



Foothill Farms/North Highlands Little League Bylaws

This was created to help understand the different divisions and to guide you in choosing the right division for your player.

Overview of Divisions

It is incredibly important for the safety and development of the 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 down for their safety and development. Also, note that a player can try out for a higher division, and if drafted can play "up" for the season. 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 - 6

This division is geared towards the 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! 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.

Coach Pitch/ Minor A - Ages 5 - 7

This division is geared towards our second & third year players that have a better attention span and have a basic understanding of the game, but are not quite ready for a traditional baseball game quite yet. This is an instructional division focused on baseball fundamentals, rules, strategy, sportsmanship, and the mechanics of throwing, fielding, defense, hitting and base running. This division is coach pitch all season long. There is no stealing of bases. Outs are recorded, but score and standings are not recorded.

Minor AA - Ages 7 - 10 (formerly Farm)

This division is the first step in getting players ready for the upper divisions. This division is for players that possess some basic fundamental skills of fielding, throwing, hitting and knowledge of the game. This is a good division for first time 8, 9, and 10 year old players. This division is kid-pitch all season long. There is no stealing. There are no walks. When a pitcher reaches 4 balls in the pitch count, the coach comes out to pitch a maximum of three pitches to finish the strike count. Pitch count is tracked. This division is still instructional, just like Minor A, however both outs and score are recorded, standings are still not recorded.

AAA Minors - Ages 9 – 11 (formerly Minors)

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

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. Minimum playing time for every player is one at bat and six consecutive outs. 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.

Intermediate 50/70- Ages 12-13

The Intermediate (50/70) Baseball Division is a program for 12- and 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 (46-foot pitching distance and 60-foot base paths) and the Junior/Senior/Big League field size (60-foot, 6-inch pitching distance and 90-foot base paths). This division has a post season of Tournament of Champions and potential All-Stars.

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.

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 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.

FF-NHLL: Game Guidelines

- Home team sets up the field. This may include watering the dirt, dragging the field, chalking the lines and getting the bases.
- Away team cleans up the fields and puts bases and any other equipment in the shed.
- Home team sits in the 3rd base dugout.
- Away team sits in the 1st base dugout.
- All players, coaches, parents and other guests are responsible for picking up their own trash, this includes sunflower seeds.
- Hustle in and out in between innings to keep the game going. 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 offensive team reaches 2nd out and catcher is on bases, best practice is for 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.
- Teamwork and good sportsmanship must be practiced by all members of FFNHLL at all times.
- 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 not OK to be disrespectful at any time to umpires, players, opponents, or fans.
- Above all else, we are a community and should offer encouraging support for the growth and development of all FFNHLL players.

FF-NHLL: Tee Ball Playing Rules

- WE DO NOT KEEP SCORE IN Tee Ball.
- Outs will not be counted.
- There will be a 1-hour 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.
- Runners will only advance one base on a hit ball.
- Last batter runs all bases.
- All players on the roster will be given a defensive position each inning (even if this causes is 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 encourages 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

- 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 requirement 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).
- **FLL 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.
- 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 AA “Farm” Playing Rules

- 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.
- No base on balls.
- After the 4th Ball, 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 within 10 ft. in front of the pitching mound. (30 - 40 ft. from the plate)
- Players pitch 40 ft. away from home plate. **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
- Pitch count governed by official Little League rules
- 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 overthrows, and runners will stop after 1 overthrow. (If defense makes two or more overthrows in a single play, runners are only allowed to advance for the first overthrow).
- On a hit to the outfield, runners will stop advancing once the ball is secured by the infield.
- Each inning will be three 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
- 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. If a player leaves a game early their spot is skipped over in the line-up; this does not constitute an automatic out.
- 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 AAA Playing Rules

- 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 35 minutes.**
- 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.
- 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 Manager 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.
- If the game is called during an incomplete inning, the game ends at the end of the previous completed inning, minimum game time will need to be completed to be considered 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.
- Teams must have 7 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 6 players. If teams continue to have less than 9 players, they need to report to the FFLL Player Agent.
- Pitch count 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 same day
- Stealing is allowed, but players can only leave the base once the pitch crosses home plate
- 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. If a player leaves a game early their spot is skipped over in the lineup; this does not constitute an automatic out.
- Minimum Play: each player shall receive 1 turn 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. FFLL recommends not having kids play minimum play all season long.
- Free defensive substitutions; except pitcher and catcher positions.
- 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.
- Note: Rules will change slightly for TOCs, All Stars, or games with leagues outside of FF-NHLL.
- 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.**

FF-NHLL: Major Playing Rules

- 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 6 players. If teams continue to have less than 9 players, they need to report to the player agent.
- 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.
- There is no 5 run rule limit.
- Drop 3rd strike: batter may run to first base if catcher fails to catch third strike.
- Continuous batting order will be optional.
- Minimum Play: each player shall receive 1 turn 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. 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 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: Junior/Senior Division Baseball

- By Little League Rule Book, NO exceptions.
- 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 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.
- **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 (TOCs)

AAA and Juniors: The Board will determine if two or more teams will be sent to TOCs. The 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 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 FFLL community of parents, coaches, and volunteers how the FFLL 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 on 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, FFLL 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.

All Star Team - Player Selection

FFLL generally does 10u, 12u and 14u. 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.

10 Year Old Team - 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. - Two (2) of the players will be selected by popular vote of the players within the AAA/Majors divisions. The other eight (8) players will be selected by majority vote of the AAA/Majors division Managers, with the Player Agent being the tiebreaker, if needed. Two to four (2-3) players selected by the All Star Manager.

12 Year Old Team - 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. - Two (2) of the players will be selected by popular vote of the players within the Major division. The other eight (8) players will be selected by majority vote of the Majors division Managers, with the Player Agent being the tiebreaker, if needed. Two to four (2-3) players will be selected by the All Star Manager.

50/70 (11-13), Junior (13-14), Teams - 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. - Two (2) of the players will be selected by popular vote of the players within the Junior or Senior division. The other eight (8) players will be selected by majority vote of the respective division Managers, with the Player Agent being the tiebreaker, if needed. Two to six (2-3) players will be selected by the All Star Manager.

Player Eligibility

Players are eligible for FFL'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. Player must have attended preseason assessments.
4. Player 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

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 YR 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.

Player Selection

Player selection should be performed in such a way as to try to select the best teams to represent FFL. 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. Six (6) will be determined by the managers from that respective division. The remaining 2-3 players will be selected by the 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 FFL 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 FFL 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).

Volunteer 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 volunteer hours for that family.
4. Two hours of volunteer 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 below.)
5. Four hours of volunteer credit must be completed in the snack bar. (Team staff see #6 below.)
6. Team staff are expected to 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, field prep, field and park clean up, and many more.
8. In addition to the Manager, each team is allotted two (2) additional volunteer coaches and one team parent positions. 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 volunteer credits. Excessive absences by a team staff member must be reported to the Board by the Manager and credit for volunteer 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 FFLL 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!

Complaints/Feedback

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

Bylaws were voted and approved on 1/31/2023 for the 2023 Season(s)