



GROUND RULES

2026

All league play is to be in accordance with the current rules and regulations of Little League Baseball, incorporated, the Constitution and By-laws of Sunset Community Little League (SCLL), and the local playing rules. The board will rule on any matter within the scope of its jurisdiction not specifically covered by one of the above. The board shall be deemed to have jurisdiction of local league members only during their own scheduled league activities and while at local league facilities.

Attention: All previous copies are obsolete

Article I: Boundaries (Eligibility), Refunds and Late Applications

A. Boundaries

Serving the California High Desert Communities of Phelan, Piñon Hills, Wrightwood, and Victorville. From the point of Highway 395 and Highway 18 (Palmdale Road): from this point of Highway 18 going west to 263rd Street; from this point of 263rd Street going south to Highway 138; from this point of Highway 138 going west to Interstate 15; from this point of Interstate 15 going north to Highway 395. SCLL's boundary map is located on District 49's website.

Any player candidate otherwise meeting eligibility requirements as specified in Little League Regulations who lives or attends school within SCLL's boundaries shall be eligible for participation as a player in SCLL.

Any player candidate who does not live or attend a school within the boundaries of SCLL shall not be accepted as a player candidate unless he/she is eligible under the exceptions listed in the Little League Regulations and upon Board approval.

B. Refunds

All funds paid to or collected by SCLL are non-refundable in each instance except as otherwise stated in the policy. Refunds of registration fees will be considered by the Board of Directors on a case-by-case basis in accordance with the following:

1. Each request for a refund must be made in writing and/or emailed to the President of the Board of Directors of SCLL. The written request must include the reason why the affected player does not intend to participate.
2. The player must be unable to participate due to an injury/illness that prevents play.
3. If a refund is approved, SCLL will refund any amount received over \$50 of the registration fees.
4. No registration fees will be considered for refund after start of games of the current season.

C. Late Applications

After the draft, late applications will be placed on a waiting list maintained by the Player Agent until such time as an opening exists. Should a team need a player any time after the initial draft, players listed on the waiting list shall have priority.

Registration closes after the 2nd player evaluation session of the current season.

Article II: Player Evaluations (Tryouts)

Per Little League Regulation IV(f), for the Major/12U, Intermediate/13U, Junior/14U, and Senior/16U Divisions, any player failing to attend at least one of the Spring player evaluation sessions, shall forfeit league eligibility unless an excuse is presented which is accepted by a majority of the Board of Directions.

If the Board of Directors opts to utilize a draft system (see Article III, Section B) for the Minor-A/10U Divisions, then players league 9-10 should attend one of the player evaluation sessions.

All player candidates league age 8 (baseball and softball) shall be evaluated if they want to be considered for placement on a Minor-A/10U team.

All player candidates league age 13 (baseball) shall be evaluated if they want to be considered for placement on a Junior League/14U team.

All player candidates league age 14 shall be evaluated if they want to be considered for placement on a Senior League/16U team.

Player evaluations will be conducted in a fair and equal manner under the direction of the Board of Directors.

Article III: Player Selection and Draft

A. Player Selection

See Little League Rulebook Regulation V Selection of Players.

In the Tee-Ball/6U, Farm/Sunshine, and Minor B/8U Divisions, the Player Agent will assign players to teams by random distribution with the assistance of the President and or the Vice President or other designated SCLL Board Member appointed by the President or Vice-President.

Players that are league age 4-6 years old are eligible to play in the T-Ball/6U Division.

Players that are league age 6-7 years old (baseball) are eligible to play in the Farm Division. 6-year-old players must have played at least one (1) season of T-Ball/6U to be eligible for the Farm Division.

Players that are league age 6-8 years old (softball) are eligible to play in the Sunshine Division. 6-year-old players must have played at least one (1) season of T-Ball/6U to be eligible for the Sunshine Division.

Players that are league age 7-8 years old (baseball and softball) are eligible to play in the Minor-B/8U Division. 7-year-old players must have played at least one (1) season in the Farm/Sunshine Division to be eligible to play in the Minor-B/8U Division.

B. The Draft System

For all competitive divisions, a draft system as outlined in *Little League's Local League Draft Methods policy* shall be utilized, unless there are only enough players in said division for one team.

For the Minor-A/10U Divisions, the Board of Directors may opt to utilize Alternate Method for Plan B as outlined in *Little League's Local League Draft Methods policy*.

Only one representative of each team shall be allowed at the draft and that representative shall be the manager or coach who has been APPROVED by the Board of Directors and is in good standing.

If there are more teams than managers in SCLL, a board member or approved coach will be assigned to draft for the team and the manager will be appointed later.

If necessary, at the beginning of the draft, the Player Agent will have managers draw numbers for their draft order.

Options must be in writing to the Player Agent 48 hours prior to the draft. See Little League Rulebook for more information.

When the draft is completed, each team manager will notify the player and his/her family within 24 hours of the draft.

A player shall NEVER be told the order in which he/she was drafted.

Article IV: Trades and Player Replacements

A. Trades

The Little League Rulebook operating policies shall be followed for all player trades.

B. Player Replacements

If for any reason a player refuses to play for a Competitive Division Team, the manager must notify the Player Agent within 24 hours. The Player Agent shall then notify the League President.

Upon approval by the Board of Directors, the Player Agent shall send a letter of release to the player and family, stating that he/she has been released from said team for the current season and tournament play for Little League Baseball or Softball.

Managers shall follow the Little League Rulebook operating policies for a replacement player.

Article V: Team Personnel

Managers and coaches should not be appointed/approved and must not assume any duties until after a background check that meets Little League standards is completed, checked, and passed. With a completed and passed background check, the President may appoint managers and coaches at his/her discretion. No person can manage or coach without the League President appointing and Board of Directors approving that appointment.

A. Team Manager

1. Must be at least 18 years of age.
2. Must be approved by the Board of Directors and pass a background check.
3. Must know Little League playing rules.
4. Must attend required meetings and training.
5. Must hold one or more team meetings to explain Little League Rules, SCLL ground rules, Parents Code of Conduct, and team policies.
6. Must be responsible for the care of all equipment and keys throughout the current season.
7. Must return all equipment and keys within five days of the close of the current season to the Local League Equipment Officer.
8. Must report any injuries to the Safety Officer and Player Agent within 24 hours of the incident.
9. Must conduct themselves in a manner that is in accordance with Little League Rules and Regulations.
10. Must always have players' Medical Releases available during practices and games. These forms are confidential and are always to be kept secure.
11. Must teach fundamentals of baseball and/or softball to ALL players.
12. Must reflect an understanding of the age group they supervise and provide encouragement.
13. Must understand any violations of the above rules could result in forfeiting of said team.

B. Team Coaches

1. First coaches must be at least 18 years of age.
2. First coaches shall assume the duties of the manager in their absence.

3. Assistant coaches must be at least 16 years old and are under the direction of the manager or first coach.
4. Must be approved by the Board of Directors and pass a background check.
5. Must familiarize themselves with the Little League playing rules.
6. Must conduct themselves in a manner that is in accordance with Little League Rules and Regulations.
7. Must understand that any violations of the above rules could result in their removal as a coach.

Article VI: Uniforms

For the safety of all children and young adults, no first names, initials, or nicknames will be allowed on their uniforms, caps, or visors. A first name initial may be used in the event where players with the same last name are on the same team.

All players will wear the uniform items supplied by SCLL. No alterations will be made to any league issued uniform.

Article VII: Practice Sessions

Practice shall not exceed 90 minutes for the T-Ball/6U division and two (2) hours for the Farm/Sunshine and Minor-B/8U Divisions.

No manager or coach shall hold more than four (4) activities per week. An activity is defined as any gathering for any purpose consisting of any authorized team personnel and more than four players from a single team. Exceptions can be made for All Star teams.

Article VIII: Game Cancellations

Any game cancellation can only be canceled by the League President, Player Agent, or Umpire-in-Chief within 24 hours. The rescheduling of said game will be presented to the Board of Directors for approval by the President or Player Agent.

Managers do not have the authority to cancel a game.

Games that are halted shall follow rules 4.10, 4.11, and 4.12.

Article IX: Playing Time Restrictions

The managers and/or umpires determine the game starting time. That time shall be noted in the official scorebook (competitive divisions). See times for each division below:

T-Ball/6U: No new inning will begin after one (1) hour. If an inning begins prior to the time limit, the inning **may** be completed. Games shall be limited to three (3) innings, regardless of total time played.

Farm/Sunshine: No new inning will begin after one (1) hour and thirty (30) minutes. If an inning begins prior to the time limit, that inning **may** be completed.

Minor-B/8U Baseball: No new inning will begin after two (2) hours. If an inning begins prior to the time limit, that inning **may** be completed.

Minor-A/10U Baseball: No new inning will begin after two (2) hours. If an inning begins prior to the time limit, that inning **will** be completed. Note: In the event of a tie, the game will stand and will not be broken at a later date.

If after three (3) innings (two and one-half innings if the home team is ahead), one team has a lead of fifteen (15) runs or more, the manager of the team with the least amount of runs shall concede victory to the opponent.

If after four (4) innings (three and one-half innings if the home team is ahead), one team has a lead of ten (10) runs or more, the manager of the team with the least amount of runs shall concede victory to the opponent.

Softball Minors/8U and 10U: Follow Interleague Ground Rules

Baseball Majors/12U: No new inning will begin after two (2) hours, fifteen (15) minutes. If an inning begins prior to the time limit, that inning **will** be completed. Note: In the event of a tie, the game will stand and will not be broken at a later date.

If after three (3) innings (two and one-half innings if the home team is ahead), one team has a lead of fifteen (15) runs or more, the manager of the team with the least amount of runs shall concede victory to the opponent.

If after four (4) innings (three and one-half innings if the home team is ahead), one team has a lead of ten (10) runs or more, the manager of the team with the least amount of runs shall concede victory to the opponent.

Softball Majors/12U: Follow Interleague Ground Rules

Baseball Intermediate/13U: Follow Interleague Ground Rules

Baseball/Softball Juniors/14U and Seniors/16U: Follow Interleague Ground Rules

Regulation Games (Competitive Divisions): Per Little League Rule 4.10(c)(2), if a game has been played for one (1) hour and forty-five (45) minutes (two (2) hours in Intermediate/Junior/Senior Divisions), it shall be considered a regulation game.

Article X: Field Preparation and Pre/Post Requirements

A. Field Preparation and Clean-Up

The home team is responsible for field preparation and SCLL visiting teams assist when requested.

Both managers of the last game of the day are responsible for securing all field equipment and supplies in the appropriate storage area and ensuring all gates are locked. The visiting manager, if a SCLL team, shall drag the field at the end of the game.

Both teams are responsible for trash pick-up after each game.

B. Line-Up Sheets

Line-up sheets are to be prepared in duplicate form, one for each of the following: both managers, Official Scorekeeper, and Plate Umpire. The first initial and last name of each player on the team shall be on the sheet. An explanation should be included for any players not participating in the game (absent, injured etc.). Line-up cards should be submitted to the President/Player Agent at the end of the season to assist in determining player eligibility for All-Star Tournaments.

C. Game Balls

Each team is responsible for supplying one new game ball (provided by SCLL) per game. Teams need to maintain a supply of balls in good shape if more are needed.

D. Official Scorebook, Pitch Count, and Pitcher Eligibility Tracking Form

The Official Scorebook shall be kept by the home team. The Official Pitch Count shall be kept by the visiting team. At no time shall either Official Scorekeeper or Pitch Counter be on the field, in the dugout and/or seated with spectators. A designated zone shall be established prior to the start of the game.

At the conclusion of each game, the pitch counter/scorer or manager shall document the number of pitches thrown by each pitcher on a Pitcher Eligibility Tracking Form or the Interleague Pitching Record. It is strongly recommended that the managers and/or pitch counter sign the completed Pitcher Eligibility Tracking Form/Interleague Pitching Record.

Managers shall maintain in their possession at all games, their completed Pitcher Eligibility Forms and/or Interleague Pitching Records. In the event a game is played under protest due to the potential use of an ineligible pitcher, the Pitcher Eligibility Tracking form/Interleague Pitching Records will be reviewed by the Protest Committee.

Scorebooks shall be submitted to the President/Player Agent at the end of the season to assist in determining team/player eligibility for All-Star tournaments.

Article XI: General Compliance Rules / Game Play

ALL managers, coaches and players must remain in the dugout whenever they are not on the playing field.

A manager or coach may not leave the dugout without notifying the umpire first.

A player may not leave the dugout without the permission of the manager and/or the umpire.

No more than three team personnel are allowed in the dugouts during games.
(Must be approved volunteers)

If no approved team personnel are available for a game, the Board of Directors shall send an Officer to substitute for the team personnel. The game will not be canceled because team personnel are not available for said game.

A female chaperone must always be present, during scheduled team events, when there are female players on the team.

Coaches are permitted to warm up pitchers. If a player is used to warm up a pitcher, they must have a glove and catcher's mask.

No food or drinks are allowed in the dugouts during a game with the exception of water and sports drinks.

AT NO TIME shall any of the following be allowed on Snowline Joint Unified School Grounds:

1. Pets
2. Alcohol
3. Unsportsmanlike conduct, profanity and/or fighting
4. Tobacco of any kind, E-Cigarettes and/or vapor cigarettes
5. Sunflower seeds, peanuts, or gum

All team personnel shall ensure the fields, dugouts, and spectator areas are cleaned prior to leaving.

Article XII. Specific Playing Rules

A. T-Ball/6U

Continuous batting order will be in effect. Outs are not recorded, and every player will bat in each inning. The side is retired when all rostered players have batted one time in the half inning.

For the first half of the playing season, all players will utilize the batting tee.

In the second half of the playing season, all teams will utilize a Coach Pitch Policy.

A maximum of three (3) pitches will be allowed with the exception that foul balls on the 3rd pitch will extend the at-bat until the ball is put in play.

Once three (3) pitches have been reached without the player hitting the ball, the ball shall be placed on a tee.

During defensive play, all players of a team will be allowed to participate and be on the field (no catchers).

For the first half of the season, players will advance base by base, with no outs being recorded. In the second half of the season, players **may** advance at the managers' discretion and **can** be put out on a play.

Teams may have up to 2-3 approved coaches in the playing field for instruction.

Must follow current Little League Rules and Interleague Rules.

No Scorekeeping, this is a Non-Competitive Division

B. Farm / Sunshine

Coach pitch policy: All players in the Farm/Sunshine Division will be pitched to by a coach. A maximum of five (5) pitches will be allowed with the exception that foul balls on the 5th pitch will extend the at-bat until the ball is put in play or the player strikes out (no walks).

During defensive play, all players of a team will be allowed to participate and be on the field. However, if the team has more than 9 players, one (1) infield rover may be used and the additional players will be in the outfield. Catchers shall wear full catcher's gear as outlined by Little League guidelines.

On an overthrow, players can only advance one (1) base.

Innings will be determined by three (3) outs or five (5) runs, whichever occurs first.

Continuous batting order will be in effect.

Must follow current Little League Rules and Interleague Rules.

No Scorekeeping, this is a Non-Competitive Division

C. Minor-B/8U Baseball

For the 1st through 5th innings, an inning will be determined by three (3) outs or five (5) runs, whichever occurs first. After the 5th inning, an inning will be determined by three (3) outs.

Runners can only advance one base in the event of an overthrow, wild pitch or passed ball.

Play stops when the pitcher has control of the ball, is on the pitching mound, and there is no imminent play.

Per Little League Rule 4.16, a game may not be started with less than eight (8) players on each team and the team may skip over the 9th position in the batting order without penalty (**interleague games shall follow interleague rules**).

An outfield rover may be used for a maximum of ten (10) players on the field.

No infield fly rule, drop third strike, or balks will be recognized.

Continuous batting order will be in effect. Every rostered player present at the start of a game will participate in each game for a minimum of six (6) defensive outs.

Must follow current Little League and Inter-league Rules.

No Scorekeeping, this is a Non-Competitive Division

D. Minor-A/10U Baseball

For the 1st through 5th innings, an inning will be determined by three (3) outs or five (5) runs, whichever comes first. After the 5th inning, an inning will be determined by three (3) outs.

Runners can only advance one base in the event of an overthrow, wild pitch or passed ball.

Play stops when the pitcher has control of the ball, is on the pitching mound, and there is no imminent play.

No infield fly rule, drop third strike, or balks will be recognized.

Continuous batting order will be in effect. Every rostered player present at the start of a game will participate in each game for a minimum of six (6) defensive outs.

Per Little League Rule 4.16, a game may not be started with less than eight (8) players on each team and the team may skip over the 9th position in the batting order without penalty (**interleague games shall follow interleague rules**).

Must follow current Little League Rules and Interleague Rules.

E. Minor Softball

Must follow current Little League Rules and Interleague Rules.

F. Major Baseball

Must follow current Little League Rules and Interleague Rules.

G. Major Softball/12U, Junior Softball/14U, and Senior Softball/16U

Must follow current Little League Rules and Interleague Rules.

H. Intermediate Baseball/13U, Junior Baseball/14U, and Senior Baseball/16U

Must follow current Little League Rules and Interleague Rules.

I. All Divisions: Fields without an Outfield Fence

If there is no outfield fence, cones may be used to determine the outer fence line.

If a batted ball rolls or bounds past any cone in fair territory, it is a ground rule double and is dead.

If a batted ball goes over a cone in the air in fair territory, it is a Home Run.

If a batted ball hits a cone and bounces back into play the ball is live and runners advance at their own risk.

Article XIII: Umpires

Umpires should not be appointed/approved and must not assume any duties until after a background check that meets Little League standards is completed, checked, and passed. With a completed and passed background check, the President may appoint umpires at his/her discretion. No person can umpire without the League President appointing and Board of Directors approving that appointment.

Per Little League Rule 9.03, if there is only one umpire, that umpire must be an adult and shall have complete jurisdiction in administering the rules.

If no adult umpire is available for a game, and non-adult umpires are used exclusively for that game, SCLL must assign an adult as Game Coordinator, or the game cannot be played. The Game Coordinator must not be a manager/coach of either team in the game, and cannot be assigned as Game Coordinator for more than one game at a time. Refer to Little League rule 9.03 (d) for Game Coordinator duties.

Must follow current Little League Rules and Inter-league Rules.

Umpires must be at least 14 years old.

There shall be a rule book available for the umpire to consult. It is better to consult the rules and hold up the game long enough to solve a problem than to have a game protested and possibly replayed.

Article XIV: Determination of League Division Champions

There will be standings kept for Competitive Divisions.

The standings shall be between SCLL Teams only; however, all regular season games, including interleague games, shall be counted toward the overall record in determining standings.

If two (2) teams are tied at the end of the regular season, the league champion shall be determined by a single playoff game which should be within three days of the last regular season game at a date agreed upon by the managers and President. If a team cannot play, they shall forfeit the game.

It shall be the responsibility of the President to collect the sheets from the official scorebook during the season.

Article XV: Tournament Team Selection (All Stars)

The Board of Directors, in collaboration with the regular season managers, will determine which divisions will have chartered All-Star teams. Each team will be composed of a minimum of 12 players.

Tournament team candidates should be selected upon their playing ability and eligibility. The roster should include sufficient pitching strength to meet the tournament schedule.

Practices and tryouts are strictly prohibited prior to May 15th. All-Star teams must be kept confidential until May 15th.

Selections and voting shall be completed by the Wednesday before Memorial Day Weekend of the current season. All-Star teams/players will not start practicing until the regular season is completed.

Generally, the manager of each League Division Championship team will be given the first right of refusal in managing the All-Star team. However, if the manager is not in good standing, the Board of Directors will select a replacement. The All-Star manager will nominate the assistant coaches, which must be approved by the Board of Directors. If the manager is unable to participate, the Board of Directors

shall select a replacement from an appropriate division as outlined in *Little League's Tournament Organization policy section*.

In the event the Board of Directors opts to roster an 11U All-Star team (baseball or softball), first right of refusal for managerial responsibilities will be given to the manager of the 12U Championship team followed by the manager of the 10U Championship team. If the managers are unable to participate the Board of Directors shall select a replacement.

Single Team Divisions (Regular Season SCLL)

The All-Star manager, in collaboration with the coaches, will select the All-Star team from all eligible players.

Two Team Divisions (Regular Season SCLL)

All eligible players may attend the All-Star tryout and the All-Star manager, in collaboration with the coaches, will select the All-Star team.

Three or More Team Divisions (Regular Season SCLL)

The Board of Directors will determine the number of players each team will send to an All-Star tryout and inform the managers and coaches.

The Player Agent will prepare a list of eligible players for each team and provide it to the managers. The managers, in collaboration with his or her two (2) coaches, will nominate the top players from their team. The nominated players will attend the All-Star tryout to be held no sooner than May 15th.

If a manager believes more of his or her players should attend the tryout, he or she must present their case to the Board of Directors. With the Board of Directors approval, additional players may attend the tryout.

All players who participated outside their minimum division of eligibility during the regular season and are not selected for that division's All-Star team will automatically advance to an age-appropriate tryout. (e.g. All ten (10) year-olds who played in the Major/12U division and did not make the 12U or 11U All-Star teams, will automatically advance to the 10U tryout.) Only those players who attend the All-Star tryout will be eligible for the All-Star team.

All-Star managers will select a team of 12 to 14 players and submit their roster to the Board of Directors within 48 hours.

In all divisions, the Board of Directors will evaluate the roster and vote to approve or deny.

Only after approval of the Board of Directors and after the official announcement date has been reached can players be told they were selected to the All-Star team.

In some cases, players may be eligible to play in two All-Star divisions. When this occurs, the primary division in which the player participated in during the regular season will have priority in selecting the player.

Combined All-Stars Teams

When forming All-Stars Teams, the Board of Directors shall ensure that all slots are filled by SCLL players before considering inviting players from other leagues

If consideration of additional players from other leagues is warranted, at least 1 Board Member from the requesting league must attend a SCLL Board Meeting and present the request to the Board.

To approve the additional player(s), there must be a majority vote by SCLL's Board of Directors

To allow a coach from another league to serve as an All-Star coach or manager on the combined All-Star Team, there must be a majority vote by SCLL's Board of Directors

If additional players are added to SCLL's All-Star Team from another league, the non-Sunset league shall assume the additional cost for their player(s) to participate

Article XVI: Code of Conduct

The SCLL Board of Directors has approved and adopted all Local, District, Regional, and National Code of Conduct Policies from the National Little League Association. All Managers, Coaches, Parents, Players, Umpires, Spectators and

Volunteers are required to adhere to these Code of Conduct Policies and the SCLL Mission Statement.

All volunteers and parents are required to sign a Code of Conduct prior to the season.

Any violations of this Code of Conduct will result in disciplinary action. Any violators will be entitled to receive due process per the SCLL Constitution.

ANY UNSPORTSMANLIKE CONDUCT BY ANYONE SHALL BE CAUSE FOR IMMEDIATE EJECTION.

Article XVII: Special Tournaments / Game(s)

SCLL reserves the right to organize Special Games. To minimize any potential conflicts or issues, a Special Game Subcommittee will be formed ahead of time to determine the following:

- a. Whether or not the Special Game(s) will involve other leagues (inter-leaguings)
 - i. If the Special Game(s) will involve other leagues, the Subcommittee will appoint a SCLL Tournament Director
 - ii. The Subcommittee shall invite at least 1 Board Member from each of the participating leagues to be a part of the Subcommittee to ensure fairness and to help communicate the guidelines/rules/agreements to their respective leagues
- b. Whether Little League Tournament Rules, SCLL Ground Rules, or a mixture of both will be utilized
 - i. After determining the rules to be used, the rules will be explicitly written and distributed to the League Presidents and Managers of the participating team(s)/league(s)
- c. If inter-leaguings is to take place, which league(s) will provide umpires

- d. Establish set date(s) and time(s) of the game(s) and communicate the schedule in writing in advance
- e. Establish drafting rules (where applicable):
 - i. If Special Teams are to be formed, SCLL players may not be released to play for a different league's Special Team without express written permission at least 2 weeks prior to the Special Game
 - 1. In order to obtain permission, the parent of the requested player and the president of the league requesting a SCLL player must put the request in writing and forward to the SCLL President, who will then present the request to the Board of Directors, who will either approve or deny the request and provide a determination at least 1 week before the commencement of the Special Game(s)
 - ii. Determine if there are age restrictions for the Special Game(s) and whether or not there will be exceptions to the age requirement for those participating in the game(s)
- f. Appoint designated people who will be the official pitch counter(s) and scorekeeper(s) for the Special Game(s) in order to ensure Little League rules are followed with respect to rest day thresholds, time restriction based on age of players, and 5-run rule (where applicable)
 - i. Pitch Counters are to be appointed in advance and are to be the official record keepers for the Special Game(s). The name(s) of the appointed person(s) will be provided to the Subcommittee, Manager(s) and League President(s)
 - ii. Scorekeepers are to be appointed in advance and are to be the official record keepers for the Special Game(s). The name(s) of the appointed person(s) will be provided to the Subcommittee, Manager(s) and League President(s)

iii. Shall training be requested for official pitch count recordkeeping or scorekeeping, the Subcommittee shall provide a brief overview/tutorial or refer the requesting party to an online tutorial