



Foothill Farms-North Highlands Little League

2023 – 2024 Bylaws

Updated 1/5/2024

The FFNH Little League Bylaws were created to give FFNHLL members an understanding of the policies, procedures, and rules of play. This includes a description of the divisions as well as the rules for each. These bylaws also include the procedures for the spring draft and All-Star team and staff selections. The FFNHLL community service and membership requirements are also included.



Overview of Divisions

It is incredibly important for the safety and development of players that they are kept in their appropriate age or skill division. Note that just because your player is a certain age and could play in a certain age division, their skill or knowledge may keep them in the division below for their safety and development. Also, note that a player can try out for a higher division, and if drafted can play "up". We want to be sure that all parents understand that when younger players play in the higher division, they may experience minimum play. We know this can be frustrating for both the players and their parents. Please remember, we cannot move your player down a division once he/she has played in the higher division.

Everything in this section is based on league age. To determine your players' league age, reference the Little League Age chart.

Tee Ball - Ages 3.5 - 5

This division is geared towards first-year players. It is an instructional program where children are taught the fundamentals of hitting, running, fielding and throwing in a fun environment. Games are shorter, score is not kept and everyone hits in every inning. We try to keep teams at 8-10 players to keep the game moving a little faster for our youngest players with short attention spans. Hitting is strictly from a tee the entire season. See page 6 for more information.

Minor A - Ages 5 - 7 (formerly Coach Pitch)

This division is geared towards our second- & third-year players that have a longer attention span and have a basic understanding of the game but are not quite ready for a traditional baseball game. This is an instructional division focused on baseball fundamentals, rules, sportsmanship, and the mechanics of throwing, fielding, defense, hitting and base running. See page 7 for more info.

Minor AA - Ages 7 - 10 (formerly Farm)

This division is the first step preparing players for the upper divisions. AA is for players that possess some fundamental skills of fielding, throwing, hitting and knowledge of the game. First time 8, 9, and 10-year-old players may play AA. This division is kid-pitch all season long. This division is still *instructional*, just like Minor A, however both outs and score are recorded, standings are still not recorded. See page 8 for more info.

AAA Minors - Ages 9 – 11 (formerly Minors)

This division is instructional and competitive. Players pitch the entire count. Outs, score and standings are all recorded. First time players that are league age 11 may play in AAA. This division has a post season of Tournament of Champions and All-Stars. See page 9 for more info.

Majors - Ages 10- 12

This division is competitive. Players ages 9 and 10 may tryout to play "up," but note that playing time may be less. This division has a post season of Tournament of Champions and All-Stars. Players from the Major division may qualify for the league's 11-12-year-old tournament team that has an opportunity to advance to the Little League Baseball World Series in South Williamsport, Pennsylvania. See page 10 for more info.

Intermediate 50/70- Age 13

The Intermediate (50/70) Baseball Division is a program for 13-year-olds which utilizes a 50-foot pitching distance and 70-foot base paths. The division offers a transition for players between the standard Little League field size and the Junior/Senior/Big League field size. This division has a post season of Tournament of Champions and potential All-Stars. See page 11 for more info.

Juniors - Ages 13 - 15

Like the Majors, the Juniors division is competitive. This division has a post season of Tournament of Champions and All Stars including the possibility of a World Series. See page 11 for more info.

FF-NHLL: Player Draft

During the regular season, divisions AAA and above will follow the Little League Rule Book on draft procedures. FFLL utilizes method A (Conventional Draft) for divisions AAA and up. FFLL utilizes method C (Blind Draft) for lower divisions (AA “farm” and below).

FFLL will announce the date of the player draft to all league participants. The player draft (for divisions AAA and up) will be a private meeting with ONLY the League President, Vice President, Player Agent and preapproved (and pre-qualified) team managers in those divisions. If a qualified team manager is unable to attend, a FFLL board member will draft the team on the manager’s behalf. The draft process *CANNOT* be discussed before or after the draft to anyone not in attendance. This includes manager disclosure to coaches, parents or players; for example: a manager telling a player “You were my #1 draft pick.”

Options provided in the Little League Rule Book for siblings and children of team manager requests must be submitted in writing at least 48 hours prior to the player draft to the FFLL Player Agent at Playeragent.ffll@gmail.com.

Lower division players may also submit a specific coach or sibling/friend request (for rideshare purposes) to the FFLL Player Agent at Playeragent.ffll@gmail.com.

After the draft, managers must submit any trade requests directly to the Player Agent. Any trade requests will be considered on a case by case scenario and are only allowed for similar skill-level of the player. It is the best interest of each team manager to attend pre-season clinics/conditioning as well as attend at least one of the skill assessments. It is the manager’s responsibility to know the players who they are drafting.

Pool Player Guidelines

In the event that a AAA, Majors, 50/70 or Juniors team does not have more than 8 players for a game, a pool player can be utilized. The Player Agent must keep a record of players that are eligible to be pool players. Per LLI, pool players cannot play pitcher and their minimum play is 1 at-bat and 9 consecutive outs. Pool players can be pulled up from the division below, but pool players cannot play in a lower division than they are rostered. Coaches must report if their team habitually does not have 9 or more players so that a permanent solution can be found.

FFLL Pool Player Guidelines

- Each team should have 2-3 players signed up to be a pool player to utilize the player pool program.
- The AA division can offer pool players for the AAA division. The AA division will not utilize in the player pool program.
- Pool players will bat last.
- Pool players will wear their own jersey.

Miscellaneous Information

Community Service Requirements

Foothill Farms Little League, as required by Little League International, is an all-volunteer, not for profit organization. As such, we rely on volunteers to ensure that this program runs smoothly and that costs can remain low for families wishing to participate. To ensure that everyone contributes to the volunteer hour's necessary to run the league the following volunteer program has been implemented. Each family will be responsible for fulfilling 10 hours of volunteer service per registered family. A \$100 Volunteer Deposit will be collected prior to the start of the season. This deposit will be refunded at the completion of the season and on verification that all volunteer hours have been 100% complete. Volunteer hours cannot be donated to another family once you have met your mandatory 10 hours. Additional Information:

1. There is no family max for volunteer hours or buyout fees.
2. In order to receive credit for your snack bar duty, a volunteer must be there for the entire shift. Volunteers must sign in and out.
3. The designated volunteer for your player can be anyone 16 or older who has a completed background check and can follow directions, stay focused and be helpful. Any excessive distractions such as cell phone use or visitors will be grounds for dismissal from the shift and you will not receive credit for that shift. ****Note:** Youth, ages 12 to 15, may be granted permission by the board to volunteer in limited roles to help earn community service hours for that family.
4. Two hours of community service credit must be completed at Field Maintenance Day. Hours can be completed by adults and players. Maximum credit for Field Maintenance Day is 4 hours. (Team staff see #6)
5. Four hours of community service credit must be completed in the snack bar. (Team staff see #6 below.)
6. Team staff (managers, coaches, and team parents) are required to actively participate in field maintenance day or work two hours in the snack bar over the course of the regular season.
7. Other ways to earn volunteer hours:
 - Scorekeeping (2 hrs)
 - Field prep/Set up (30 minutes)
 - Field and park clean up, trash pick-up, event help, postseason help, anything that benefits the league on a whole. ****Hours will vary and must be signed off by a Board Member.**
8. Please note that all activities not mentioned above must be pre-approved and signed off by the Board—*this includes helping at practices and games as all volunteers working with players must have a background check.*
9. Unapproved activities: baking, team party setup, team party clean up, any activity that does not contribute to the league, etc. If you have any questions, please ask a board member.
10. In addition to the Manager, each team is allotted two (2) additional coaches and one team parent position. Additional team staff members will be considered on a case by case basis and must be submitted to the BOD for approval. Team staff must be reported to the Board of Directors prior to Opening Day and rostered with the team to qualify for community service credits. Excessive absences by a team staff member must be reported to the Board by the Manager and credit for community service hours will be forfeited.

We are completely dependent on our volunteers to run successfully. Our snack bar is a major source of income for our league and we expect to have it open for all home games. We kindly ask all FFL families to do their part and volunteer in the snack bar this season so that we can continue to run a great program for our community. Teamwork makes the dream work!

Team Name Selection and League Colors

Managers may select their team name. The options include most MLB, MiLB, Collegiate teams, or another name of their choice. (Example: Little Sluggers). Please note all team name options may not be available depending on uniform or hat availability for the selected team. If there is any controversy surrounding any team name or logo, the team names will be subject to approval by the Board. Ex: Indians and Chief Wahoo are not an option for any FFLL team name.

Managers that choose to represent FFLL as their team name, will wear jerseys in one of the FFLL league colors of black, orange, white or grey. The name across the chest will be the updated 2022 FFLL logo or will read "Foothill Farms Little League" and the hat will be black with the FFLL logo on the front.

Managers that choose a name that is not MLB, MiLB, or Collegiate, will wear the 2022 FFLL logo on the chest or will read "Foothill Farms Little League" and the hat will be black with the FFLL logo on the front. The banner can read their team name. (Example The "Foothill Farms Little League Blue Sluggers" could have blue jerseys with the FFLL logo or Foothill Farms Little League across the chest, black hats with the FF logo and their banner would read their team name.)

Board Membership and Nominations

See LL Constitution and FFLL Board Member Code of Conduct.

Board members will remain in their positions unless they wish to resign or are terminated by the Board. Executive board member positions are subject to board member voting if another board member wants to self-nominate themselves or another board member files a complaint, verbally or in writing with board president OR during a board meeting (these complaints via GroupMe is not acceptable at any time).

Board members must attend a minimum of 80% of Board meetings. Members that do not meet the 80% attendance is grounds for automatic disqualification. No vote is necessary. Reinstatement can be considered if a Board Member requests to remain active pending President appointment or Board approval.

FFLL Members can be nominated to join the board at the end of the spring season by any voting member: Managers, coaches, team parents or board members. The positions available to nominees will be any vacant positions.

Other Information – Tobacco and alcohol

Per Little League, state and county regulations, tobacco products and alcoholic beverages are prohibited at all FFLL events and Sunrise parks, in general. The designated smoking area will be at the street or behind the storage bins if there are no guests within 100 feet.

Complaints/Feedback

Any complaints or feedback should be directed to a FF-NHLL board member. If parents have any concerns about their team, please first try to resolve the issue respectfully with the coach or manager and if needed, reach out to a board member for mediation.

FF-NHLL: Game Guidelines

- Home team sets up the field. This includes watering the dirt, dragging the field, chalking the lines and getting the bases. This is the responsibility of the manager, coaches or parents of the home team.
- Away team cleans up the fields and puts bases and any other equipment in the shed.
- **All players, coaches, parents and other guests are responsible for picking up their own trash, *this includes sunflower seeds*.**
- Home team sits in the 3rd base dugout.
- Away team sits in the 1st base dugout.
- AA, AAA, Majors, 50/70, and Juniors: Home team must provide a scorekeeper. If your team is playing an away game against another little league, you must provide a scorekeeper. All scores must be reported to the Head Scorekeeper and Player agent. Pitch count must be recorded at every game, as well.
- All divisions: Hustle in and out in between innings to keep the game going. AA and up: Catchers should keep their chest pad and shin guards on unless they are soon up to bat. Dressing the catcher after the third out delays the game.
 - If the offensive team reaches the second out and the catcher is on the bases, the best practice is for the manager to request a substitute runner so that the catcher can get geared up for the upcoming defensive inning. Substitute runner must be the player who made the last out.
- Little League minimum play is 6 consecutive outs and 1 at-bat.
- Teamwork and good sportsmanship must always be practiced by all members of FFNHLL.
- At the end of every game, teams should cheer for their opponents and meet at home plate for high-fives/elbows and “Good Games”.
- It is ok to be competitive. It is never OK to be disrespectful at any time to umpires, coaches, players, opponents, or fans.
- All players for all divisions should wear a protective cup. All male catchers are required to wear a cup.
- Umpire judgement calls will never be questioned or contested. A contest can be made only if there was a call that contradicts the Little League rulebook. In this case, the contesting manager must calmly and respectfully call for a timeout to speak with the plate umpire to present the rule. If a youth umpire is on the plate, the Board Member in charge must be involved with the contest. If the Board Member in charge does not know the rule, a call must be made to the FFLL Umpire in Chief.
- **Above all else, *we are a community* and should offer encouraging support for the growth and development of all FF-NHLL players.**

FF-NHLL: Tee Ball Playing Rules

- WE DO NOT KEEP SCORE IN Tee Ball.
- Outs will not be counted.
- There will be a 45-minute time limit or 2 inning maximum play time, whichever comes first.
- The game will be played regardless of the number of players present at the start of the game. A team may contribute players to the other team if desired.
- ABSOLUTELY NO COACH OR PLAYER PITCH ALLOWED, TEE ONLY.
- All players on roster will bat in a continuous order as listed by the manager each inning.

The tee should be placed in front of home plate on offense.

- Runners will only advance one base on a hit ball. Last batter runs around all the bases.
- All players on the roster will be given a defensive position each inning (even if this causes more than 9 players on the field).
- All players must rotate defensive positions each inning.
- All players should have the opportunity to play infield AND outfield. Catchers are not mandatory but encouraged.
- All defensive plays are to first base.
- A team parent or coach must remain in the dugout while players are in the dugout for the entire game.
- No parents, other than team staff, are allowed in the dugouts during games or practices except in the event of an injury AND by request of the team manager.
- Players cannot leave the dugout without permission from a team staff person.
- Players are encouraged to eat before games and practices. Food is not allowed in the dugout.
- Any rules not specifically addressed are governed by the official Little League rules.
- These rules must be adhered to for the sake of the player's safety and division consistency.

FF-NHLL: Minor A/Coach Pitch Playing Rules

THERE WILL BE CHANGES MADE TO THESE DIVISION RULES ONCE THE D6 2024 INTERLEAGUE BYLAWS ARE AVAILABLE.

- WE DO NOT KEEP SCORE IN MINOR A/COACH PITCH.
- There will be a 60-minute time limit or 4 inning maximum play time, whichever comes first.
- Defensive outs will be recorded and called by the coaches on the field with the defensive team, the runner who was called out will return to the dugout and NOT remain on the bases.
- The game will be played regardless of the number of players present at the start of the game. A team may contribute players to the other team if desired.
- Coaches will pitch the ball up to 5 pitches per batter, after 5 pitches if the ball is not put into play the batter is out. Pitches should be thrown overhand and coaches should be at least 15-20 feet away from the batter (standing or kneeling).
- Players will advance only one base at a time for a base hit and two bases for any solid hit to the outfield.
- Base runners cannot advance on any overthrows. No stealing.
- Each team will bat a continuous lineup. Each inning will be 3 outs or the entire lineup, whichever comes first.
- Mandatory Play – Defense: Players shall only sit a total of 1 inning during a game. Players must play an infield position (P, C, 1B, 2B, SS, 3B) for at least one full defensive inning. Infield play requirements must be fulfilled within the first 2 innings. Each team can field up to 10 defensive players at a time, but the 10th player must occupy the outfield (4 total outfielders).
- FFLL Recommends players rotate defensive positions every inning.
- Mandatory Play – Offense: Each player in the batting order shall be listed in a continuous order, which may not be changed once the game has started. Players may change positions on the field, but the batting order shall remain the same. Players arriving late are placed in the last position in the original batting order. If a player leaves a game early their spot is skipped over in the lineup; this does not constitute an automatic out. If a player bats out of order, this will not constitute an out, offense will continue with the batting order.
- The team parent or coach must remain in the dugout while players are in the dugout for the entire game.
- No parents, other than team staff, are allowed in the dugouts during games or practices except in the event of an injury AND by request of the team manager.
- Players cannot leave the dugout without permission from a team staff person.
- Players are encouraged to eat before games and practices. Food is not allowed in the dugout.
- Any rules not specifically addressed are governed by the official Little League rules. These rules must be adhered to for the sake of the player's safety and division consistency.

FF-NHLL: Minor AA “Farm” Playing Rules

THERE WILL BE CHANGES MADE TO THESE DIVISION RULES ONCE THE D6 2024 INTERLEAGUE BYLAWS ARE AVAILABLE.

- Score is kept in AA; standings are not. Games are 90 minutes or 6 innings; whichever comes first.
- Balls/Strikes/Outs will be called by Offensive team’s Manager or Coach. Managers/Coaches call plays when their team is up to bat, unless there is an umpire. Managers/Coaches should stand behind the pitcher to the side and call balls/strikes from that position.
- The game will be played regardless of the number of players present at the start of the game.
- **The count will start at 1 ball, 0 strikes. No base on balls (walks).**
- When the count reaches 4 balls, the coach pitches a maximum of THREE pitches to finish the strike count. *All coach pitches are strikes*. If the third pitch is fouled, the batter may bat until they strike out or hit a fair ball.
- Coaches are to pitch overhand to batters; and are required to pitch from within 10 ft of the pitching mound.
- Pitchers will pitch from the 46 ft mound, **no exceptions**. Pitch count is governed by official Little League rules. Pitcher who delivers 41+ pitches cannot play catcher position the remainder of that game. Player who plays catcher in four or more innings is not eligible to pitch on that calendar day
- There is no stealing. However, runners may and should be encouraged to lead off any base after the pitch crosses home plate.
- Runners are to advance only 1 base on an overthrow.
- On a hit to the outfield, runners will stop advancing once the ball is secured by the infield.
- Each inning will be 3 outs or a maximum of 5 runs per half inning; whichever comes first. No “mercy rule”
- Each team is recommended to supply a scorekeeper and keep a pitch count. Home team **MUST** provide a scorekeeper or the game cannot continue.
- 9 Defensive players will be on the field

FFLL Specific Guidelines

- **Mandatory Play – Defense:** Players shall not sit on the bench for more than one consecutive inning. Players must play an infield position (P, C, 1B, 2B, SS, 3B) for at least one full defensive inning. Infield play requirement must be fulfilled within the first 4 innings.
- **Mandatory Play – Offense:** Each player in the batting order shall be listed in a continuous order, which may not be changed once the game has started. Teams shall exchange lineups prior to the game. Players may change positions on the field, but the batting order shall remain the same. Players arriving late are placed in the last position in the original batting order. ***However, they cannot be added if their team has already batted through the line-up.***
- A coach must remain in the dugout while players are in the dugout for the entire game. The team parent can be in the dugout, if needed.
- No parents, other than team staff, are allowed in the dugouts during games or practices except in the event of an injury AND by request of the team manager.
- Players cannot leave the dugout without permission from a team staff person. Players are encouraged to eat before games and practices. Food is not allowed in the dugout.
- Any rules not specifically addressed are governed by the official Little League rules. These rules must be adhered to for the sake of the player’s safety and division consistency.

FF-NHLL: Minor AAA Playing Rules

THERE WILL BE CHANGES MADE TO THESE DIVISION RULES ONCE THE D6 2024 INTERLEAGUE BYLAWS ARE AVAILABLE.

- Score is kept; Standings are kept.
- Games are 6 innings or 1 hour and 50 minutes; whichever comes first. No new innings after 1 hour and 45 minutes.
- Teams must have 8 players in attendance at the start of the game. If a player is injured, the game may continue. Teams may not continue with less than 7 players. If teams continue to have less than 9 players, they need to report to the player agent. A team in this division can utilize the player pool program if they contributed players to the pool. **If playing with eight, the 9th batter will be an out only for the first at bat for the batting position. Every at bat after, will not be counted against the offensive team.
- The game will end if any team leads by 15 runs after three innings or 10 runs after four innings.
- Each inning is 3 outs or 5 runs max per half inning.
- Offensive team bats the entire lineup in continuous order. All players in attendance will be in lineup.
- Open inning may occur in the last inning of the game; no 5-run rule applies during an open inning. If an open inning will occur in the fourth or fifth inning due to time constraints, it needs to be declared an open inning at the top of the inning. Both managers can ask the umpire for the open inning, and the other manager cannot decline if the umpire agrees it is the last inning of the game.
- Pitch count governed by official Little League rules. A pitcher who delivers 41+ pitches cannot play catcher position the remainder of that game. Player who plays catcher in four or more innings is not eligible to pitch on that same day.
- Stealing is allowed, but players can only leave the base once the pitch crosses home plate.
- Free defensive substitutions; except Pitcher and Catcher positions.
- All male catchers are required to wear a protective cup.
- Any rules not specifically addressed are governed by the official Little League rules. • These rules must be adhered to for the sake of the player's safety and division consistency. • Managers are responsible for knowing the rules for this division per the Little League rule book which can be downloaded to your phone via the Little League website.

FLL Specific Guidelines

- **Mandatory Play – Offense:** Each player in the batting order shall be listed in a continuous order, which may not be changed once the game has started. All players in attendance shall bat. Teams shall exchange lineups prior to the game. Players may change positions on the field, but the batting order shall remain the same. Players arriving late are placed in the last position in the original batting order. ***However, they cannot be added if their team has already batted through the line-up.***
- If minimum play is not met, the manager must ensure the player is a starter of the next game AND makes up for the lost time in the previous game. Manager must also email the Player Agent with an explanation and intent to play for the following game. *FLL recommends not having kids play minimum play all season long.*
- Team parents are not allowed in the dugouts during games or practices unless specifically requested by the manager. The manager or an assistant coach should be in the dugout while at bat, to ensure players are ready and there is no delay of game. If the team is short coaches that game, the manager should have a player from the team help base coach.
- If the game is called due to weather or darkness in the middle of an inning, the game end reverts to the last completed inning. The minimum of four innings must be completed to be considered a full game.
- Each team is recommended to supply a scorekeeper and keep a pitch count. **Home team MUST provide a scorekeeper or the game cannot continue.** A picture of the scorebook must be submitted by the home team within 24 hours of the game being completed. Send copies to both Head Scorekeeper and Player Agent.
- The same scorebook should be used throughout the season and must be present at the start of each game.

FF-NHLL: Major Playing Rules

THERE WILL BE CHANGES MADE TO THESE DIVISION RULES ONCE THE D6 2024 INTERLEAGUE BYLAWS ARE AVAILABLE.

- Each team may have a maximum of 4 activities per week.
- All games will have a 2-hour time limit. All games called by time limit will be official if 4 innings have been completed. If the game ends in a tie it will resume under Rule 4.11(e) as soon as possible.
- Teams must have 8 players in attendance at the start of the game. If a player is injured, the game may continue. Teams may not continue with less than 7 players. If teams continue to have less than 9 players, they need to report to the player agent. A team in this division can utilize the player pool program if they contributed players to the pool.

-If playing with eight, the 9th batter will be an out only for the first at bat for the batting position. Every at bat after, will not be counted against the offensive team.

- Offensive team bats entire lineup in continuous order. All players in attendance will be in lineup.

FLL Specific Guidelines

- Each team is recommended to supply a scorekeeper and keep a pitch count. **Home team MUST provide a scorekeeper or the game cannot continue.** A picture of the scorebook must be submitted by the home team within 24 hours of the game being completed. Send copies to both Head Scorekeeper and Player Agent. The same scorebook should be used throughout the season and must be present at the start of each game.

Notable rule changes from AAA:

- There is no 5 run rule limit.
- Drop 3rd strike: batter may run to first base if catcher fails to catch third strike.
- Balk: If a pitcher makes any sort of motion that mimics their normal delivery, and then stops before firing the pitch. Baserunners advance one base.
- Minimum Play: each player shall receive 1 complete at bat and 6 consecutive defensive outs. It is encouraged to not have players sit on the bench for more than one consecutive inning. If minimum play is not met, manager must ensure player is the starter of the next game AND makes up for the lost time in the previous game. Manager must also email Player Agent with an explanation and intent to play for the following game. FLL recommends not having kids play minimum play all season long.
- Team parents are not allowed in the dugouts during games and practices unless specifically requested by the team manager. The manager or an assistant coach should be in the dugout during while at bat to ensure players are ready and there is no delay of game. If the team is short coaches that game, the manager should have a player from the team help base coach.
- Any rules not specifically addressed are governed by the official Little League rules.
- Managers are responsible for knowing the rules for this division per the Little League rule book which can be downloaded to your phone via the Little League website.

FF-NHLL: 50/70, Junior, and Senior Division Baseball Playing Rules

- By Little League Rule Book, NO exceptions.

FFLL expectations/guidelines:

- Each team is recommended to supply a scorekeeper and keep a pitch count. **Home team MUST provide a scorekeeper or the game cannot continue.** A picture of the scorebook must be submitted by the home team within 24 hours of the game being completed. Send copies to both Head Scorekeeper and Player Agent.
- The same scorebook should be used throughout the season and must be present at the start of each game.
- If minimum play is not met, manager must ensure player is the starter of the next game AND makes up for the lost time in the previous game. Manager must also email Player Agent with an explanation and intent to play for the following game. FFLL recommends not having kids play minimum play all season long.
- Team parents are not allowed in the dugouts during games and practices unless specifically requested by the team manager. The manager or an assistant coach should be in the dugout while at bat to ensure players are ready and there is no delay of game. If the team is short coaches that game, the manager should have a player from the team help base coach.
- Managers are responsible for knowing the rules for this division per the Little League rule book which can be downloaded to your phone via the Little League website.

FF-NHLL POST SEASON: Tournament of Champions

Tournament of Champions (TOCs)

AAA, 50/70, and Juniors: The Board will determine if two or more teams will be sent to TOCs. Majors: Per District 6, only one Majors team per league in the district can advance to the TOC's tournament. The Majors team chosen to represent FFLL in the District 6 TOC tournament will be determined by the team with the best overall record (including interleague games). If the records of the teams are close or a tie, then a one game playoff game will be played. The winner will move on to the tournament. The team chosen to play in the TOC tournament (as well as the AAA, 50/70 or Juniors teams) must have 10 or more committed players for the entire tournament, so that there will be no forfeited games

FF-NHLL POST SEASON: All-Stars

The objective of this statement is to clearly communicate to the FFL community of parents, coaches, and volunteers how the FFL all-star program is administered. Being selected as an All-Star is an honor. Players will be representing their league, community, family, friends, and themselves. It is a highly competitive tournament with the goal of winning the District 6 Championship and continuing as far as possible. As such, teams may practice 5-6 days a week in preparation for the tournament. Tournament schedules may require 5-6 games in a week. Players are expected to attend all practices and games until the team is eliminated from the tournament. Depending on the team's age group, All-Star tournaments can last into August. This time commitment can be more than some families are willing to give during the summer months. Please make sure you take into consideration vacation plans and let the Board know if your player will be unavailable and *should not* be considered for the All-Star team. Subject to manager, coach, and player availability, FFL could field any of the following teams:

- 8- 9 YR Baseball All Stars – Any Major or AAA player league age 8-9 is a candidate.
- 10 YR Baseball All Stars – Any Major or AAA player league age 9-10 is a candidate.
- 11 YR Baseball All Stars – Any Major or AAA player league age 11 is a candidate.
- 12 YR Baseball All Stars – Any Major player league age 11-12 is a possible candidate.
- 50/70 Baseball All Stars – Any 50/70 player league age 13 is a possible candidate.
- Junior Baseball All Stars – Any Junior player league age 13 or 14 is a candidate.

Playing Level

Each year there are questions regarding whether a younger player should play up at a higher age level in All-Stars (e.g., an 11-year-old plays on the 12-year-old team). It is the policy of FFL to allow this only in extremely unique and rare circumstances. If such an exceptional player exists, his/her parents must be asked for their approval before a player moves up an age bracket. Any such player being considered for a higher age bracket must also receive approval from the Player Agent and the FFL President.

All-Star Player Selection

FFL generally rosters 10u, 12u and 14u teams. Each year the board will decide based on the number of players and coaches available, if they will form any of the other teams at all, or in lieu of another.

For each team - Four (4) of the players will be selected by popular vote of the players within the respective divisions. Players will vote for their top 6, but the top 4 will be selected. The other six (6) players will be selected by majority vote of the respective division managers. The managers will vote blindly and without discussion. The Player Agent will be the tiebreaker, if needed. The remaining two to three (2-3) players will be chosen by the selected All-Star manager. If a player is injured or cannot play, a substitute player shall be selected by the All-Star manager. The substitute player must be approved by the Board and cannot be selected from any other All-Star team. ***Information about the player selection process is confidential and should not be shared with any other FFL members not directly involved in the selection process.***

Player Eligibility

Players are eligible for FFLL's All Star program, provided they meet the criteria established by Little League International as set forth below:

1. Eligible players must live within the boundaries of the Foothill Farms Little League or attend a school within these boundaries; and
2. Players must participate in 60.0% of his or her regular season team's games. A player who is not able to participate in a number of regular season games because of participation in a school baseball program will receive an adjustment to the minimum participation level. Specifically, that player would have to participate in 60.0% of the games for which there was no conflict with a school baseball program.
3. Players must have attended at least one preseason assessment.
4. Players did not have any issues with coaches, teammates, umpires, fans, or opposing team that resulted in suspension or any other disciplinary action.

All playing rules are subject to Amendments and changes as directed from Little League International

Player Selection

Player selection should be performed in such a way as to try to select the best teams to represent FFLL. With that goal in mind, the Managers of the respective divisions will work together to form a team. It is in the best interests of all, for managers and coaches to choose the best players as if they were building the team they would manage/coach.

For all teams:

- Four (4) of the players will be selected by popular vote of the players within their respective divisions. The next six (6) players will be selected by majority vote of the respective division Managers. The managers will vote blindly and without discussion. The Player Agent will be the tiebreaker, if needed. The remaining two to three (2-3) players will be chosen by the selected All Star Manager
- If a player is injured or cannot play, the substitute player must be approved by the Board and cannot be selected from any other All-Star team.

All-Star Team - Staff Selection

The selection of the All-Star team manager will be determined by the manager of the team with the best head-to-head record (only games played between FFLL teams) If necessary, a playoff game will be played. The selected manager will be able to pick their coaching staff from coaches within their division. The coaches must have completed the required safety training and have demonstrated sound skills in the instruction of baseball, as well as, adhering to the Little League and FFLL Code of Conduct.

At the selection meetings, managers, and coaches (per above designations) will be provided with a list of all eligible players. All players will be considered unless the parents have reported they will not be available for the All-Star tournaments. Before leaving the meeting, the selected manager will be presented with an approved list of coaches to choose from and will be required to select the coach before leaving the meeting so that the official roster can be completed for announcement on June 1. Per recommendations from Little League International, each tournament team must have twelve (12) eligible players for the District Administrator to certify. Therefore, any division that does not have at least twelve eligible players will not participate in the All-Star Tournament(s).