



## **2026 FNLL Bylaws and Local Rules**

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# ARTICLE I: GENERAL PROVISIONS

## Section 1.1: Objective of Rules

The objective of these rules and regulations are intended to supplement the “Little League Rule Book” and in no way shall conflict with the Little League Rules. If a conflict occurs or exists, it will be resolved in favor of the current “Official Regulations and Playing Rules”.

Any situation not covered will be resolved by a majority vote of the Board of Directors. Violation of the rules can mean a reprimand for the individual, to loss of charter to the league.

## Section 1.2: Applicability and Scope

These bylaws apply to all participants of Folsom National Little League (FNLL), including players, managers, coaches, umpires, and volunteers. The rules are designed to ensure consistency in league operations, promote player safety, and maintain compliance with Little League International standards.

## Section 1.3: Definitions

For the purposes of this document, the following terms are defined as follows:

1. **League Age:** A player’s “league age” as determined by Little League International guidelines. This age may not align with the player’s actual calendar age and is specific to the context of league play.
2. **Regular Member:** Any individual who demonstrates an active interest in advancing the goals of FNLL and fulfills the membership criteria outlined in **Article II**.
3. **Board of Directors:** The governing body of FNLL, elected by its members, responsible for oversight and implementation of league operations.
4. **Division Representative:** A designated Board Member or volunteer responsible for overseeing the rules and operations of a specific division.
5. **Manager:** An individual responsible for managing a team, including overseeing player development, implementing game strategy, and complying with league rules.

# ARTICLE II: MEMBERSHIP

## Section 2.1: Eligibility for Player Membership

### Subsection 2.1.1: General Eligibility Requirements

To qualify for participation in FNLL, prospective players must fulfill the requirements stipulated in “**Little League Regulation IV**”.

### Subsection 2.1.2: Residency or Enrollment Requirements

Eligibility is contingent upon satisfying at least one of the following conditions:

- **Residency:** The player resides within the demarcated boundaries of FNLL.
- **School Enrollment:** The player is enrolled in a school located within the boundaries of FNLL.

Players who fail to meet these criteria will not be eligible for participation unless explicitly granted an exemption by Little League International.

## Section 2.2: Criteria for Regular Membership

### Subsection 2.2.1: Definition of Regular Members

- Individuals who demonstrate an active interest in advancing the goals and mission of FNLL are eligible to become Regular Members.
- Regular Membership is open to:
  - Officers
  - Board Members
  - Committee Members
  - Managers and Coaches
  - Volunteer Umpires
  - Other elected or appointed volunteers who maintain good standing within the league.

### Subsection 2.2.2: Voting Rights

- Voting rights at General Meetings are reserved exclusively for Regular Members who are in good standing.
- Membership standing is determined by adherence to FNLL rules and active participation in league activities.

## Section 2.3: Player Participation Fees

### Subsection 2.3.1: Purpose of Player Participation Fees

- FNLL charges a player participation fee to cover the operational costs of the league.
- This fee applies only to players who register to participate in FNLL programs and is not a requirement for individuals who are Regular Members in a non-playing capacity (e.g., Board Members, Umpires, Coaches).

### **Subsection 2.3.2: Breakdown of Participation Fee**

1. The participation fee includes:
  - A team uniform consisting of a hat and jersey.
  - A team photograph.
  - Contributions to the FNLL operational budget.

### **Subsection 2.3.3: Additional Costs**

- Additional items, such as baseball pants, belts, socks, cleats, gloves, batting helmets, and other personal protective equipment, are not covered by the participation fee and are the responsibility of the player.

### **Subsection 2.3.4: Financial Assistance and Scholarships**

- The payment of the participation fee is not mandatory for participation in the Little League program.
- No child will be excluded from playing due to financial constraints.
- Families facing financial difficulties may apply for scholarships or financial aid, which are subject to approval by the FNLL Board of Directors.

### **Subsection 2.3.5: Age-Specific Fees**

The Board of Directors will determine participation fees based on the age group of the player.

# ARTICLE III: REGISTRATION AND REFUND POLICIES

## Section 3.1: Registration Process

### Subsection 3.1.1: Registration Timeline

- The registration period for FNLL opens annually on November 1st and is conducted through the league's online registration platform.
- Players registering for draftable divisions after the final scheduled player evaluation date will be placed on a waitlist.
  - Note: Draftable divisions include AA, AAA, Majors, Intermediate, Juniors, and Seniors

### Subsection 3.1.2: Registration for Non-Draftable Divisions

- Registrants for Tee Ball and Minors Divisions who sign up after the final scheduled player evaluation date will be assigned to teams in the order in which they register, provided team roster limits are not exceeded
- Once the maximum roster size is reached, a waitlist will be created.
- Formation of new teams will require:
  1. Meeting the minimum number of players.
  2. Securing a volunteer manager.
- No new teams will be formed after the start of the first regular season game to avoid disruptions to the game schedule.

### Subsection 3.1.3: Proof of Age Requirement

- All players must submit a Birth Certificate with a raised seal as proof of age.
- The League President, Vice President, or Player Agent is responsible for verifying these documents.
- Proof of age must be available upon request.

### Subsection 3.1.4: Roster Size Guidelines

To maintain consistency across divisions, FNLL has set the following maximum team roster sizes:

- Tee Ball Division: Up to 11 players per team.
- Minors Division: Up to 13 players per team.
- AA, AAA, and Majors Divisions: Up to 12 players per team.
- Intermediate, Junior, and Senior Divisions: Up to 14 players per team.

In cases where the waitlist for 8- to 12-year-olds exceeds the number of existing teams in the AA or AAA divisions, team rosters may be temporarily expanded to accommodate additional players. Roster adjustments will prioritize players from the waitlist.



## **Section 3.2: Refund Policy**

### **Subsection 3.2.1: Requesting a Refund**

- Requests for refunds must be submitted in writing, including email, to the Player Agent.
- Refund requests must be initiated by the parent or guardian of the player and must include a reason for the request.

### **Subsection 3.2.2: Refund Deadlines and Schedules**

Refund requests will be processed according to the following schedule:

- Before the Player Draft/Family Night: Full refund.
- Before February 1st: Full refund, minus a \$50 administrative fee.
- Before Opening Day: 50% refund.
- After Opening Day: No refunds will be issued; all fees are considered non-refundable.

## **Section 3.3: Waitlists**

### **Subsection 3.1.1: Registration Timeline**

- The registration period for FNLL opens annually on November 1st and is conducted through the league's online

# **ARTICLE IV: LEAGUE GOVERNANCE**

## **Section 4.1: Board Membership and Eligibility**

### **Subsection 4.1.1: Eligibility for Board Service**

Any Regular Member in good standing is eligible to be elected to the Board of Directors during the Annual General Meeting.

### **Subsection 4.1.2: Terms of Service**

- Board Members are elected to one-year terms.
- The positions of President, Vice President, and Treasurer are two-year terms.
- Officer roles are determined by a vote of the newly elected Board immediately following the General Meeting.

### **Subsection 4.1.3: Attendance Requirements**

- Board Members must notify the President of any absences in advance.
- Failure to attend two consecutive meetings without notice is considered an unexcused absence.
- After two unexcused absences, the Board may vote to remove the member by a two-thirds majority.

## **Section 4.2: Committee Oversight and Dispute Resolution**

### **Subsection 4.2.1: Coach Conduct Committee**

- The committee is chaired by the Chief Umpire and includes the Vice President, an impartial Board Member, and the appropriate Division Representative.
- If a conflict of interest arises, a substitute from another division will be appointed.
- A quorum of three committee members is required to reach a decision.
- In the event of a tie, the President will cast the deciding vote.
- Outcomes are reported at the next monthly Board meeting.

### **Subsection 4.2.2: Board Member Registration Compliance**

To remain an active Board Member, individuals must complete and submit all required registration documents by the date of the first Player Evaluation session.

# ARTICLE V: LEAGUE DIVISION STRUCTURE AND TEAM COMPOSITION

## Section 5.1: Division Eligibility by League Age

Eligibility for each division is determined by a player's league age, as defined by Little League International. Players will be assigned to divisions based on the following guidelines unless otherwise approved by the Player Agent and Board of Directors:

Division	Eligible League Ages	Notes
Senior	14,15,16	
Junior	13,14,15	
Intermediate (50/70)	13	<i>12-yr-olds may participate on travel teams under FNLL charter</i>
Major	10,11,12	
AAA	9,10,11	
AA	8,9	<ul style="list-style-type: none"><li>• 10-year-olds ineligible unless AAA is merged with another league.</li><li>• 7-year-olds may try out with approval</li></ul>
Minors	6,7	
Tee Ball	5,6	

## Section 5.2: Team Composition and Roster Guidelines

### Subsection 5.2.1: Standard Roster Sizes

To promote equitable playing time and team balance across divisions, FNLL establishes the following maximum roster sizes:

Division	Max Players per Team
Senior, Junior, Intermediate (50/70)	14
Major/AAA/AA	12
Minor	13
Tee Ball	11

All draftable divisions (AA, AAA, Majors, Intermediate, Juniors, and Seniors) must carry a minimum of 12 players on each roster unless explicitly approved otherwise by the FNLL Board of Directors.

For non-draftable divisions (Minors and Tee Ball), minimum roster sizes are at the discretion of the Board and may vary seasonally based on registration numbers and available volunteers.

### **Subsection 5.2.2: Roster Expansion from Waitlists**

- If the number of waitlisted players in the AA or AAA Divisions exceeds available roster spots, the Board of Directors may authorize a temporary expansion of roster limits to allow for additional player participation.
- Priority will be given to players in the order they appear on the waitlist.
- In situations where League Age 8 players cannot be accommodated in AA or AAA, they may be assigned to a team in the Minors Division at the discretion of the Player Agent.

## **Section 5.3: Waitlist Management**

### **Subsection 5.3.1: Waitlist Requirements and Duration**

- Players must complete full registration and payment to be eligible for the waitlist.
- Waitlists will remain active through two weeks prior to the final scheduled regular season game.
- After that date, remaining waitlisted players will be removed and issued a full refund.
- Families may choose to opt out at any time and receive a full refund.

### **Subsection 5.3.2: Player Assignment from Waitlists**

- If a roster spot opens during the regular season, the Player Agent will assign players from the waitlist based on the order received.
- Assignments from the waitlist take precedence over player movement from lower divisions.

# **ARTICLE VI: PLAYER EVALUATION AND DRAFT PROCEDURES**

## **Section 6.1: Player Evaluation Requirements**

### **Subsection 6.1.1: Evaluation Requirement**

- All players league age 8 and above must attend a scheduled evaluation session to be eligible for the draft (except Senior Division players).
- FNLL will provide at least two player evaluation opportunities each season.

### **Subsection 6.1.2: Placement in Lower Divisions**

- Requests for players to be placed in a division below their league age will not be considered.
- Players will be assigned to age-appropriate divisions in accordance with Little League draft regulations.

### **Subsection 6.1.3: Failure to Attend Evaluations**

- Players who do not attend evaluations will be placed in the lowest age-appropriate division and:
  - Be entered into a supplemental draft
  - Be added to a waitlist, or
  - Be assigned at the discretion of the Board of Directors or Player Agent

### **Subsection 6.1.4: Manager and Coach Attendance**

All Managers and Coaches must attend player evaluations for players eligible for their division.

## **Section 6.2: Draft Eligibility and General Procedures**

### **Subsection 6.2.1: Applicable Divisions**

- The following divisions use a draft to form rosters: AA, AAA, Majors, Intermediate, Juniors, and Seniors.
- Players are eligible only if they have met all registration and evaluation requirements.

### **Subsection 6.2.2: General Draft Guidelines**

- Drafts are held annually and completed prior to Family Night.
- If only one team is required for a division, it will be filled using first-come, first-served registration order.
- Only player-for-player trades are permitted.
- No trades of draft picks are allowed.
- All trades must be completed within 24 hours of the draft, submitted in writing (including email), and approved by the Player Agent.

### **Subsection 6.2.3: Supplemental Draft Procedures**

- Held after the primary draft to accommodate players who missed evaluations.
- Players are assigned randomly.

- If no team spots are available, players are added to the waitlist.

## Section 6.3: Division-Specific Draft Formats

Drafts for all applicable divisions (AA, AAA, Majors, Intermediate, Juniors, and Seniors) will follow a serpentine format, with draft order determined by lot at the first scheduled player evaluation session.

Additional procedures for specific divisions:

- **Majors Division:** The Player Agent will contact all drafted players within 48 hours to confirm acceptance. Players wishing to decline Majors placement must do so by 5:00 PM the day before the AAA draft.
- **AAA Division:** Any eligible 10-year-olds not selected in the Majors draft must be drafted to AAA. Refusals must be submitted by 5:00 PM the day before the AA draft.
- **AA Division:** All undrafted 9-year-olds will be placed in AA. Only 8-year-olds who attended evaluations are eligible for the AA draft. Refusals must be submitted by 5:00 PM the day after the draft.
- **Minors and Tee Ball:** These divisions do not use a draft. Teams are formed by the Division Representative and announced at Family Night.

## Section 6.4: Player Refusals and Notifications

- Players drafted to Majors, AAA, or AA may exercise a one-time right to refuse acceptance, with deadlines as follows:
  - Majors: By 5:00 PM the day before the AAA draft
  - AAA: By 5:00 PM the day before the AA draft
  - AA: By 5:00 PM the day following the draft

*Players who refuse placement in a division are ineligible for that division for the remainder of the season.*

## Section 6.5: Replacement Players and Roster Vacancies

### Subsection 6.5.1: Causes of Vacancy

- Player withdrawal, illness, injury, or family relocation.
- Injuries resulting in an absence of 21 or more calendar days
  - Any player removed from the roster due to injury must provide a written release from a licensed physician before returning to practice or play. This documentation must be submitted to the Player Agent or League President and kept on file.
- Player ability may not be used as justification to avoid making a replacement
- If a draftable division team's roster falls below 12 players for any reason, a replacement must be identified in accordance with Section 6.5. The only exception is when Board approval has been granted for a reduced roster.

### **Subsection 6.5.2: Replacement Process**

- Team Manager must notify the Player Agent and Division Rep within 48 hours.
- The Player Agent will confirm the vacancy with the player's family.
- Teams may not pursue replacement players independently—unauthorized recruitment is considered tampering.

### **Subsection 6.5.3: Source of Replacements**

- First priority: Eligible players on the waitlist
- If no waitlisted players are available, the team may draft a player from a lower division, subject to:
  - the player having attended evaluations
  - the player not having exercised a right of refusal in the current season

### **Subsection 6.5.4: Timing**

- A replacement must be added within 7 calendar days of confirming the vacancy.
- Failure to add a replacement will result in a forfeit of all games played after the deadline.

## **Section 6.6: Player Call-Ups**

A call-up is a permanent player promotion from a lower division to fill a roster vacancy created by the permanent loss of a player (e.g., injury, withdrawal, or removal). The purpose of a call-up is to maintain equal roster sizes across teams within a division.

### **Subsection 6.6.1: Call-Up Eligibility**

- Players must have attended at least one player evaluation.
- Players who declined a draft placement earlier in the season are not eligible.

### **Subsection 6.6.2: Call-Up Process**

- Call-ups are permanent and cannot return to their original team.
- Teams must replace lost players within 7 calendar days to avoid forfeiting games.
- Teams are not allowed to carry fewer players than others in their division.
- No call-up players may be added to a roster during the final two weeks of the regular season.

# **ARTICLE VII: LEAGUE CONDUCT AND SAFETY POLICIES**

## **Section 7.1: General Conduct Expectations**

### **Subsection 7.1.1: Compliance with Official Regulations**

- FNLL follows all official regulations and playing rules published in the current Little League “Green Book”.
- No “gentleman’s agreements” may override official or local rules under any circumstances.

### **Subsection 7.1.2: Behavior Standards**

- Managers and umpires may suspend play if disruptive or abusive spectators refuse to comply with conduct requests.
- Spectators who are removed must relocate to the parking lot of the game site.
- No individual under the influence of, or in possession of, alcohol or illegal substances is permitted on or near the playing or practice fields.
- All FNLL venues, including city parks and school fields, are designated tobacco-free zones, including vaping and smokeless tobacco.

### **Subsection 7.1.3: Safety Enforcement**

- All league participants must adhere to FNLL safety rules at all times.
- Managers are responsible for the proper care and use of equipment issued by the league.
- Any behavior that compromises player safety or league integrity may be subject to disciplinary review.

## **Section 7.2: Minimum Player Requirements for Official Games**

To begin or continue an official game, teams must meet roster minimums. When a team cannot meet the minimum, a pool player may be assigned to help fulfill the requirement, following the policies below.

### **Subsection 7.2.1: Minimum Roster for Official Games**

- Teams must field a minimum of eight (8) players to begin or continue any official game where a score is recorded.
- If a team drops below 8 players at any point, the Division Representative or League President must be contacted immediately.
- The resolution and official status of the game will be determined by the Board of Directors.



### **Subsection 7.2.2: Use of Pool Players**

Pool players are temporary substitutes assigned by the league when a team is unable to field the minimum number of players for a scheduled game. They are intended to ensure games are played fairly and safely, not to provide competitive advantage.

- Pool players may only be assigned by the Player Agent or Division Representative.
- Managers may not independently recruit or select pool players.

### **Subsection 7.2.3: Pool Player Game Rules**

- Pool players:
  - must bat at the end of the lineup.
  - may not pitch.
  - may not replace a rostered player who is present and eligible to play.
  - must fulfill all minimum play requirements under Little League rules.
  - are assigned for one game only at a time (and must return to their original roster after the game).

# ARTICLE VIII: GAME RULES AND DIVISION GUIDELINES

## Section 8.1: General Rules Applicable to All Divisions

### Subsection 8.1.1: Pitch Counts and Scorekeeping

- Pitch counts must be recorded for all pitchers in every game where an official score is kept.
- Maximum pitch counts are determined by league age, following official [Little League regulations](#).
- The official scorekeeper (from the home team) is responsible for tracking the pitch count.
- Both home and visiting teams must enter pitch counts in the league's designated system within the required timeframe:
  - Home team: by midnight on game day
  - Visiting team: by the end of the next day

### Subsection 8.1.2: Umpires

- FNLL utilizes paid junior umpires and trained adult volunteers.
- If neither are available, the home team is responsible for providing umpires.

#### ***Note on Upper Division Gameplay Rules (Senior, Junior, Intermediate, and Majors):***

*Unless otherwise noted, these divisions follow the Official Little League Rules ("Green Book") for their respective levels of play. The rules listed below reflect FNLL's local additions or clarifications. Some Green Book rules may be restated here for emphasis or consistency across divisions.*

## Section 8.2: Senior, Junior, and Intermediate Divisions

- In interleague play, the approved District 54 rules apply.
- FNLL may not modify interleague rules without district approval.

## Section 8.3: Majors Division

- Games may continue beyond six innings in the event of a tie until a winner is determined.
  - Mercy Rule applies per Rule 4.10(e):
    - 15-run lead after 3 innings
    - 10-run lead after 4 innings
  - Pitch count rules apply even in extra innings.
  - Rosters must follow minimum play requirements.

## Section 8.4: AAA Division

- No new inning may begin after 2 hours and 15 minutes.
- Entire team bats in a continuous batting order.
- No Mercy Rule; instead:
  - Max 5 runs per inning in the first 5 innings

- No run limit in the 6th inning
- A pitcher who hits three batters in one game must be removed from pitching for the remainder of that game.

### **Section 8.5: AA Division**

- No new inning after 1 hour and 45 minutes, except for the tournament championship game.
- Entire team bats in a continuous batting order; all players must play at least 50% of innings, with a minimum of 6 defensive outs.
- No stealing home on passed balls or catcher throws; runners may steal second and third.
- During live defensive plays at any base, runners may advance at their own risk.
- No Mercy Rule; instead:
  - Max 5 runs per inning in the first 5 innings
  - No run limit in the 6th inning, including the 6th inning and postseason play.
- A pitcher who hits three batters in one game must be removed from pitching for the remainder of that game.

### **Section 8.6: Minors Division**

- No new inning after 1 hour, 30 minutes; games capped at 1 hour, 45 minutes.
- An official game is defined as 2 full innings.
- Players must play 50% of innings, evenly rotated through infield and outfield.
- Entire team bats in a continuous batting order.
- Coach or adult pitching only (first half of season), transitioning to player-coach hybrid (second half)
  - First half: Coach may pitch up to 5 pitches per batter
  - Second half: Player pitches up to 3 pitches, followed by coach for final 2 if needed
- Offensive half ends after 5 runs or 3 outs, whichever comes first.
  - No scorekeeping beyond the 5-run tracking.
- No base stealing or advancing on overthrows.
- Defensive throws to the pitcher terminate the play.

### **Section 8.7: Tee Ball Division**

- Games are limited to 3 innings or a maximum of 1 hour and 30 minutes, whichever comes first.
- No new inning may start after 1 hour and 20 minutes.
- No pitching is allowed; all batters hit off a batting tee.
- The entire team bats in each inning, regardless of outs.
- Batting order remains the same each inning; late arrivals bat at the end of the lineup.
- Bat safety is enforced:
  - First offense for throwing the bat results in a warning
  - Second offense results in the batter being called out
  - If the bat strikes another player, the batter is immediately called out

- Defensive team includes the full roster. Pitcher stands on the rubber; catcher stands at a safe distance behind home plate. Outfielders and infielders are evenly spread, and defensive positions must be rotated throughout the game.
- Tee Ball hitting rules:
  - The tee is removed after the ball is hit, for safety.
  - Three strikes = strikeout
  - Foul on third strike = standard foul ball rules
  - Bunting is not allowed
  - The ball must travel at least 1/3 the way to the mound to be fair (as judged by the coach)
  - If only the tee is hit, it counts as a strike and no runners may advance
  - No stealing or advancing on overthrows
  - Any throw to the pitcher ends the play (as judged by the coach)
  - No scoring or standings are tracked in this division
  - Protests are not permitted

# **ARTICLE IX: MANAGERS AND COACHES**

## **Section 9.1: Selection and Approval of Managers and Coaches**

### **Subsection 9.1.1: Registration and Eligibility**

- All prospective Managers and Coaches must complete online registration each season, including returning individuals—there are no automatic renewals.
- Registration materials must be submitted no later than the second Player Evaluation session.
- Only individuals in good standing with the league are eligible for nomination.

### **Subsection 9.1.2: Nomination and Approval Process**

- The League President will nominate all Managers and Coaches.
- All nominations require approval by a vote of the Board of Directors.
- The President's decision to nominate or decline a candidate is final.

Managers shall propose assistant Coaches prior to the first player evaluation session. They must be approved through the same process.

### **Subsection 9.1.3: Use of a Selection Committee (Optional)**

- The Board may establish a Manager and Coach Committee to assist with interviews and feedback collection.
- The committee may include board members and other Regular Members and will present recommendations to the President.
- The President will use the committee's input to inform formal nominations.

## Section 9.2: Responsibilities and Expectations

- All Managers and Coaches:
  - are required to attend mandatory FNLL training and policy meetings. Failure to attend may result in removal or ineligibility to coach.
  - are responsible for the care, use, and return of league-issued uniforms and equipment.
  - must be familiar with and follow the Official Little League Rules and FNLL local rules.
  - are expected to promote sportsmanship, player development, and respect for the game at all times.

## Section 9.3: Rule Violations, Ejections, and Disciplinary Consequences

- Violations of Mandatory Play rules (Regulation IV(i)), FNLL local minimum play policies, or any other Official Little League (Green Book) gameplay regulations will result in disciplinary action. Unless otherwise determined by the Board, the standard progression of consequences is:
  - First offense: Written warning
  - Second offense: Suspension for the next scheduled game
  - Third offense: Suspension for the remainder of the season
- **Note:** If a violation occurs during the tournament play, disciplinary action will begin at the second offense level (i.e., immediate suspension), unless otherwise directed by the Board. The Board of Directors reserves the right to escalate or adjust discipline at its discretion.
- Any Manager, Coach, or player ejected from a game is automatically suspended for the next scheduled game.
- The Umpire and team Manager must each submit a written summary (email is acceptable) to the League Rep.
- The Board of Directors reserves the right to extend the suspension or remove the individual from the league entirely, based on a case-by-case review.

# ARTICLE X: END OF SEASON TOURNAMENTS

## Section 10.1: Tournament Divisions and Format

Folsom National Little League (FNLL) will conduct end-of-season tournaments (EOST) in the AA and AAA Divisions. These tournaments provide postseason opportunities for players and determine final standings within the league.

- In the Majors/AAA Divisions, the tournament also functions as the qualifier for the District 54 Tournament of Champions (TOC). The winning team will represent FNLL at TOC.
- In the AA Division, the tournament is conducted solely to determine the AA Division champion and marks the conclusion of the season for those teams. This tournament is not affiliated with TOC.
- Seeding is based on regular season win-loss records. In the event of tied records, the following tiebreakers will be applied in order:
  - Adjusted win percentage
  - Head-to-head record
  - Average runs allowed per game (APG column in the standings)

*Note: Adjusted win percentage accounts for unplayed games that could not be rescheduled. Each team's win percentage is reduced proportionally to reflect any missed games.*

## Section 10.2: Tournament Game Rules and Modifications

- The higher-seeded team is designated the home team in each tournament game.
- All tournament games follow regular season rules, with the following exceptions:
  - AAA: No time limit in tournament games. Games must be played to 6 innings, unless shortened by the mercy rule.
    - The 6-run limit is removed in the 6th inning.
    - Standard 5-run-per-inning rule remains in effect for the first five innings.
  - AA: Tournament games are capped at a maximum of 3 innings. Standard time limits do not apply.

## Section 10.3: Tournament of Champions (TOC) Representation

The Tournament of Champions (TOC) is a postseason event organized by District 54. FNLL will send one team per eligible division to represent the league. TOC games follow all District and Little League International tournament regulations.

### Subsection 10.3.1: Eligible Divisions

- The following FNLL divisions are eligible to participate in the District 54 Tournament of Champions, subject to Board of Directors' discretion:
  - Majors Division
  - AAA Division
  - Intermediate (50/70) Division
  - Junior Division

- TOC participation for Intermediate and Junior Divisions may vary year to year based on interleague arrangements and District invitations.

### **Subsection 10.3.2: Qualification by Division**

- **Majors/AAA Division:** The winners of their respective end-of-season tournaments qualify for TOC. If District 54 invites FNLL to send a second team, the runner-up from those same tournaments will be designated the “B” seed, subject to Board approval.
- **Intermediate (50/70) and Junior Divisions:** FNLL does not conduct end-of-season tournaments in these divisions. TOC representation is determined by regular season win-loss records, pending Board approval and confirmation of TOC participation.
- In divisions with only one or two teams, or in cases where a scheduled tournament cannot be completed, the FNLL Board of Directors may designate a TOC representative based on:
  - Overall season performance
  - Sportsmanship and team conduct
  - Availability to participate in TOC
  - Board vote (if necessary)



# **ARTICLE XI: ALL-STAR AND TOURNAMENT TEAM SELECTION**

## **Section 11.1: Formation of the Tournament Committee**

- FNLL may establish a Tournament Committee to manage All-Star selection and tournament team operations.
- The committee must include at least three members of the Board of Directors, and may include up to three additional Regular Members.
- The Player Agent will serve as chair of the committee.

### **Subsection 11.1.1: Voting Restrictions**

- No Coach, Manager, or Parent may participate in vote counting if their child is eligible for the team being voted on.
- Only the President, Vice President, or Player Agent may count votes in such cases.

### **Subsection 11.1.2: Committee Responsibilities**

- The Tournament Committee will:
  - Confirm player eligibility
  - Oversee the All-Star voting process
  - Manage uniform and equipment distribution and collection
  - Verify proof-of-age documentation

## **Section 11.2: Selection of Managers and Coaches**

### **Subsection 11.2.1: Timeline and Process**

- Managers must submit applications by May 1st (via email or in writing).
- The League President nominates All-Star Managers; the Board votes to approve selections in May.
- Each All-Star Manager must nominate at least two Coaches by May 31st.
- Coach nominations require League President approval and are voted on by the Board in June.
- Managers must remain in good standing throughout the regular season to remain eligible.
- The Board may replace a selected Manager or Coach at its discretion.

### **Subsection 11.2.2: Contingency Procedures**

- If no Manager or Coach applications are submitted, the League President may make nominations directly.
- The Board will vote on these nominations during the applicable monthly meeting.

## **Section 11.3: Player Selection Criteria and Voting**

### **Subsection 11.3.1: Voting Participation and Guidelines**

- Players are selected through a combined vote of players and regular season Managers.

- FNLL reserves the right to emphasize Manager and Coach evaluations based on the following criteria:
  - Demonstrated skill and game performance
  - Sportsmanship, conduct, and attitude
  - Availability to fulfill All-Star commitments
  - Overall fitness and readiness to represent FNLL

## Section 11.4: Team-Specific Selection Procedures

- All All-Star teams are limited to a maximum of 14 players unless otherwise approved by Little League or the FNLL Board.
- In divisions with limited registration or merged across multiple leagues, the standard All-Star selection process (e.g. player voting) may be modified or omitted. In these cases, team rosters are determined at the discretion of the appointed Manager based on evaluations and input from Coaches. Final rosters are subject to review and approval by the Tournament Committee.
- Player ballots are organized by league age eligibility, and each division receives ballots for the age groups relevant to their teams. Players vote only for peers within the age group and division indicated on each ballot. FNLL may adjust ballot structure if needed based on participation levels.

Division	*Ballot #	Who's on ballot	# of selections
Majors	1	All 12s in Majors	Top 13
	2	All 11s in Majors	Top 6
	3	All 9s and 10s (in Majors)	Top 2 (in Majors)
AAA	1	All 11s (Majors + AAA combined)	Top 6
	2	All 9s and 10s (in AAA)	Top 6 (in AAA)

*\*If no players in these categories exist, no ballot is provided*

### Subsection 11.3.1: Use of Player and Manager Votes

- Player votes are tallied and reviewed by the Tournament Committee. The top vote-getters in each age group are considered during team formation and may automatically earn a spot on their respective teams, depending on the division's selection rules.
- Managers and coaches conduct separate rankings of eligible players in their division. These rankings are submitted to the Tournament Committee and may be used to fill additional roster spots or resolve close calls.
- The Tournament Committee uses player votes, manager input, and All-Star availability to finalize rosters in accordance with FNLL guidelines and Little League eligibility rules.



## **ARTICLE XII: ENFORCEMENT AND SUPERSEDEENCE OF LOCAL RULES**

### **Section 12.1: Rule Validity and Approval**

- These Supplemental Local Rules are officially adopted by the Folsom National Little League Board of Directors and are binding for the 2025 season.
- No league official, manager, coach, or volunteer may modify or waive any rule contained herein without express Board approval.
- This 2025 edition of the FNLL Supplemental Local Rules supersedes all previous versions.
- Any rule, memo, or local interpretation from prior seasons that conflicts with these rules is no longer in effect.

### **Section 12.3: Relationship to Little League Rules**

- These rules are intended to supplement the Official Regulations and Playing Rules published by Little League International.
- In the event of a conflict, the Little League “Green Book” shall take precedence.
- Any situation not addressed in either the Green Book or this document will be resolved by a majority vote of the FNLL Board of Directors.

Julie Bedell - President

*Julie Bedell*