third base dugout.
- xxxvii. Home team is responsible for the field maintenance before and after each game.
- xxxviii. Each team is responsible for cleaning their dugouts after each game.
- xxxix. After 5 innings, if a team has a 15 run lead, that team will be declared the

winner.

- xl. All resolved questions or complaints are to be referred to the Minor League Coordinator.**
- xli. Courtesy runner can only be used for the catcher position if the catcher is on base with 2 outs. Purpose of the rule is to allow the catcher to return to the dugout and ready equipment. The Courtesy runner must be a player that is not currently in the game playing a defensive position. Note: this rule only applies to AAA regular season games and will not apply to play-off games.**
- xlii. Minor League Pitching Rules:**
 - 1. See Pitching Rules.**

d.

Article IV. Specific Rules for Minor AAA-B Division

a. General Rules

- i. 10 defensive players on the field (4 outfielders). Extra player not to be used as an extra infielder.**
- ii. Continuous batting order. All players will remain in the batting order for the entire game. If a player arrives late, insert the player at the end of the list in the batting order. Managers must exchange the batting order with the opposing team before the game begins.**
- iii. Game will last for only 6 innings. Maximum of 4 runs per inning. Unlimited runs for the last inning.**
- iv. Only adult coaches are allowed to coach first and third base.**
- v. Strike zone will be from chin to shin.**
- vi. No Slashing Allowed**
- vii. Any strike (called, foul ball, swinging strike) will erase all called balls.**
 - 1. Example: If the count is 3-0 and the batter fouls a pitch, swings and misses, or called strike, the count will now be 0-1. The only exception is on any 2 strike count (1-2, 2-2, and 3-2) where the batter fouls off the pitch, the count will remain the same. THIS WILL BE DONE ONLY ONCE PER COUNT.**
- viii. Once a pitcher 'walks' a batter, the Coach will then pitch. The count will be reset and the coach will then throw to the kid. This will be normal count (4-3) and we DO NOT expect the kid to walk.**
- ix. There will be no balks, intentional walks, infield fly rule, or base stealing. CONFIRMED.**
- x. If a safety issue is not present, each player must play 1 inning in the infield (infield includes catching and pitching positions) .**
- xi. Runners may take one base on an over throw. If an over throw is made at the next base, the runner may advance to the next base. Runner will only take one base at a time unless the ball has been hit in the outfield. If so, the runner can take as many bases as possible until the ball comes back into the infield. The runner will then have to stay at their current base. This forces the outfield to get the ball into the infield as soon as possible. A player does not have to have control of the ball in the infield. The ball just needs to be IN the**

infield.

- xii. Any runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. A runner is also out when the runner slides head first while advancing. **CONFIRMED, BUT, MOST OF THE KIDS DO NOT KNOW HOW TO SLIDE, SO, THIS WILL BE JUDGEMENT CALL FOR SURE.**
- xiii. All plays are over when the ball is thrown back to the pitcher's mound. On a ball hit to the outfield, all plays are over when the ball is thrown back into the infield.
- xiv. There is no on deck batter.
- xv. All players and coaches are to be behind the fence in the dugout with the exception of the base coaches.
- xvi. A maximum of 3 adult coaches per team is allowed in the dugout. All other adults should be on the outside of the fence.
- xvii. There will be no arguing calls with the umpires, or inciting parents or fans to challenge the umpires. You may ask for an interpretation of a rule, but must first ask for a time out.
- xviii. No protests of the games are allowed. Resolve all disputes immediately using the rulebook, umpires, and managers. Umpires will control the game.
- xix. A called game ends at the moment the umpire terminates play. If the game is called during an incomplete inning, and the home team has not batted and is behind in the game, then the game ends at the end of the last previous completed inning.
- xx. Any complaints from the umpires, or infractions of the rules or other governing rules of the Little League, will result in a warning for the first offense. A second offense may lead to removal from the managers or coaching position.
- xxi. Home team is to supply the game balls. The home team will occupy the first base dugout, and the away team will occupy the third base dugout.
- xxii. Home team is responsible for the field maintenance before and after each game
- xxiii. Each team is responsible for cleaning their dugouts after each game.
- xxiv. All resolved questions or complaints are to be referred to the Minor League

Coordinator.

xxv. Pitching Rules:

- 1. Minor league pitchers may pitch a maximum of 2 innings per game OR 50 Pitchers, whatever comes first.**
- 2. A pitcher who has left the pitching position in a game may NOT reenter as a pitcher under any circumstances.**
- 3. A pitcher who throws at least one pitch will be charged with an inning pitched.**
- 4. No more than 3 visits to the pitcher's mound per pitcher. After the 3rd visit, the pitcher must be removed from the game.**
- 5. After the conclusion of the game, the final score will be emailed to the Information Officer, and will be posted on the Lincoln Little League web site.**

Article V. Specific Rules for Minor AA and Single A Divisions

- a. The AA and A division requires significant amount of focus on player development**
- b. Games will be played, but, only if the skills of the players are ready.**
- c. Games should consists of a combination of game play and skill work**
 - i. Break up team into 2 parts**
 - ii. 1st Part of team take part in controlled scrimmage game. (See Below)**
 - iii. 2nd Part of team take part in a skill drills in the outfield.**
- d. Controlled Scrimmage Game**
 - i. Coach Pitch**
 - 1. In both Single A and Double A, kids are not allowed to pitch.**
 - 2. Coach should pitch to the players in Double A.**
 - 3. Single A should utilize the batting T.**
 - 4. As the skill levels of the kids improve, coach pitch should be used as the preference.**
 - 5. The coach should ONLY pitch up to 5 pitches before utilizing the batting T. This applies to both Divisions, AA and A.**
 - ii. Infield should have as many players in order to make the play safely.
Recommendation will be 3rd base, SS, Up the Middle Player, 2nd base, 1st Base,
Player on Mound (Optional)**
 - 1. For safety reasons, your first baseman should be a player who can safely catch the ball OR a coach/parent.**

Article VI. Try Out Process

- a. Every year the league will execute tryouts for every division except for Single A**
- b. Each child needs to be registered for tryouts**
- c. Each child should attend at least one tryout to be considered for a team. Exceptions to the rule due to unforeseen circumstances will need to be approved by the player agent, Vice President of Baseball, and President**
- d. Tryout process will consist of Core skill assessments**
 - i. Throwing and Pitching (as age and skill appropriate)**
 - ii. Catching**
 - iii. Fielding**
 - iv. Hitting**
- e. The league will have the coaches score the tryouts as well as assign league scorers.**
- f. Scores during tryouts will only be used for the draft process. Scores will not be used for any other purpose (ie. All Stars)**
- g. Post-Tryout Process**
 - i. If a player, for any reason, cannot make a tryout in order to be placed on a team, the players parents must contact the player agent**
 - ii. The player agent, along with the President and Vice President of Baseball, determine the best overall action for the players**
 - iii. This can include, but not limited to, having the player:**
 - 1. Execute a tryout just for the player**
 - 2. Put player on a waiting list**
 - 3. Put player in division that is lower than expected. This could be due to number of players in an upper division and the fact those teams are full**
 - 4. Put player in the location in the draft in the relative strength location based on knowledge of players skills. Typically, this is done via discussion with previous coaches of the child.**

Article VII. All Star Selection Process

a. Majors 11-12 Year Old Division

- i. All Star Ballot will be created with all Age 11 and 12 Year olds. By Team, and by Alphabetical Order**
- ii. Only via signed Parent Waiver can a player NOT be included on the ballot if they are league Age 11 or Age 12**
- iii. All League 11 and 12 year olds will vote for 14 kids they think deserve to be on the all-star team. Instructions will be given to all voters that they should look at players who will best represent the town of Lincoln, not just in Skills, but, in their attitude, effort, and overall potential value to the All-Star Team**
- iv. All Managers will also pick 14 kids from the ballot sheet**
- v. Top 9 Kids in the Vote who have also received over 50% of the Managers votes, will be discussed first and placed on the team.**
 - 1. 11 Year Old Golden Rule. We as a league feel it's critical to make sure 11 year olds that make the team will be considered impact players to the team. All kids will be discussed in regards to their overall impact to the team. (** Each 11 Year old picked potential takes 1 spot away from a 12 year old, hence, league wants to make sure 11 year old will be a major impact player on team before making selection, while balancing goal to make most competitive team possible. **)**
- vi. If there is a tie at the 9th spot, the tie will be broken by (in order)**
 - 1. Number of Manager votes within ballot process**
 - 2. Manager All-Star Voting Process. (During Meeting to pick team). Managers will have to vote who should be on the team based on all information available to them.**
 - 3. Managers can, if so decide, add all players tied at the 9th spot and receiving 50% of the Manager ballot votes. This must be a unanimous vote.**
- vii. Remaining spots for the team will be done via a Managers meeting. This meeting will consist of the All-Star Manager (if Known) and the Major League Managers.**
- viii. If enough kids capable and willing to participate, a second team will be chosen from the list of players who did not make the 1st team. (Known as the**

Continental Team).

b. All other All-Star Teams

- i. Tryouts will be held
- ii. The league will have official scorers to score the players across multiple dimensions, including throwing, hitting, pitching, and fielding.
- iii. The team will be picked via the scoring process as well as discussion between All-Star Manager and league managers

c. Make-Up of All Star Teams

Makeup of All Star Teams will be generally governed by Little League National Rules.

Local Rules Below.

- i. Major 10-11-12 All Stars
 - 1. Only League 10s, 11s and 12s are eligible to participate
- ii. Major 9-10-11 All Stars
 - 1. Only League 9's, 10's and 11s are eligible to participate and tryout
- iii. Major 9-10 All Stars
 - 1. Only League 9's and 10's are eligible to participate and tryout
- iv. Minor 8-9 Year Old Stars
 - 1. Only League 8's and 9's are eligible to participate and tryout
- v. Minor 7-8 Year Old All Stars
 - 1. Only League 8's and 7's eligible to participate and tryout
- vi. ** In every case, if a particular all-star team has trouble fielding a team with the eligible age group, the league can/and shall allow younger age groups to 'play up'. 'Trouble fielding a team' indicates that the number of players in the age group are less than the number allowed to play. (Little League minimum rules). This rule does not state anything to do with overall skill of the players, just relating to minimum number of players capable to put an All-Star team together for the particular age group.
- vii. In no situation will a player be allowed to 'play down'.
- viii. All All-Star teams, will have a minimum of 13 players. Recommendation for younger groups is 14 in order to maximize the number of players playing summer all-star baseball.
 - 1. Exception: The All-Star minimum can be used with Board Approval, but, only after discussion regarding makeup of the team. This allows for rare exception that team can field only 11 players.

Article VIII. Misc Rules

a. Safety—Weather

- i. Upon hearing thunder, game play or practice is to suspend immediately.**
- ii. Upon seeing lightning, game play or practice is to suspend immediately.**
 - i. All Players, Managers and Coaches must clear the field and seek shelter**
 - ii. PLAYERS MAY NOT SEEK SHELTER IN THE DUGOUTS.**
- iii. The game, or practice, may resume only after the umpires have deemed it clear to play.**
- iv. Managers and Coaches MUST take the initiative to protect the players.
Ultimate decision is to postpone the game is with the Umpire-in-Chief**

b. Field & Equipment Responsibilities

- i. Each team must be represented at all work parties. The manager is responsible to arrange for a minimum of (1) one individual (manager, coach, player parent) to represent their team for all work parties that are scheduled.**
- ii. The manager, along with team parent, is responsible for ensuring adequate representation at each of their team's assigned field preparation days. It is suggested no less than two (2) individuals are available on assigned days. It is your team's responsibility to prepare the assigned field on the assigned day. Preparation will include:**
 - iii. Field preparation**
 - 1. Infield preparation**
 - 2. Lining the field**
 - 3. Clean up of any trash in the dugouts or around assigned field**
 - 4. General assignments requested by the Field Maintenance Director as needed**
 - 5. Managers and Coaches are responsible for cleaning the dugout after each game/practice.**
 - 6. Managers and Coaches are responsible for raking the infield after each game/practice.**
 - 7. Failure to comply with the previous five (5) rules may result in a one**

game suspension for that manager.

8. Repeated failure to do so may result in a two game suspension and so on.
9. If a manager is suspended, he/she is not permitted to be at the complex during the play of the next regularly scheduled game.
10. All Managers and Coaches are responsible to walk the field prior to a game and/or practice to identify any safety issues. If a safety issue is identified it must be corrected immediately.
11. Managers, and/or Coaches, should notify the Equipment Manager immediately when defective or damaged equipment is found so a suitable replacement can be provided.
12. The manager is responsible for returning league issued equipment promptly at season's end on scheduled equipment return dates unless other arrangements are made with equipment manager. Dates and times TBD. Failure to return equipment on scheduled date and time will result in forfeiture of the ability to manage or coach the following season.

c. Game Play—Conduct

- i. Any Manager, Coach, Player, or Parent ejected by an umpire during a game will be suspended for the remainder of the game and the next physically played game.
 - ii. Any Manager, Coach, Player, or Parent involved in a heated argument with a Plate Umpire, Field Umpire, or another Manager or Coach, may be suspended one game.
 - iii. The use of inappropriate language by Managers, Coaches, Players or parents will not be acceptable under any circumstances. The use of such language may result in a one game suspension. The Zero Tolerance policy will be strictly enforced!
 - iv. Any Players, Managers, or Coaches throwing field equipment may be subject to a one game suspension.
- d. There is no —on-deck || circle, or an area to be used as such, anytime during the game, or practice.
- e. All players must wear team uniforms.

- f. If a Manager or Coach asks a parent to assist during the course of a game or practice, **THE PARENT MUST HAVE COMPLETED AND SUBMITTED THE WILLIAMSPORT VOLUNTEER APPLICATION** and completed a BCI Check. Failure to comply may result in a 1-game suspension and/or further action by the Board of Directors.
- g. **MEDICAL RELEASE FORMS:** Managers and coaches must have in their possession the medical release forms for each of their players at all games and practices. Very important if a serious injury occurs.
- h. **INJURIES:** In the event a player becomes injured in conjunction with League activities and under the supervision of the team manager or coaches, it is the Manager's responsibility to file the appropriate accident report and/or report the injury to the Safety Officer.