



**Pike Creek Little League**  
**By-Laws**

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## **PURPOSE AND SCOPE**

The rules and regulations described in this document are intended for the specific operating procedures of Pike Creek Little League. The local rules, ground rules and/or bylaws of this league shall be adopted by the Board of Directors at a meeting to be held not less than one month prior to the first scheduled game of the season, but shall in no way conflict with the Rules, Regulations and Policies of Little League Baseball, Incorporated, nor shall they conflict with the Pike Creek Little League Constitution. The local rules, ground rules and/or bylaws of the Pike Creek Little League shall expire at the end of each fiscal year and are not considered part of the Constitution.

### **Article I: GENERAL FACILITY RULES**

- All field usage must be approved and scheduled by the league.
- No Parents or Volunteers are allowed on the field or in the dugouts without a completed and accepted background check for the current year with Pike Creek Little League.
- No hitting into any of the fences.
- No jumping or climbing fences.
- No climbing or playing within the field material storage areas.
- Dogs are not allowed within the fenced in field areas. They are welcome throughout the rest of the park. They must be leashed, supervised by an adult, and it is expected the owner will clean up after them.
- The consumption or use of drugs, alcoholic beverages, tobacco, tobacco products, e-cigarettes or vaping devices is strictly prohibited at all Pike Creek Little League ball fields, facilities, parking lots, bleachers, and all related grounds, operated by PCLL.
- You enter the facility at your own risk. Please watch for errant throws or batted balls during PCLL practices or games. PCLL assumes no liability to spectators who are injured by batted balls or errant throws during PCLL events. All spectators are encouraged to keep a safe distance from the field of play and remain cognizant of the activities on the field. All parents are expected to supervise any minors under their care or supervision who are spectators and protect them from the risk of injury.
- Please help keep the area clean and deposit any trash in the trash receptacles, as the Complex will only stay as clean as you keep it. Everyone is expected to participate in properly disposing of their trash and to keep up the image of the league as a positive, clean, and wholesome neighbor. BSS Complex is a “carry in / carry out” facility. You are responsible for taking your own trash with you.
- When parking for Pike Creek Little League events, please make sure to secure your valuables, lock your vehicle, and park your vehicle in a place which is not susceptible to being hit by baseballs. Pike Creek Little League is not responsible for theft from or damage to motor vehicles.
- No driving or parking on the grass at Brandywine Springs School (BSS) Pyle and Vaught Fields. All cars must park in the parking lot at the rear of school or front of school and walk to the fields.
- Midway Complex - no vehicles are permitted to operate on the pedestrian pathways without authorized approval.

## **Article II: SCHEDULING & CANCELLATION OF GAMES, PRACTICES & FIELDS**

It is the policy of the PCLL board that only games called due to weather and/or facility problems be rescheduled. Any required make-up games (or suspended games) will be rescheduled by the league scheduler. Games will be rescheduled in the first available time slot on a “first canceled, first rescheduled basis.” Or as soon as reasonably practicable.

The decision to cancel games typically falls to the head coaches of each team. The league may decide to close one or more fields for a day based on conditions and weather events, but this is the exception rather than the rule.

1. If your division has league volunteer umpires or DSUA paid umpires and you decide to cancel a game, you must call the Umpire in Chief, Kevin Hart (302-898-4014) to alert him to the change so he can contact the league volunteer umpires. You must also call the DSUA Scheduling Coordinator Norm Dagg (302-563-7125) to alert him to the change so he can contact the paid umpires. The Director of Concession, Jack Fallon (302-561-5966) also needs to be contacted so the concession stand can plan appropriately. Consider adding his contact to your phone.
2. When canceling a game, head coaches should notify their Division VP and their team via email and Game Changer.
3. To reschedule a game, contact the league scheduler. You may be able to suggest an available time by reviewing the [Schedules](#) on PCLL website for openings. Once confirmed, you should also contact the Umpire in Chief, Kevin Hart, to schedule umpires for the rescheduled game.

## **Article III: CODE OF CONDUCT**

Each Player, Manager, Coach, Parent and Board of Director Member; by accepting either a volunteer position, or a spot on a team, acknowledges that they understand the applicable Code of Conduct and agrees to abide by the content as stated.

[PCLL BOD Code of Conduct](#)

[PCLL Manager Coach Code of Conduct](#)

[PCLL Parent Code of Conduct](#)

[PCLL Player Code of Conduct](#)

## **Article IV: SAFETY PLAN**

Pike Creek Little League will create and implement a safety manual containing 15 basic requirements, with the idea that this basic safety plan can be expanded and enhanced to meet the needs of the individual league. This plan is known as the “A Safety Awareness Program” (ASAP) and must be submitted and approved to Little League International each year. As part of Little League’s [Child Protection Program](#), local leagues must conduct background checks on all volunteers and hired workers who provide regular service to the league and/or have repetitive access to, or contact with, players or teams. Background checks for all volunteers are required to be conducted through JDP, as other providers will not be accepted. All volunteers must complete Abuse Awareness training each year. Refer to PCLL website for complete ASAP Plan.

[ASAP Plan](#)

## Article V: FIELD MAINTENANCE - SET UP/BREAK DOWN OF FIELD

### 1. GAME FIELD/SITE PREP and CLEANUP:

- a. **Field Prep:** Before a game begins, the **HOME TEAM is responsible for preparing the field:** Removing all tarps, dragging/Raking (if required), putting in the bases, watering dirt areas, chalking/painting of foul lines and batter's box. This must be completed prior to the scheduled start of the game. **Foul lines should NOT be redone if foul lines are clearly visible from the previous game.** Foul lines should be from back corner of home plate (closest to catcher) down the baseline, through the outside edge of the 1st/3rd base into the outfield grass, all the way to the foul pole.
- b. **Field Cleanup:** At the end of the game, the **VISITOR TEAM is responsible for cleaning up the field:** dragging the infield (FOUL LINE TO FOUL LINE, DO NOT DRAG DIRT INTO OR ON TO THE GRASS), raking baselines (RAKE PARALLEL TO BASE LINE, NOT SIDE TO SIDE – keep foul lines intact from game to game). *The purpose of dragging & raking the field is to ensure a level surface with no areas where water can puddle.* Baselines should be flat or slightly inclined to allow water to drain away from infield. All field equipment must be put back in storage areas and doors locked. This includes bases, rakes, drags, etc.
- c. **Dugout Cleanup:** Players, Managers and Coaches are responsible for cleaning their dugout after each game/practice. Dugouts should be swept clean and trash cans should be emptied. **PLAYERS ARE NOT TO BE RELEASED UNTIL THIS IS ACCOMPLISHED.**
- d. **Bleacher/Snack Bar Area Cleanup:** Parents/fans from each team are responsible for picking up all trash around the bleachers and snack bar areas after each game. In addition, the trash cans must be emptied into the large garbage bins at the end of each day (or more frequently if needed).
- e. **Locks:** Managers and Coaches are to lock all padlocks after the last game of the day. This includes field gates, facility doors and storage sheds.

### 2. PRACTICE FIELD/SITE PREP and CLEANUP:

- a. **Field Prep:** Before practices, coaches should remove all tarps. Water skinned/dry areas and baselines. Install the bases (available in storage shed).
- b. **Field Cleanup:** Following practices, coaches should remove bases and place plugs. Bases should be placed in storage shed, in designated area. Rake loose dirt off grass along base paths, mound circle and infield edge. Drag the skinned areas and rake baselines in similar fashion to

game prep/cleanup directions above. Rebuild mound and home plate area and cover areas with tarps. Replace and tamp any loose divots in turf areas.

- c. **Dugout Cleanup:** Clean dugouts of trash and dispose properly. Clean area around field & bleacher areas, disposing of trash properly.
- d. **Locks:** Lock all areas, including all facilities, field gates, and storage sheds.

## **Article VI: VOLUNTEER WORK BOND PROGRAM PROCEDURES**

Pike Creek Little League, like all Little Leagues, is an organization run by volunteers. It requires a lot of work and, as members of the league, we all share that responsibility. This year we are requiring a \$200 work bond check per family, made out to "Pike Creek Little League", to be received prior to uniform pickup. We will not cash the check so long as you volunteer at a minimum of 3 events by the end of the All-Star season, with the following restrictions:

- Minimum 2 of the 3 events must be in the concession stand.
- 1 event may be during a field cleanup day.
- Additional opportunities may be substituted, but they **MUST** be approved ahead of time.

**IF** your child makes an all-star team, there will be an additional **TWO** mandatory concession events.

## **Article VII: DIVISIONS OF PLAY**

### **T-Ball:**

Description: T-Ball is a great way to introduce young players to the game of baseball in a non-competitive environment.

Ages: 4-6, as of August 31. 6yo's with no prior baseball experience should register for T-Ball, rather than Minor-B.

First event: T-Ball clinic, a few weeks before opening day, basic skills introduction.

Games / practices: Maximum one weeknight and one Saturday per week.

Fields: Midway Complex, Catalina Field, and the field at the entrance to Wood Creek.

### **Minor-B:**

Description: Minor-B utilizes both machine-pitch and coach-pitch scenarios to develop baseball skills in a somewhat competitive environment.

Ages: 6-8, as of August 31. 6yo's with no prior experience should register for T-Ball, rather than Minor-B. 8yo's that are not drafted into Minor-A will be placed on a Minor-B team.

First event: Minor-B player evaluations, a couple of weeks before opening day, used by administrators to distribute players to teams.

Games / practices: Typically, one weeknight and one Saturday per week.

Fields: Midway Complex, Catalina Field, and Brandywine Springs School.

### **Minor-A:**

Description: Minor-A exclusively uses kid-pitch to continue to develop baseball skills in a competitive environment, with limitations on runs-scored.

Ages: 8-11, as of August 31. 10yo's and 11yo's not drafted into Majors will be drafted onto a Minor-A team.

First event: Majors / Minor-A player evaluations, a few weeks before opening day, used by managers to distribute players to teams.

Games / practices: Typically, two weeknights and one Saturday per week.

Fields: Midway Complex, Catalina Field, Brandywine Springs School, and possibly interleague play.

**Majors:**

Description: Majors provides a competitive environment for baseball players to continue to develop on the small field.

Ages: 10-12, as of August 31.

First event: Majors / Minor-A player evaluations, a few weeks before opening day, used by managers to distribute players to teams.

Games / practices: Typically, two weeknights and one Saturday per week.

Fields: Midway Complex, Catalina Field, Brandywine Springs School, and possibly interleague play.

**Juniors:**

Description: Juniors is a great way to introduce players to a regulation-size baseball field (90/60), while competing with other Little Leagues within the district.

Ages: 13-14, as of August 31.

First event: Juniors player evaluations, a couple of weeks before opening day, used by managers to distribute players to teams.

Games / practices: Typically, one weeknight and one weekend per week, possibly more. Less so during the school season.

Fields: Midway Complex – John Tirrell Field, and frequent interleague play.

**Seniors:**

Description: Seniors provides a competitive environment for baseball players to continue to develop on a regulation-size baseball field.

Ages: 15-16, as of August 31.

First event: Seniors player evaluations, a couple of weeks before opening day, used by managers to distribute players to teams.

Games / practices: Typically, one weeknight and one weekend per week, possibly more. Less so during the school season.

Fields: Midway Complex – John Tirrell Field, and frequent interleague play.

**Article VIII: GAME PLAY RULES FOR EACH DIVISION**

**T-BALL**  
Special Rules

**Objective:** To instruct players in the fundamentals of the game in a fun, low-key atmosphere. At no time should winning or losing take priority in this program!

**Gameplay:**

- a. No outs are recorded.

- b. No score is kept for the games.
- c. Games are 3 full innings.
- d. Continuous batting order will be used, last batter clears the bases, and the teams switch offense and defense.
- e. Try to move away from the tee as the season progresses and go to coach pitch.

## MINOR B DIVISION

### Special Rules

#### Gameplay

##### 6 inning games

- 3 outs per inning
- 3 runs per team cap for 1<sup>st</sup>-5<sup>th</sup> inning
- 6<sup>th</sup> inning (final inning played) is unlimited runs, and defense must record 3 outs
- 9 players on the field MAX – Catcher's position is required
- 7 pitches per Batter
- Managers will have to manage playing time and ensure that all children get time in the field. Teams will utilize a continuous batting order. **(Ex: 10 player team, all 10 can be in the batting order to allow for continuous action regardless of if playing in the field or not)**
- No player can advance past a double on a hit
- Pitching Machine will be used for consistency. Note: For instances where games are played and no pitching machine is available, coaches can pitch but all pitches must come in on a line, no humps.
- Managers will be responsible to email Minor B VP each game results for tracking and standing purposes. Also, Managers will need to ensure that score books are kept accurate, and results are agreed upon before sending to Minor B VP.

##### Season Outlook

- Regular Season games **(will determine when teams are set, and league timeline is laid out)**
- Every team makes the playoffs **(will seed based off regular season standings, no byes. Top seeds will always play lowest seed in each round. No byes. There will be a championship game and a 3<sup>rd</sup> place game to finish out season)**
- Trophies will go to 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place
- Medals will be given to the rest of the league

## **MINOR A DIVISION**

### Special Rules

THE FOLLOWING SPECIAL RULES WILL TAKE PRECEDENCE OVER OR BE IN ADDITION TO ALL OTHER RULES PERTAINING TO THE MINOR DIVISION.

1. The Minor Division Teams are selected from candidates of "Little League" age 8 & 9 and those 10, 11 & 12 years old who had not moved to the Major Division.
2. The "Infield Fly Rule" will be taught and enforced.
3. Managers are permitted one two-minute time out without penalty to instruct each pitcher at the mound with correct pitching mechanics before an illegal pitch can be called by the umpire and a ball added to the batter's count and a pitch added to the pitcher's count.
4. The Batting Order shall include all eligible team members present at the start of the game, and it is followed throughout the game (i.e. Continuous Batting Order). A player who arrives late is added at the bottom of the batting order and inserted as a defensive player when possible. A player who must leave the game early for any reason, shall cause the batting order to contract accordingly without penalty (i.e. an out cannot be called). Reference 4.04, Note 2.
5. All players present at the start and throughout the game, must play at least two defensive innings.
6. Starting time for school night games is 6:00 PM. The Home Team has use of the field for pre-game warm-up from 5:35 to 5:45 PM, and the Visiting Team from 5:45 to 5:55 PM. No inning can start past 8:30 PM on any school night. 9:00 PM is a "hard stop" regardless of game situation.
7. A manager or coach cannot leave the bench, dugout, or coaches' box except to confer with a player or an umpire and only after receiving permission from an umpire. Under no circumstances shall a manager or coach be on the field of play during live ball situations (offensive base coaches excluded). There must always be at least one adult member of the team in the dugout throughout the game.
8. Regular Season Games are limited to six innings and may end in a tie. The division managers may adopt the option of not utilizing the 10-run rule (see 4.10(e)).
9. Each half inning of the first five innings of a Regular and Post Season Game shall end after three outs are made or after three runs have scored. Under no circumstances can a fourth run score except when a batted ball forces runner on base to advance on a "ground rule double" or over the fence home run in which case the proper number of runs will be recorded.

10. Each half inning of the sixth inning of a Regular or Post Season Game shall end after three outs are made to retire the team at bat. There is no limit to the number of runs that a team may score before their three outs are made to retire the side.
11. Post Season games that are tied may continue to not more than eight innings in a day. If still tied after eight innings, the game shall be suspended and continued another day set by the Division Vice President. The division managers may adopt the option of not utilizing the 10-run rule (see 4.10(e)).
12. Team standings following the Regular Season are determined by awarding 3 points for each win, 2 points for each tie, and 1 point for each loss. \*More incentive to make up games called for weather / time.
13. Rule 7.14 Special Pinch Runner cannot be used due to the use of the Continuous Batting Order. However, a pinch runner may be used for a player who cannot continue as a runner due to injury or illness. The Pinch Runner shall be the player in the batting order who had made the most recent "out" or if there are no outs in the inning, the pinch runner shall be the last batter of the previous inning, or if the first inning, the last player in the batting order. A "courtesy" runner for a catcher or pitcher is allowed only with 2 outs: same runner situation.
14. A runner will be charged with interference and called "out" for failing to avoid hard physical contact with a defensive player with the ball and in position to make a "put out" on the runner. (See rule 7.08(a)(3)) (not forced to slide!)
15. A runner may steal "home" only twice in an inning on a wild pitch, passed ball, or the return throw by the catcher to the pitcher. Runners may attempt to advance to any base including "home" at any time during a defensive play made on any runner except when the 3-run limit has been reached in an inning in which case any advancing to "home" will not count as a run.
16. A walked batter may only advance to first base even if ball four is a wild pitch. Other runners on base may advance at their own risk.
17. A runner may not advance during an appeal from the pitching mound.
18. Pitching Rules: (Regulation VI Page 37)
  - a) Any player less than League Age 12 is eligible to pitch. There is no limit to the number of pitchers a team may use in a game.
  - b) A pitcher is limited in a game to 50 pitches League Age 7-8, 75 pitches League Age 9-10, and 85 pitches League Age 11. Upon reaching either of these limits, the pitcher must be removed from the mound except while facing a batter when the pitch count limit is reached, the pitcher may continue pitching to that batter until the batter is either retired, reaches first base, or the third out or run limit ends the half inning.
  - c) If a player pitches >65 pitches in a day, four calendar days rest is required before pitching again.
  - d) If a player pitches 51 - 65 pitches in a day, three calendar days rest is required.
  - e) If a player pitches 36 - 50 pitches in a day, two calendar days rest is required.
  - f) If a player pitches 21 - 35 pitches in a day, one calendar day of rest is required.
  - g) If a player pitches <21 pitches in a day, no calendar days of rest are required before pitching again.
  - h) A pitcher who delivers >40 pitches in a game cannot play the position of catcher for the remainder of that day. (However, the pitcher may now finish an at bat! – 40+)
  - i) A catcher cannot become a pitcher in a game after catching more than three innings in that game. Should a catcher then come into pitch, the player cannot throw more than 20 pitches and then go back to the catcher position.

19. Before each game begins, both Managers must advise the other, the pitch counts recorded and dates of the last previous games for those players eligible to pitch in the game. Each Manager is also responsible for maintaining and recording the pitch count of each pitcher used in the game.
20. Each Manager or his/her assigned delegate must reconcile any differences in the pitch count tallies after each half inning.
21. **Within 24 hours following each game team Managers are required to report the score and the pitch count for each player who had pitched in the game. [midwayll@comcast.net](mailto:midwayll@comcast.net)**
22. Teams field nine defensive players. A game may begin or be continued with no less than 8 players. Continuous batting order rule as stated above, the 9<sup>th</sup> spot will be skipped without penalty. An ejected players position in the batting order will be counted as an out.
23. The strike zone shall be eight inches wider than the plate, i.e. four inches beyond each side of the plate, and in height from just below the batter's knees to the batter's arm pits.
24. The Home Team shall occupy the third base dugout and before the game, is responsible for preparing the field for play, i.e. setting the bases, chalking the lines, providing the umpire gear, and the baseballs for the game.
25. The Visiting Team shall occupy the first base dugout and is responsible for restoring the field after the game by raking in the batter's boxes and the pitcher's mound, returning the bases, umpire gear, and all tools to the storage building.
26. Both teams are required to "police" the playing field, dugouts, and adjoining areas before and after the game.
27. All Managers, Coaches, and Umpires should be thoroughly familiar with the above rules, the League Rules, and the Rules of Little League Baseball for the Minor Division.

## **MAJORS DIVISION**

### Special Rules

These rules are in addition to Little League Official Rules, and to the extent the following playing rules are inconsistent with the Little League Official Rules the latter are controlling.

#### **General Rules:**

1. The Major Division is competitive and no longer just instructional. The emphasis should be not only on winning, but rather playing the right way. Teach good sportsmanship, consistency, hustle, and being a good teammate. Winning should be a by-product of those teachings. All managers and coaches must be patient and exercise restraint with the umpires.
2. Home team occupies the 3rd base side of the field.
3. 45 minutes prior to the start of the game home team shall take the field first for 20 minutes of field warmups while the visiting team bats in the cage for 20 minutes. 25 minutes before the start of the game, the teams switch. If there is less than the allotted time, the teams shall split the available time in half. Last 5 minutes are for pre-game instructions between the Managers and Umpire.
4. Prior to a team taking their infield, teams will exchange lineups. The lineups must have each player's last name and number. At least 5 minutes before the scheduled starting time, the umpires and managers shall meet at home plate and discuss the ground rules. Lineup cards must be exchanged by both teams. The lineup cards must have each player's last name and number.
5. Only the Manager or acting Manager shall be permitted to engage the Umpires during the game. It is the Manager's responsibility to control the coaches, parents, and children on his/her team.
6. There may be only 1 Manager and 2 coaches in the dugout during games (LL Rule) unless otherwise allowed by umpire.
7. Both teams will be responsible for providing the official pitch count for the game. If they can't come to an agreement, then the higher total is the number. Pitch count totals must be reported at the conclusion of each game.

**Rosters:**

1. All Major League teams shall have 12 players on their active roster unless approved by the Player Agent and Major VP. If a player leaves the team for ANY reason, the Majors VP & Player Agent will be notified immediately. If a team's active roster goes to less than 10 players, a replacement shall be promoted from the Minor A program within 1 week until the 4th week of the divisions opening game.
2. All movement of players will be accomplished through the Player Agent in accordance with Little League International Rule(s).
3. Anyone not attending one tryout date may not be drafted into the Majors except 12-year-olds who must be drafted to majors. Exceptions must be approved by the Board of Directors.

**Games:**

1. All games shall start on time per the times in the schedule.
2. Extra innings shall be played to declare a winner. When the completion of six innings and the score is tied, the following tiebreaker will be played to determine a winning team:
  - a. The seventh inning will be played as normal.
  - b. Starting in the top of the eighth inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base. EXAMPLE: If the number five batter is the lead-off batter, the number four batter in the batting order will be placed on second base. An eligible substitute or special pinch runner may be inserted for the runner.

**Safety:**

1. There is no on-deck circle. All players must remain in the dugout during an at bat. Pitchers will be allowed to warm up as necessary under current LL guidelines.
2. All male players must wear the metal, fiber, or plastic type cup.
3. No player may swing a bat outside of the batter's box.

**Substitutions:**

1. Defensive substitutions must be given and confirmed by the manager to the umpire and the opposing team's scorer. Otherwise, the substitution may be deemed in violation of minimum play and/or substitution rules. If utilizing a continuous batting order, there are no offensive substitutions.
2. Position changes: Any changes to the pitching or catching position must be given and confirmed by the managers to the umpire and the opposing team's scorer. Otherwise, a team may be deemed in violation of a pitch count or maximum catching rule.

**Field Maintenance:**

1. The Home team is required to setup the field before each game and the visiting team is required to break down the field after each game. In the case of an inter-league home game, the home team does both.
2. Both teams are responsible to clean up the garbage from their dugout.

**Managers / Coaches:**

1. Only the Manager and the two Board approved assistant game coaches are permitted in the dugout. All other parents, practice coaches, scorekeepers, siblings, etc. should watch the game from the bleachers.
2. Managers/Coaches may not enter the field of play during the game, except for the following: to coach the bases, to attend to an injured player, or with the umpire's permission after a time out has been called.

**ALL OTHER RULES WILL BE IN ACCORDANCE WITH THE LITTLE LEAGUE  
RULEBOOK.**

## **JUNIOR & SENIOR DIVISION**

### Special Rules

The Southern Division Interleague shall be governed by a committee of one representative from each of the member leagues. Each league shall have one vote on any issue affecting the control and operation of the interleague baseball program. A majority of the member leagues represented at any meeting shall constitute a quorum, and a simple majority of affirmative votes of those present is required to approve any motion properly presented and seconded.

The Rules & Regulations provided by Little League Baseball; Inc. for the Jr. & Sr. Divisions are to be followed as well as these approved Interleague Rules which are provided to define the special features of Interleague play.

1. Unless noted otherwise on the official game schedule, all weekday games (Mon. thru Fri.) shall begin at 6:00 PM on unlighted fields and at 6:30 PM on lighted fields. Jr. teams are encouraged to aim for a 5:45 PM start on unlighted fields.
2. A game may be started with 8 players and the 9th position in the batting order is not an automatic out. Teams playing with 8 players shall note this along with the score, pitchers and pitch count information that is supplied after each game. (See Rule 1.01, 4.04, 4.16, 4.17 and 6.05). If a scheduled game cannot be started due to one or both teams unable to field nine players, the Manager of each team must within 24 hours, notify the Sr. Div. ADA (Gary Burgmuller - Cell 593-1849, H 322-3508, E-mail gburgm1006@aol.com) and Jack Edmiston - Cell 302-3791411, E-mail midwayll@comcast.net to rule on a path forward. (See Rule 4.16)
3. A team may continue a game with 8 players due to lack of players caused by an ejection and that position in the batting order is an automatic out. A team unable to continue a game due to the lack of players caused by an ejection and the game is incomplete, the Manager of each team must within 24 hours, notify the Sr. Div. ADA (Gary Burgmuller) and Jack Edmiston (to rule on a path forward. An injury, illness, or other justifiable reason such as a serious emergency that requires one or more players to leave the game shall result in a completed game if sufficient innings have been played and a winner can be determined or if not, the game shall be declared a suspended game to be completed at a later date. (See Rule 3.03 Note 3 & Rule 4.17)
4. A courtesy runner is allowed for the pitcher and/or catcher provided there are two outs in the half inning. (See Rule 3.04 and 7.14) A player whose name is on the team's batting order may not be used as a "courtesy runner". Exception: If the continuous batting order is used, the "courtesy runner" may be in the team's batting order and must be the player in the batting order who made the last out. See Rule 7.14 (b)
5. The "Pitch Count System" by the pitcher's age is mandatory. (See Regulation VI c) Pitchers are limited to 95 pitches in a day. A pitcher may pitch in a second game in a day provided not more than 30 pitches were delivered in the first game. A pitcher must observe the required days of rest before pitching in another game. A summary of the pitching regulations is listed on Page 5 of this document. (See Regulation VI)

6. The “Designated Hitter” option will not be used by any team this season. (See Rule 3.03)
7. Continuous Batting Order may be used. It is optional and must be declared at the umpire-managers’ pre-game meeting before each game.
8. Each team is permitted without penalty two game schedule changes throughout the season provided each notification of the change is made through the proper channels at least 24 hours prior to the starting time of the scheduled game. Postponed and suspended games are required to be made up and completed through mutual agreement of the teams involved within one week of the original schedule. If the teams involved cannot agree on a date, time, and field, the Interleague scheduler shall assign a date, time, and field for the game to be played or continued and if weather or field condition prevents starting the game, the team Managers must within 24 hours, refer the situation to the Interleague scheduler for another date, time, and field provided there is sufficient time in the regular season to make up the game.
9. The “Eight Run, Ten Run and Fifteen Run Rule” is mandatory once a game becomes official. If prior to June 1st, a Jr. Division game is stopped due to weather, darkness, light failure, injury or other uncontrollable event, and that event prevents the game from reaching the required 4-1/2 or 5 innings of a regulation game, the game shall be declared complete if a winner can be determined after four innings (3-1/2 innings if the home team is ahead). (See Rule 4.10e)
10. The top half of any new inning on an unlighted field may not begin five minutes BEFORE the published sunset for the date of the game. Sunset and curfew times are provided with these rules. Managers are required to carry these rules and the game schedules to all games.
11. The top half of a new inning may not begin after 2-1/2 hours from the actual starting time of any Jr. or Sr. Division game, except that any game delay more than ten minutes due to weather, a serious injury, or other uncontrollable event shall not be included in the 2-1/2 hour time frame. When a game immediately precedes a Jr. or Sr. Division game, the 2-1/2 hour time limit shall begin 15 minutes after the preceding game is completed or at the scheduled starting time of the game whichever is later. The 2-1/2 hour time limit shall not apply to any game that is tied at that point requiring one or more additional innings to determine a winner.
12. All eligible players present and in uniform at the start of the game must meet the mandatory play rule, Regulation IV(i) which includes playing at least six defensive outs and have at least one full term opportunity to bat, which includes completing that time at bat by being retired, retired as a batter-runner or runner, scores, or the inning or game ends. (they cannot be run for if they get on base). Any eligible player in uniform who arrives after the game has started may be entered in the game, but the mandatory play rule is waived if not possible to fulfill the mandatory play regulation. Prior to June 1st, all Jr. Division eligible substitutes present at the start of the game must be entered in the game at or before the start of the third inning. Beginning June 1st, all Jr. Division eligible substitutes present at the start of the game must be entered in the game at or before the start of the fourth inning. (See Regulation IV i)

13. Teams having a player roster of more than 14 and at least 15 are present, in uniform and eligible to play at the start of the game and remain on the Line Up Card throughout the game may employ a reduced mandatory play requirement for each player to just three defensive outs and one full term opportunity to bat. (Approved Exception to Regulation IV i for Jr. & Sr. Teams)

14. In an effort to get games played, during Regular Season Games (excludes playoff games) all teams may, when necessary and if possible, participate in the Little League approved "Pool Play" system, and shall abide by the regulation pertaining to it. A Pool Player is not required to be a starter but must during the game have at least one complete opportunity to bat and play at least nine defensive outs. (See Reg. V c) Leagues may also allow players who are eligible for Dual Rostering to be available for selection to teams in different divisions to complete rosters. See Regulation I and IV.

15. The following exception to the "Pool Play" rule permits a Jr. team to utilize a Sr. Team player whose LL Age is 13 or 14 when a Jr. team player is not available. Similarly, a Sr. team may utilize a Jr. team when a Sr. team player is not available. In either case, the player remains eligible to continue participation with his/her rostered team throughout the remainder of the Regular Season.

16. The Manager of a team utilizing "Pool Play" shall notify the Interleague Chairman and Interleague Web Master (Jack Edmiston - Cell 379-1411, E-mail [midwayll@comcast.net](mailto:midwayll@comcast.net)) with the name, shirt no. and rostered team within 24 hours after the game in which one or more pool players were used.

17. Team Managers shall keep a log of their teams' pitching record showing the players' names, shirt no's, dates pitched, and pitches charged. The log must be available at the start of each game and updated and signed off by each manager following each game. Both Managers should compare the pitch count recorded after each half inning during the game and reconcile any differences before continuing the game.

18. Team Managers must report within 48 hrs. following each completed, suspended, and incomplete game, the game's score, if played with 8 players, names, team and shirt numbers of any pool players used, the pitchers' names and shirt no's, and pitches charged to each pitcher to the Interleague Web Master (Jack Edmiston - Cell 379-1411, E-mail [midwayll@comcast.net](mailto:midwayll@comcast.net)). The failure to comply with this rule shall result in a one-point penalty for each offense from the number of points accumulated by the delinquent team(s). (See Rule 25 below)

19. Line-up cards must be accurately filled out with first and last names, shirt no's, and if a pool player, the pool player's rostered team to enable tracking of pitching records and mandatory play when necessary to resolve an issue.

20. Any player, Coach, or Manager who throws equipment or uses foul language will be ejected from the game. An ejected player shall remain silent in the dugout unless a parent is present or the player has his/her own means of transportation, in which case the ejected player must immediately leave the grounds and surrounding areas. An ejected Manager or Coach must immediately leave the field and surrounding areas. (See Rule 4.07)

21. An ejected person shall serve an automatic non-appealable one game suspension from his/her next physically played game. Such persons shall not be present on the grounds during any game or games while serving his/her suspension. (Rule 4.07)

22. Protests will be heard and resolved by a panel consisting of the Interleague Chairman, the Sr. Division ADA, and the Jr. Div. ADA. (Exception to Rule 4.19 f)

23. When a scheduled game is not played because the Visiting team had too few players to start the game and the game is NOT declared a forfeit (See Rule 3), the League of the Visiting team shall be responsible for the Umpire fees of the re-scheduled make-up game. If the Home Team had too few players to start the originally scheduled game and that game had NOT been declared a forfeit, the Home Team's League shall be responsible for the Umpire fees for both the original and the re-scheduled make-up game. The Umpire Fees for each Playoff Game played shall be shared equally by the leagues of those competing teams.

24. We will follow the tournament rule for tie breaks. if a game ends up in a tie after 7 innings we will use the LL rule book. While this regulation is mandatory during tournament time, the Inter League will adopt it for regular season. You will play one extra inning as it normally would be in a tie game. If still tied, then a runner is placed on 2nd base to start the 9th inning. Each team will get a chance to score as many runs as possible that they can in each of these innings until a winner can be determined.

25. The regular season order of finish and the seeding of teams for the playoffs shall be determined as follows with the higher points earned having the higher seed.

a) Teams shall receive three points for each completed game win.

b) Teams shall receive two points for each forfeit win.

c) Teams shall receive two points for each suspended game that could not be re-scheduled for continuation due to reasons approved by the Sr. Div. ADA (Gary Burgmuller) and Jack Edmiston.

d) Teams shall receive one point for each completed game loss.

e) Teams shall receive no points for a forfeit loss or a game that does not meet the requirements of regulation play except as stated in c) above. (See Rule 4.10)

f) Teams will be penalized one point for failure to report game results required by Rule 19.

g) Teams will be penalized one point for each game schedule change beyond the two changes permitted under Rule 8.

- h) Teams will be penalized two points for failure to follow the pitcher's rest requirement rules highlighted below in Pitching Regulations regardless of if the team wins or loses the game.
- i) Ties are broken by the head-to-head win/loss record, then if necessary, the least runs allowed head-to-head, then if still tied, by a coin flip or a one game decision.
- j) The higher seeded team shall always be the home team throughout the playoffs.

**PITCHING REGULATIONS** The pitching regulations are covered in Regulation VI of the Rule Book are as follows:

1. Pool Players must play at least three defensive innings and have at least one full term opportunity as a batter. Pool Players may not pitch. (See Reg. V c)
2. Warm-up pitches before the game and between innings are not included in the pitch count record.
3. Follow Rule 6.08 if the defense elects to "intentionally walk" the batter prior to or during the at-bat. The manager must signal the umpire to award the first base to the hitter without the pitcher having to throw pitches and this can only be done to the same hitter once per game. The appropriate number of "balls" needed at the time if the manager's request to complete the intentional walk will be added to the pitch count.
4. A pitcher who has moved to a different defensive position may, if "pitch count" eligible, return as a pitcher ONCE in the remainder of the game. (See Regulation VI b)
5. Any player on a regular season team may pitch. (See Regulation VI a)

**Exception:** Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day. A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more (15- and 16-year-olds: 31 pitches or more) in the same day, may not return to the catcher position on that calendar day. **EXCEPTION:** If the pitcher reaches the 20-pitch limit ( 15- and 16-year-olds: 30- pitch limit) while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; (3) the third out is made to complete the half-inning or the game; or (4) the pitcher is removed from the mound prior to the batter completing his/her at-bat.

Approved Ruling (A.R.) – The catcher receiving one pitch to a batter in the fourth inning constitutes having caught four (4) innings. Warm-up pitches do not count, only when the ball is live will the pitches count toward innings caught.

6. The Manager must remove the pitcher when said pitcher reaches 95 pitches in a game, except if that threshold is reached while facing a batter, the pitcher may continue to pitch until that batter reaches base, is put out, or the third out is made to retire the side. The pitcher may remain in the game at another position other than catcher. (See Exception to Regulation VI c)

7. Pitchers of league age 13 & 14 under Regulation VI d are limited as follows:
  - If a player pitches 1 - 20 pitches in a day, no days of rest are required before pitching again.
  - If a player pitches 21 - 35 pitches in a day, one day of rest are required before pitching again.
  - If a player pitches 36 - 50 pitches in a day, two days of rest are required before pitching again.
  - If a player pitches 51 - 65 pitches in a day, three days of rest are required before pitching again.
  - If a player pitches more than 65 in a day, four days of rest are required before pitching again.
  
8. Pitchers of league age 15 & 16 under Regulation VI d are limited as follows:
  - If a player pitches 1 - 30 pitches in a day, no days of rest are required before pitching again.
  - If a player pitches 31 - 45 pitches in a day, one day of rest is required before pitching again.
  - If a player pitches 46 - 60 pitches in a day, two days of rest are required before pitching again.
  - If a player pitches 61 - 75 pitches in a day, three days of rest are required before pitching again.
  - If a player pitches more than 75 pitches in a day, four days of rest are required before pitching again.
  
9. A player may pitch in a second game in a day provided that pitcher had not delivered more 31 pitches in the first game and not covered by the threshold exception. A player may pitch in consecutive games on different days if the required days of rest as in No. 5 and No. 6 above have been observed. (See Reg. VI k)
  
10. The withdrawal of an ineligible pitcher after that pitcher is announced or after a warm-up pitch is delivered, but before that player has thrown one pitch to a batter, shall not be considered a violation. (See Regulation VI k, Note 1)

## **Article IX: PLAYER EVALUATION PROCESS**

Player evaluations are a crucial component of team formation and player development within PCLL. These assessments provide an understanding of each player's abilities, strengths, and areas for improvement, ensuring equitable team placements and fostering individual growth. Please do not mistake "Evaluations" with "Tryouts", every player will make a team! Coaches and evaluators will closely observe and record performance, utilizing a combination of objective measurements and qualitative observations. Scores and feedback will then be used to inform team placements and to guide individual skill development plans. It is important to note that this is a general outline, actual assessments may vary based on age group. Player evaluations serve not only to create well-balanced teams but also to provide each player with the opportunity to flourish and contribute to the game. By focusing on these fundamental baseball skills, PCLL is committed to fostering a culture of growth, sportsmanship, and excellence among our athletes.

There are five recommended evaluation areas in which each candidate should be given the opportunity to be evaluated.

- (1) Batting/bunting
- (2) Fielding fly balls
- (3) Fielding ground balls
- (4) Throwing & catching
- (5) Running in competition with children of the same league age

## **Article X: PLAYER DRAFT PROCEDURE / SELECTION PROCESS**

*(Only applies to Junior/Senior, Major and Minor A Divisions)*

**DRAFT ATTENDANCE** – The draft is moderated and presided over by the Player Agent (or a Board officer in their place, as directed by the President). The decisions of the Player Agent are final. Draft rules are in accordance with the *Little League Operating Manual*. Only managers of the division, player Agent(s), division representative, president and presidential appointee are allowed in the draft room. Managers can appoint a single coach to draft if a manager cannot be present. Only one representative from each team can be present at the draft.

**CONFLICT OF INTEREST** – If the division representative or President is also a manager for that division, the division representative and President will remove him or herself from arbitration.

**PLAYER OPTIONS** - Little League rules allow for Player Option arrangements to be made with the Player Agent for specific circumstances including:

- **Drafting siblings** – Prior to draft beginning, siblings eligible in the draft will be identified by the Player Agent and communicated with all participating parties involved in the draft process. Siblings will be slotted in the draft according to the consensus of all managers in the draft. The division representative, President and Player Agent will arbitrate, oversee and direct this process.

- **Manager's child (children)** – Managers may reserve their child / children in the draft. Prior to the draft beginning, the manager's child / children will be slotted in the draft according to the consensus of all managers in the draft. The division representative, President and Player Agent will arbitrate, oversee and direct this process. Managers will not be allowed to “reserve” their coaches children. Coaches' children must be drafted in the normal way.

**DRAFT LIMITATIONS** – Before the draft begins, the Player Agent in consultation with the Board will establish the minimum and maximum number of players a Manager can select, by Little League Age, for each Division's draft. The Player Agent will establish and communicate these rules prior to, or at the start of, the draft selection meeting. Any Manager in jeopardy of not filling the minimum number of players for an Age will be alerted during the Draft by the Player Agent - and required to make selections to come into compliance with the rule. Should an issue be caught after a selection, the Player Agent may rule that a prior pick be released. The minimum number rule is waived if all players of that age have already been selected.

- MAJOR DIVISION DRAFT REGULATIONS

- a) Every player who played in the majors division the previous year must be drafted to the majors division their subsequent year.
- b) All 12-year-old players will be listed as available to be drafted and all 12-year-old players must be drafted by the end of the draft, unless an appropriate waiver is obtained and approved.
- c) Establish minimum number of 12-year-olds per team to ensure that all 12-year-olds are placed on Majors teams. No team may have more than 8, per Little League rules.
- d) Establish minimum and maximum number of total players to be drafted to each team.
- e) Remaining slots on roster may be any combination of ages from those available in the candidate pool.

- MINOR A DIVISION DRAFT REGULATIONS

- a) Every player who played in the Minor A Division the previous year and was not selected in the Majors Draft must be drafted to the Minor A Division their subsequent year.
- b) Any 12-year-old players that are deemed not ready to play at the major's division level, and that player did not play at the majors division the previous year, shall be eligible to be drafted in the Minor A Division. Proper waiver must be on file.
- c) All 11-year-old players must be listed as available to be drafted and all 11-year-old players must be drafted to the Minor A Division by the end of the draft, unless an appropriate waiver is obtained and approved.
- d) Minor A Division should be made up of 8-, 9-, 10- and 11-year-olds.
- e) Establish minimum and maximum number of total players to be drafted to each team.
- f) Remaining slots on roster may be any combination of ages from those available in the candidate pool.

- JUNIOR / SENIOR DIVISION DRAFT REGULATIONS

- a) Junior division will consist of 13-year-olds and 14-year-olds. All 13- & 14- year-old players will be listed as available to be drafted and all 13- &14 -year-old players must be drafted by the end of the draft.
- b) Senior division will consist of 15-year-olds and 16-year-olds. All 15- & 16- year-old players will be listed as available to be drafted and all 15- &16 -year-old players must be drafted by the end of the draft.
- c) Establish minimum and maximum number of total players to be drafted to each team.

**DRAFT ORDER** - The Draft Order is established by random selection. This establishes a serpentine order throughout the draft (1-n, n-1). Teams at each end of the order effectively have two consecutive picks straddling the end and beginning of consecutive rounds.

1. Managers draw numbers from a hat to determine the draft order.
2. The manager who draws number one selects the first player.
3. The manager who draws number two selects the second player.
4. The order continues in a serpentine pattern, alternating between left and right order from round to round.
5. The serpentine order ensures that teams at each end of the draft order have two consecutive picks that straddle the end and beginning of consecutive rounds.
6. The draft will end when all teams are filled as defined by the Player Agent.

**DRAFT PROCESS** - The draft process will be used for the following divisions: Minor A, Majors, Juniors and Seniors.

- a) The Player Agent will call the Draft to order.
- b) If the draft order has not been determined, a drawing will determine the order.
- c) All available candidates will be made available for viewing, either on paper or projected on a screen, or both.
- d) Teams make their selections by announcing the name of the player. After a selection has been made, the Player Agent will repeat back the name to ensure accuracy.
- e) The ongoing draft selections and remaining available players will be available for all Managers to view.

**TRADES** – All trades must be concluded prior to anyone exiting the draft and with the approval of the division representative, Player Agent and President or Presidential appointee.

**PLAYER NOTIFICATION** - When the draft is complete, and the Player Agent has finalized the rosters, all managers will be notified that they may contact the players on their respective rosters. **Do not contact any drafted player until you are authorized in writing by the Player Agent.** Violation of this rule is cause for Suspension of the Manager.

**CONFIDENTIALITY** - The Draft is kept completely confidential, including Skills Evaluation results, player draft order and trades. Everyone attending the draft is responsible for maintaining confidentiality of the draft and draft materials. Violation of this rule by a Manager is cause for Suspension of the Manager; Violation by the Player Agent or other attendees will result in a Penalty determined by the remaining Board members.

**PROHIBITED ACTS** – Cell phone use, texting, emails and other forms of communication are not to be used once entering the draft to communicate about the draft to anyone else. The President or Player Agent can allow such use in necessary cases. The managers are only allowed to communicate with those that are present in the draft room until the draft has been finalized and you have exited the building.

## **Article XI: MINOR B & T-BALL TEAM SELECTION PROCESS**

### **Minor B – Player Evaluation and Team Selection Process**

The PCLL Minor B division team selection process follows a league assignment method following player evaluation process. Here's how it generally works:

#### **1. Player Evaluations –**

- a. PCLL holds a player assessment that consists of running, throwing, catching, fielding and hitting abilities. This purpose of this assessment is to gauge players' ability to safely participate in the division when rising from Tee-Ball, as well as gauge players' skill levels, to properly balance each team.
- b. Each player is required to attend the evaluation to receive a fair and proper talent rating prior to team appointment.
- c. The evaluation system utilizes a "1 to 5" talent ranking to assess players' skill levels fairly. Here's how it typically breaks down:
  - 1 - Beginner (Developmental Level)
  - 2 - Below Average (Learning Stage)
  - 3 - Average (Solid Player)
  - 4 - Above Average (Strong Player)
  - 5 - Elite (Top-Tier Talent)
- d. The Minor B Division VP coordinate 3-5 independent evaluators, which may consist of board members or head coaches from higher divisions within the league.
- e. All players who register, attend, and are evaluated for this division will be assigned a team unless a player is identified as a safety risk at this level.

## **2. Team Selection –**

- a. After the MB Player Evaluations are completed, the division VP begins the team selection process and assigns players to a coach/team for the season
- b. Leveraging the talent evaluations and the assigned ranking for each player, the League places players with a desired outcome to ensure fairness and competitive balance while considering community needs and player development.
- c. PCLL permits player requests for teammates and/or coaches, and the all-player requests are considered during the team selection process. The goal of the league is to honor all player requests, however there may be situations where requests are not honored for the betterment of the division.
- d. Siblings participating in the MB division in the same calendar year are usually placed on the same team unless parents request otherwise
- e. After the division VP has completed the team selection process, the teams are reviewed by the PCLL President and Player Agent for official approval.
- f. After roster approval, the Minor B VP will distribute team rosters to each Manager. Managers will then welcome their assigned players and families using the contact information provided during registration.

### **T-Ball Team Selection Process**

- a. Instead of implementing a draft, the Local League Player Agent will divide the players into a specified number of teams based on the number of registered players.
- b. Teams are filled by player/parent requests. And if there aren't any Division VP fills out rosters to ensure all rosters have equal players.
- c. There are no player evaluations for the T-Ball Division.

## **Article XII: MANAGER & COACH SELECTION PROCESS**

Regular Season – Per the little league rulebook,

The President of the league will appoint managers for each division. Each Division Vice President will be asked for recommendations since they would have the most knowledge of the manager candidates.

## **Article XIII: POOL PLAYER PROCEDURE**

### **Regular Season Pool Players**

Little League allows local leagues to create a pool of players from existing regular season teams. This pool is comprised of players willing to participate in extra games during the regular season when teams within their respective division face a shortage of rostered players for a regular season game within their respective division or one division below, who are age appropriate and have been assessed capable. The use of pool players can be used at the Minors, Majors, Juniors & Seniors Division. The following steps and rules are a combination of rules required by Little League and local rules adopted by Pike Creek Little League.

#### **Steps to Create the Pool:**

1. Each Division Vice President will notify players within their respective division of the opportunity to participate in the pool. The notification will include a description of the pool and its purposes and will request volunteers to be placed into the pool.
2. Each Division Vice President creates the pool for their respective divisions, utilizing a random draw process and shall keep lists of eligible pool players.
3. Each Division Vice President uses the pool to assign players within their respective division to teams that are short of players after properly requested by a manager.
4. This assignment is done on a rotating basis. If a pool player does not return a call to the Division Vice President or his /her designee, or is unavailable to play in the game, they will be moved to the bottom of the rotation.

#### **Steps to Obtain a Pool Player:**

1. Only Managers can request pool players from the Division Vice President and should contact the Division Vice President directly to make the request.
2. Managers should give as much notice as possible for the Division Vice President to obtain a pool player for assignment. At least 24 hours in advance of game time, is recommended.
3. The Division Vice President, or designee will contact the players within the pool on a rotating basis to determine if they are available and willing to play until the required number of players have been located.
4. Managers do not have the right to select or randomly choose players from the pool. Managers do not have the right to select specific positions for the pool player. ONLY the Division Vice President can assign a pool player to a team. Violation of this rule will result in an automatic one game suspension for the Manager and possible further discipline by the Board of Directors.

5. Managers can request a pool player in the following circumstances:
  - a) If a team expects to have ten (10) or more rostered players present for the game, that manager cannot request a pool player.
  - b) If a team expects to have nine (9) rostered players present for the game, that manager has the option to request a maximum of one (1) pool player.
  - c) If a team expects to have eight (8) rostered players present for the game, that manager can request one (1) or two (2) pool players to bring his total of rostered players to either nine (9) or ten (10) players.
  - d) If a team expects to have seven (7) rostered players present for the game, that manager can request three (3) pool players bringing their game roster to ten (10).
  - e) Under no circumstances can a manager request more than three (3) pool players. Therefore, if a manager can only field five (5) regular rostered players, the game cannot be played.

### **Rules for Use of Pool Players**

1. The pool player cannot play the position of pitcher.
2. The pool player may not catch if they have another scheduled game in the same day.
3. The pool player will wear their team assigned uniform.
4. The pool player must be placed in the bottom of the batting order.
5. The manager will inform the opposing manager and umpire(s) prior to the start of the game that a pool player is being used.
6. Pool players may only be used during the regular season and are not allowed in the end of season tournament.
7. If the game roster is 10 players including the pool player, the following special playing rules apply:
  - The pool player must play a minimum 3 defensive innings and bat at least one time. A pool player should not play more defensive innings than any rostered player on the team.
  - If two pool players are being used, the 8 regular players must play the entire game. The two pool players substitute for each other. Each pool player must play a minimum 3 defensive innings and bat at least one time. If a continuous batting order is used, then both pool players would bat in the order. A pool player should not play more defensive innings than any individual on the team.
  - If a regular player is injured, sick, leaves the ballpark early, or is ejected, the pool player(s) can be substituted for the missing player and complete the game. In this circumstance, the regular player is declared out for the rest of the game.

## **Article XIV: COACHING MANUAL / PRACTICE PLANS**

Coaches Clinic will be offered prior to each season. Typically, 3-4 sessions with instruction from a variety of coaches with decades of experience at the Little League, high school and college level. Paper handouts for practice plans, pointers and tips for coaching, as well live demonstrations of drills will be shown. All Managers and Coaches should attend the clinics. A Coaches Corner section will be placed on the PCLL website that will contain samples of practice plans and additional information from our Coaching Coordinator.

## **Article XV: ALL STAR MANAGER & PLAYER SELECTION PROCESS**

### **MANAGER SELECTION PROCESS AND CRITERIA**

#### **PROCESS**

- Candidates must submit written notification of his/her desire to Manage an All-Star team to the respective Division VP by 3 weeks prior to the last scheduled game in the Regular Season as listed on the league website.
- The Division VPs will notify the All-Star Committee of the Candidate names within 1 week of the candidate submission deadline for the given division.
- All-Star Committee members should attend candidates' games and/or practices to observe the candidate while in his/her role as Manager or Coach.
- If more than one candidate meets the basic requirements, the All-Star Committee will meet to discuss and decide on the candidates' chosen by 1 week prior to the last scheduled game in the Regular Season as listed on the league website.
- The President of the League will be notified by the All-Star Committee as to the candidates' chosen and appoint said candidates to the position at the appropriate time.

#### **BASIC REQUIREMENTS TO BE CONSIDERED**

- Must be a rostered regular season Manager or Coach.
- Must have completed a background check.
- Must have completed the Little League Diamond Leader Training Program.
- Must be fully available for the entire length of the tournaments.

#### **CRITERIA TO BE USED IF MORE THAN ONE APPLICANT MEETS BASIC REQUIREMENTS**

- Experience – experience managing/coaching all-star teams in the past.
- Image – sportsmanship demonstrated by candidate and their teams.
- Performance – performance of teams coached by candidate.

## COACHES

- Once a candidate is selected as an All-Star manager, he / she may choose Assistant coaches.
- Assistant coaches must meet the same basic requirements as All-Star managers and be subject to approval by the All-Star Committee and the Board of Directors.

## ALL STAR TEAM SELECTIONS

It shall be the policy of this league to strive to put the most talented team on the field during All-Star Season. Inclusion of players on these teams because of parent affiliation is discouraged. ~~It shall also be the policy of this league that 8-year-old, 9-year-old and 10-year-old players will not be moved up to fill roster spots on another team.~~

**Senior District Team:** The selection of the Senior team players will be done by Manager and 1 Primary Coach voting. This voting will be organized by the Division VP. The results of the vote will be shared with the managers at a Division meeting where the team is finalized.

**Junior District Team:** The selection of the Junior team players will be done by Manager and 1 Primary Coach voting. This voting will be organized by the Division VP. The results of the vote will be shared with the managers at a Division meeting where the team is finalized.

**Intermediate District Team (50/70):** The selection of players for the 12- & 13-year-old 50/70 team will be done by Manager and 1 Primary Coach voting. This voting will be organized by the Division VP. The results of the vote will be shared with the managers at a Division meeting where the team is finalized. The selection of the District Team will be done by a combination of Player, Manager and 1 Primary Coach voting. This voting will be organized by the Major Division VP. The results of the vote will be shared with the managers at a Division meeting where the team is finalized.

**Brandywine Invitational Team:** The selection of the Brandywine Team will be done by a combination of Player, Manager and 1 Primary Coach voting. This voting will be organized by the Major Division VP. The results of the vote will be shared with the managers at a Division meeting where the team is finalized.

**10-Year-Old District Team:** The selection of the 10-Year-Old District Team will be done by Manager voting. This voting will be organized by the Major Division VP. The results of the vote will be shared with the managers at a Division meeting where the team is finalized.

**9-Year-Old Invitational Team:** The selection of the 9-Year-Old Invitational Team will be done by manager voting. This voting will be organized by the Minor A Division VP. The results of the vote will be shared with the managers at a Division meeting where the team is finalized.

**8-Year-Old Invitational Team:** The selection of the 8-Year-Old Invitational Team will be done by manager voting. This voting will be organized by the Minor A Division VP. The results of the vote will be shared with the managers at a Division meeting where the team is finalized.

## **Special Evaluations:**

In the event that there are not enough players at the 10-year-old age in Majors, or at the 8-year-old age in Minor A, a special evaluation must be held to round out the teams.

10-Year-Old Special Evaluation – The Majors and Minor A VPs will meet and discuss the need for a special evaluation. The managers in Minor A will be instructed to submit a list of 10-year-old players to the Minor A and Majors VPs for evaluation. The VPs will select 3 non-conflicted Independent Evaluators to attend games and evaluate the players on the list. The Independent Evaluators will recommend the players who should be added to the team to the Minor A and Majors VPs.

8-Year-Old Team Special Evaluation - The Minor A and Minor B VPs will meet and discuss the need for a Special Evaluation. The managers in Minor B will be instructed to submit a list of players aged 7 and 8 to the Minor B and Minor A VPs for evaluation. The VPs will select 3 non-conflicted Independent Evaluators to attend games and evaluate the players on the list. The Independent Evaluators will recommend to the VPs which players from the 7 and 8 population should be added to the team.

**Special Circumstances concerning the 8-Year-Old team** - Realizing the inherent issues that arise with the 1-day player evaluations and the Minor A draft concerning the 8-year-old population, special circumstances must be considered for the 8-year-old team so that we have the appropriate players on the team.

The 8-year-old players must be evaluated prior to inclusion on the team. A majority of managers in the Minor A division must decide whether the eligible 8-year-old players have the basic skills to be able to perform and protect themselves in the 8-year-old tournament. These skills include the following:

Catching – The player must be able to catch fly balls consistently. The player must be able to catch a ball thrown to them by a coach and that coach must not feel that throwing the ball to them would be a safety concern.

Throwing – The player must be able to consistently throw to a fixed person at 20, 40 and 60 feet.

Hitting – The player must have shown an ability to have consistently tried to hit a baseball during the regular season.

#### **Article XVI: JOHN TIRRELL TROPHY**

The John Tirrell Trophy is given in honor of one of the founding members of Midway Little League. John helped form Midway Little League in 1965. John spent over 50 years supporting Midway in every capacity imaginable. He was instrumental in the building of our fields, concession stand, two press boxes, numerous dugouts, equipment shed and batting cage. He passed away at the age of 91 on July 22, 2017. He is honored through both this award and the naming of the Junior/Senior Field, which is known as John Tirrell Field.

All 12-year-old players in the Major Division who have grown up in Midway/Capitol/Pike Creek LL's will be considered based on outstanding sportsmanship, leadership, citizenship, hard work, and hustle. The Selection Committee consists of the managers and one coach from each Major division team plus the Major Division VP.

#### **Article XVII: GEORGE CONAWAY MEMORIAL TROPHY**

The George Conaway Memorial Trophy is given in memory of George Conaway who was a long-time volunteer at Midway as a manager and Umpire-in-Chief. Mr. Conaway managed the 1978 Senior All-Star Team and passed away later that year. All 16-year-old players in the Senior Division will be considered based on their volunteer time to Midway/Capitol/Pike Creek Little Leagues, outstanding sportsmanship, leadership, citizenship, and number of years played at Midway. The selection committee consists of the Senior Division VP and Senior Division Managers.

#### **Article XVIII: PRESIDENTS AWARD**

This award is given to a member of the Board of Directors who has distinguished themselves during their entire time of service to the league. This is chosen by the President who cannot choose himself.

#### **Article XIX: VOLUNTEER OF THE YEAR AWARD**

This award is given to a non-board member who has distinguished themselves for their volunteer commitment to the league. This award is chosen by the Volunteer Coordinator in consultation with the President.

#### **Article XX: OPENING AND CLOSING CEREMONIES**

Agenda to be determined each year.