



2026 SPRING
Standing Ground Rules



MISSION STATEMENT

Norco Little League is committed to teaching and developing future leaders in baseball and our community. We will provide an environment that fosters learning experiences, athletic improvement, sportsmanship, camaraderie, teamwork and community involvement. Norco Little League encourages an active role from our members and players' families to make our league successful now and in the future.

We will emphasize sustainable and long-term goals of helping each individual become a better baseball player and a better teammate. The program will be one that our players, fans, and parents will take significant pride in. Our players will show class, commitment, and competitive focus with an emphasis placed on mastering the fundamentals of baseball. And finally, through dedication and motivation, each member of the program will strive towards becoming champions both on and off the field.

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Norco Little League

2026 CODE OF CONDUCT

Norco Little League (NLL) has implemented the following Code of Conduct for the important message they hold about the proper duty that adults, in all roles, have in supporting our community's athletes.

In addition to these Codes of Conduct, all participants in Norco Little League, will adhere to the standing ground rules as posted on the NLL website and are responsible for the behaviors of their invited guests as well.

1. As an adult or minor, launching any form of physical attack upon any individual.
2. As an adult or minor, participating in any form of bullying, or encouraging others to participate in any form of bullying, such as where the person being bullied feels threatened, disrespected, or made to feel not worthy of participating. This includes all electronic communication such as text, email, social media or team communication apps.
3. Publicly discussing (in a derogatory or abusive manner) any play, decision, or personal opinion on any players during the game.
4. Appear at any Little League event while in an intoxicated state. Intoxication will be defined as an odor or behavior issue.
5. Using profane, obscene or vulgar language.
6. Speak disrespectfully to any official, volunteer, or representative of the League.
7. Be guilty of disrespecting the officials and their authority during games and will not question, discuss, or confront umpires at the game field.
 - a. Abusive language or actions directed at Umpires and officials by spectators will not be tolerated. There will be zero tolerance regarding all Umpires and officials.
 - b. Any abusive language directed towards a Jr. Umpire will be dealt with swiftly and may incur additional disciplinary action if the NLL Board of Directors, and the UIC see fit.
8. Objectionable demonstration of dissent at an official's decision by throwing gloves, helmets, hats, bats, balls, or any other forceful unsportsmanlike action.
9. Be guilty of using unnecessarily rough tactics in the play of a game against the body of an opposing player.
10. Tampering or manipulating any league rosters, schedules, draft positions or selections, official scorebooks, rankings, financial records, or procedures. If draft secrecy is violated a suspension may be assessed. Based on severity, the Manager may not be considered for future participation.
11. Equipment that has been deemed illegal is returned to the field of play at any point during the remainder of the season.

The penalty for any adult or minor guilty of misconduct at any NLL event will be determined by deliberations of members of the Board of Directors and taking into consideration past offenses and the egregiousness of the violation.

Penalties can range from a written admonishment to league expulsion.

2026 Little League® Age Chart



Match month (top line) and box with year of birth. League age indicated at right.

JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	SEP	OCT	NOV	DEC	AGE
2022	2022	2022	2022	2022	2022	2022	2022	2021	2021	2021	2021	4
2021	2021	2021	2021	2021	2021	2021	2021	2020	2020	2020	2020	5
2020	2020	2020	2020	2020	2020	2020	2020	2019	2019	2019	2019	6
2019	2019	2019	2019	2019	2019	2019	2019	2018	2018	2018	2018	7
2018	2018	2018	2018	2018	2018	2018	2018	2017	2017	2017	2017	8
2017	2017	2017	2017	2017	2017	2017	2017	2016	2016	2016	2016	9
2016	2016	2016	2016	2016	2016	2016	2016	2015	2015	2015	2015	10
2015	2015	2015	2015	2015	2015	2015	2015	2014	2014	2014	2014	11
2014	2014	2014	2014	2014	2014	2014	2014	2013	2013	2013	2013	12
2013	2013	2013	2013	2013	2013	2013	2013	2012	2012	2012	2012	13
2012	2012	2012	2012	2012	2012	2012	2012	2011	2011	2011	2011	14
2011	2011	2011	2011	2011	2011	2011	2011	2010	2010	2010	2010	15
2010	2010	2010	2010	2010	2010	2010	2010	2009	2009	2009	2009	16

NOTE: This age chart is for BASEBALL DIVISIONS ONLY, and only for 2026.

Division Alignment:

100. ***Tee Ball***- All 4 year-olds, and 5 year-olds at parent discretion. (Maximum of 14 per team)
200. ***A Division***- 5 year-olds and 6 year-olds. (Maximum 13 per team)
300. ***AA Division***- 7 year-olds and 8 year-olds. (Maximum 13 per team)
- 6 year-olds may play in this division based on parent and board discretion upon completing an evaluation and being drafted to a AA team. If not drafted to a AA team, they will be placed on a A team.
400. ***AAA Division***- 9 year-olds and 10 year-olds. (Maximum of 13 per team).
- 8 year-olds may play in this division based on parent and/or board discretion upon completing an evaluation and being drafted to a AAA team. 8 year-olds not drafted to a AAA team will be placed in the AA draft.
500. ***Major Division***- 11 year-olds and 12 year-olds. (Maximum of 12 per team)
- 9 year-olds may play in this division if they are the Manager's child. They must complete an evaluation and be approved to play in the Majors Division by the Board of Directors.
 - 10 year-olds may play in this division based on parent and/or board discretion upon completing an evaluation and being drafted to a Major team.
 - 10 year-olds and 11 year-olds not drafted to a Major team will be placed in the AAA draft.
600. ***Intermediate (50/70)*** – 12 year-olds and 13 year-olds (Maximum 15 per team)
700. ***Junior Division***- 13 year-olds and 14 year-olds. (Maximum of 15 per team)
- 15 year-olds may play in the Juniors Division if not drafted to a Senior team.
 - If a 15 year-old plays for the Junior team they are ineligible to pitch.
800. ***Senior Division***- 15 year-olds and 16 year-olds. (Maximum of 20 per team)
- 14, 15 and 16 year-old CIF players will be placed on Senior teams according to their availability.
*For more information on CIF Player regulations, please see article 900.

100. Tee Ball:

- **All 4 year-olds, and 5 year-olds at parent discretion.**
 - **Maximum of 14 per team.**
 - **Game Duration: 1 Hour drop dead.**
101. Each team will be allowed (1) Manager, (5) rostered coaches, and (1) team mom to support their team. These members must be properly certified through the league, badged before assisting any athletes and must complete all required training
102. A roster will be made at the beginning of the season. That roster is kept throughout the entire season. Teams must bat the **FULL ROSTER**.
103. A team will bat the full roster each half-inning, and then switch sides.
104. A tee must be used for the first half of the season, but may be used for the entire season. The second half of the season coach pitch may be utilized, but is optional based on player ability.
- a. If utilizing the Tee: There will be a total of five attempts to hit the ball, if the ball is not put into play, the runner goes to 1st base.

- b. If utilizing coach-pitch: Coaches are allowed to give 2 pitches during each at-bat. If the ball is not put into play, the player may receive 3 tries off the tee. If the ball is not put into play, the runner goes to 1st base.
 - c. There is NO bunting in Tee Ball.
105. Runners are only able to advance 1 base per batter. No runner may advance on an overthrow.
106. No score will be kept.
107. There are no protests.
108. On offense, there may be one coach at home, at first base, and third base. If there are children in the dugout, a **Livescanned NLL Volunteer** must be in the dugout at all times.
109. All games will be played in accordance with the Little League Baseball Rulebook and these Standing Ground Rules. Managers are prohibited from substituting any other rules via mutual agreement.

200. A Division:

- **5 year-olds and 6 year-olds.**
 - **Maximum 13 per team.**
 - **Game Duration: 1 hour 15 minute drop dead.**
201. Each team will be allowed (1) Manager, (5) rostered coaches, and (1) team mom to support their team. These members must be properly certified through the league, badged before assisting any athletes and must complete all required training.
202. A Continuous Batting Order (CBO) is created at the beginning of the season. That order will be followed throughout the entire season.
- a. The on-deck batter from the previous game will be the first batter for the following game.
 - b. If a batter arrives late, they will remain in the order as posted. (This means they may have missed their at-bat for that inning, however, they ARE NOT recorded as an out.)
203. At manager discretion, teams may use either a team's rostered coach, or a pitching machine to pitch the duration of the game.
- a. If electing to utilize the pitching machine, the machine may not be moved for the duration of the game.
 - b. If electing to utilize coach-pitch, pitches must be thrown over-hand. The coach must maintain their position in front of the pitching machine, while staying within the dirt area of the mound.
 - c. A batter will receive 5 pitches. If a batter does not get on base after 5 pitches, the batter is out. If the 5th pitch is a foul, the batter will receive an additional pitch until the ball is put into play or the batter strikes out.
 - d. There is no bunting in A.
 - e. If a present player refuses to participate in their at-bat it will be recorded as an out, each time it occurs. Exceptions: bathroom break, injured or ill (LLI Rule 4.01).
204. No infield practice is allowed during pregame warmups.
205. Players may not be removed from the field for warm-up, or practice during the game.
206. Runners may advance ONE BASE on an overthrow.
- a. The ball is live until out is attempted or ball is returned coach pitcher
207. Runners may NOT advance home on an overthrow, no exceptions.
208. Free substitutions may be made.

209. Maximum of five runs or three outs, whichever comes first per ½ inning.
210. No score is kept.
211. There are no protests.
212. On offense, there may be one coach at home, at first base, and third base. If there are children in the dugout, a **Livescanned NLL Volunteer** must be in the dugout at all times.
213. A catcher will be used. The catcher must wear **ALL** of the protective gear during the game. (Including a throat protector and appropriate protective gear).
214. The catcher must wear a catcher's mitt (not a first baseman's mitt or fielder's glove) of any shape, size, or weight consistent with protecting the hand.
215. During infield or outfield practice, the catcher must wear a catcher's helmet/mask with a throat protector.
216. All games will be played in accordance with the Little League Baseball Rulebook and these Standing Ground Rules. Managers are prohibited from substituting any other rules via mutual agreement.

300. AA Division:

- **7 year-olds and 8 year-olds.**
 - **6 year-olds may play in this division based on parent and board discretion upon completing an evaluation and being drafted onto a AA team.**
 - **Maximum 13 per team.**
 - **Game Duration: No new inning after 1 hour and 20 minutes, OR completion of 6 innings.**
301. Each team will be allowed (1) Manager, (5) rostered coaches, and (1) team mom to support their team during practices.
302. Each team will be allowed (1) Manager, (3) rostered coaches, and (1) team mom to support their team during games. These members must be properly certified through the league and badged before assisting any athletes.
303. A Continuous Batting Order (CBO) will be used throughout the duration of the game. The batting order can be reordered each game.
- a. If a batter arrives late, they will remain in the order as posted. (This means they may have missed their at-bat for that inning, however, they ARE NOT recorded as an out.)
 - b. If a present player refuses to participate in their at-bat it will be recorded as an out, each time it occurs. Exceptions: bathroom break, injured or ill (LLI Rule 4.01).
304. Pitching
- a. .
 - b. A traditional 3-2 count will be utilized.
 - c. Per inning: a manager or coach may come out twice in one inning to visit with the pitcher, but the third time out, the player must be removed as a pitcher. (see LLI 8.06a)
 - d. Per game: a manager or coach may come out three times in one game to visit the pitcher, but the fourth time out, the player must be removed as a pitcher. (See LLI 8.06b)
 - e. The only reasons to come out is to talk to pitcher/players or umpire. Any communication with the pitcher is a mound visit, even if the manager does not go to the mound
 - f. The use of pitchers in all pitching divisions shall be managed in strict adherence to

Regulation VI of the Official Rulebook as it pertains to pitcher eligibility, pitches thrown, and required days rest period. Rest days are based on calendar days.

305. Infield practice is allowed during pregame warmups.
306. The manager will provide a properly filled out line-up (with player last name, number and identify pitcher and catcher), on a line-up card, to the umpire.
307. Each team will fulfill their responsibility scorekeeping (home team) and pitch counting (away team). If team does not provide a scorekeeper or pitch counter the manager or coach will fulfill these duties
308. Players may not be removed from the field for warm-up, or practice during the game.
309. Each player will play at least 6 defensive outs. Substitutions for runners may only be made if the runner was injured. The player who made the last out will replace the injured runner.
310. Courtesy runners may be given for a catcher or pitcher of record when there are 2 outs. The player who made the last out will replace the runner.
311. The base runner may not leave the base to advance to the next base until the ball has reached the batter. Any violation will result in the runner being sent back to the base.
312. The base runner occupying 3rd base may not advance or score on a passed ball or wild pitch.
313. There is no infield fly rule.
314. Maximum of 5 runs or 3 outs, whichever comes first. (per ½ inning)
 - a. Exception: If a player hits a fair fly over the fence (home run), then the home run and all runners on who proceed to score legally, shall count, even though the five run maximum has been exceeded
315. Maximum of 9 players on defense.
316. The ending of the game will not be determined by managers, but by the clock and/or innings completed. If time remains for new innings, teams must take the field unless they have completed the number of innings required to complete a game.
317. This time will be the umpire clock and the time umpire provided to scorekeeper at beginning of game. Scorekeeper will record the start time on the score sheet.
318. On offense, there may be one coach at first base, and one coach at third base. If there are children in the dugout, a **Livescanned NLL Volunteer** must be in the dugout at all times.
319. All games will be played in accordance with the Little League Baseball Rulebook and these Standing Ground Rules. Managers are prohibited from substituting any other rules via mutual agreement.

400) AAA Division:

- **9 year-olds and 10 year-olds.**
- **8 year-olds may play in this division based on parent and board discretion upon completing an evaluation and being drafted onto a AAA team.**
- **Maximum 13 per team.**
- **Game Duration: No new inning after 1 hour 30 minutes, OR completion of 6 innings.**
- **Each team will be allowed (1) Manager, and (5) rostered coaches, to support their team during practices.**
- Each team will be allowed (1) Manager, (3) rostered coaches to support their team during games These members must be properly certified through the league and badged before assisting any athletes.

- 401.A Continuous Batting Order (CBO) will be used throughout the duration of the game. The batting order can be reordered each game.
- a. If a batter arrives late, they will remain in the order as posted. (This means they may have missed their at-bat for that inning, however, they ARE NOT recorded as an out.)
 - b. If a present player refuses to participate in their at-bat it will be recorded as an out, each time it occurs. Exceptions: bathroom break, injured or ill (LLI Rule 4.01).
- 402) After entering the batter's box, the batter must remain in the box with at least one foot throughout the at-bat. Please see LLI Rulebook 6.02 for exceptions.
- 403) Pitching
- a. The pitcher must pitch from the rubber on the mound.
 - b. A traditional 3-2 count will be utilized.
 - c. Per inning: a manager or coach may come out twice in one inning to visit with the pitcher, but the third time out, the player must be removed as a pitcher. (see LLI 8.06a) The only reasons to come out is to talk to pitcher/players or umpire. Any communication with the pitcher is a mound visit, even if the manager does not go to the mound
 - d. Per game: a manager or coach may come out three times in one game to visit the pitcher, but the fourth time out, the player must be removed as a pitcher. (See LLI 8.06b)
 - e. The use of pitchers in all pitching divisions shall be managed in strict adherence to Regulation VI of the Official Rulebook as it pertains to pitcher eligibility, pitches thrown, and required days rest period. Rest days are based on calendar days.
- 404) The manager will provide a line-up, on a line-up card, to the umpire (with player last name, number and identify pitcher and catcher).
Each team will fulfill their responsibility scorekeeping (home team) and pitch counting (away team). If team does not provide a scorekeeper or pitch counter the manager or coach will fulfill these duties
- 405) No infield practice is allowed during pregame warmups.
- 406) Players may not be removed from the field for warm-up, or practice during the game.
- 407) Each player will play at least 6 defensive outs.
- 408) Substitutions for runners may only be made if the runner was injured. The player who made the last out will replace the injured runner.
- 409) Courtesy runners may be given for a catcher or pitcher of record when there are 2 outs. The player who made the last out will replace the runner.
- 410) The base runner may not leave the base to advance to the next base until the ball has reached the batter. Any violation will result in the runner being sent back to the base.
- 411) The infield fly rule is in effect.
- 412) Maximum of 5 runs or 3 outs, whichever comes first. (per ½ inning)
- a. An over the fence home run all runs will count
- 413) Maximum of 9 players on defense.
- 414) The ending of the game will not be determined by managers, but by the clock and/or innings completed. If time remains for new innings, teams must take the field unless they have completed the number of innings required to complete a game.
- 415) On offense, there may be one coach at first base, and one coach at third base. If there are children in the dugout, a **Livescanned NLL Volunteer** must be in the dugout at all times.

- 416) All games will be played in accordance with the Little League Baseball Rulebook and these Standing Ground Rules. Managers are prohibited from substituting any other rules via mutual agreement.

500. Major Division:

- **11 year-olds and 12 year-olds.**
 - **9 year-olds must be managers player son/daughter**
 - **10 year-olds may play in this division based on parent and board discretion upon completing an evaluation and being drafted onto a Major team.**
 - **Maximum 12 per team.**
 - **Game Duration: No new inning after 2 hours OR completion of 6 innings.**
501. Each team will be allowed (1) Manager, and (5) rostered coaches, to support their team during practices.
502. Each team will be allowed (1) Manager, (3) rostered coaches to support their team during games These members must be properly certified through the league and badged before assisting any athletes.
503. A Continuous Batting Order (CBO) will be used throughout the duration of the game. The batting order can be reordered each game.
- a. If a batter arrives late, they will remain in the order as posted. (This means they may have missed their at-bat for that inning, however, they ARE NOT recorded as an out.)
 - b. If a present player refuses to participate in their at-bat it will be recorded as an out, each time it occurs. Exceptions: bathroom break, injured or ill (LLI Rule 4.01).
504. After entering the batter's box, the batter must remain in the box with at least one foot throughout the at-bat. Please see LLI Rulebook 6.02 for exceptions.
505. Pitching
- a. The pitcher must pitch from the rubber on the mound.
 - b. A traditional 3-2 count will be utilized.
 - c. Per inning: a manager or coach may come out once in one inning to visit with the pitcher, but the second time out, the player must be removed as a pitcher. (see LLI 8.06a)
 - d. Per game: a manager or coach may come out two times in one game to visit the pitcher, but the third time out, the player must be removed as a pitcher. (See LLI 8.06b)
 - e. The use of pitchers in all pitching divisions shall be managed in strict adherence to Regulation VI of the Official Rulebook as it pertains to pitcher eligibility, pitches thrown, and required days rest period. Rest days are based on calendar days.
506. No infield practice is allowed during pregame warmups.
507. The manager will provide a properly completed line-up (with player last name, number and identify pitcher and catcher), on a line-up card, to the umpire .
- Each team will fulfill their responsibility scorekeeping (home team) and pitch counting (away team). If team does not provide a scorekeeper or pitch counter the manager or coach will fulfill these duties.
508. Players may not be removed from the field for warm-up, or practice during the game.
509. Each player will play at least 6 defensive outs.
510. Substitutions for runners may only be made if the runner was injured. The player who made the last out will replace the injured runner.

511. Courtesy runners may be given for a catcher or pitcher of record when there are 2 outs. The player who made the last out will replace the runner.
512. The base runner may not leave the base to advance to the next base until the ball has reached the batter. Any violation will result in the runner being sent back to the base.
513. The infield fly rule is in effect.
514. The drop 3rd strike rule is in effect. See LLI 6.05,b,2)
515. Maximum of 9 players on defense.
- 516 The ending of the game will not be determined by managers, but by the clock and/or innings completed. This time will be the umpire clock and the time umpire provided to scorekeeper at beginning of game. Scorekeeper will record the start time on the score sheet.If time remains for new innings, teams must take the field unless they have completed the number of innings required to complete a game.
- The game will be called by the umpire if the mercy rule is met:
 - 15 runs ahead at the completion of the 3rd inning.
 - 10 runs ahead at the completion of the 4th inning.
 - 8 runs ahead at the completion of the 5th inning.
 - Major games cannot end in a tie. Please see LLI Rule 4.10 A, B & E. If your game is called by the umpire for any reason and the game is in a current tie, the Board of Directors will reschedule the remainder of the game at the earliest possible time available.
- 517 On offense, there may be one coach at first base, and one coach at third base. If there are children in the dugout, a **Livescanned NLL Volunteer** must be in the dugout at all times.
- 518 All games will be played in accordance with the Little League Baseball Rulebook and these Standing Ground Rules. Managers are prohibited from substituting any other rules via mutual agreement.

600. Intermediate (50/70) Division: (when offered)

- 12 year-olds and 13 year-olds.
- *PLEASE SEE DISTRICT 72 FOR RULES AND REGULATIONS REGARDING 50/70 DIVISION

700. Junior Division:

- 13 year-olds and 14 year-olds.
 - 15 year-olds may play in the Juniors Division if not drafted to a Senior team.
 - If a 15 year-old plays for the Junior team they are ineligible to pitch.
 - Maximum of 15 per team.
- *PLEASE SEE DISTRICT 72 FOR RULES AND REGULATIONS REGARDING JUNIOR DIVISION

800. Senior Division:

- 15 year-olds and 16 year-olds.
- 14, 15 and 16 year-old CIF players will be placed on Senior teams according to their availability. *For more information on CIF Player regulations, please see article 900.
- Maximum of 20 per team.

*PLEASE SEE DISTRICT 72 FOR RULES AND REGULATIONS REGARDING SENIOR DIVISION

900. CIF Players:

901. It is the responsibility of the player to inform NLL that they are playing in a High School baseball program. Failure to notify NLL is not an excuse for not following our draft and tryout rules and may cause a player to be removed from one team and placed on another.
902. CIF players will play in the Senior division unless there is no room for 14-year-olds. (All-Stars play is defined by age.)
903. Any player who elects to play high school baseball will be automatically released from their team as a property player on the day of their division's draft.
904. If cut from the high school team before draft day, a player will remain a property player of their previous year's team and must observe all Little League rules regarding property player status.

1000. Game Duration:

1001. Tee ball: 1 hour drop dead.
1002. A: 1 hour 15 minutes drop dead.
1003. AA: No new inning after 1 hour 20 minutes, OR completion of 6 innings, whichever comes first.
1004. AAA: No new inning after 1 hour 30 minutes, OR completion of 6 innings.
1005. Majors: No new inning after 2 hours, OR completion of 6 innings.
1006. If the game is called during an incomplete inning, the game score reverts to the end of the previous inning. If reverting back results in a tie game, the game will be considered a completed tie game.
- a. Majors cannot end in tie. Please see LLI Rule 4.10 A, B & E.
1007. Perceived intentional delay of game will be called at the discretion of the umpire.

1100. Game Reschedules:

1101. A Manager may request a game be rescheduled. The written request must be electronically submitted to the League President, at least **1 WEEK BEFORE** to the game for approval or denial.
1102. Games canceled due to adverse weather, will be rescheduled at the earliest opportunity with at least 7 calendar days notice.
1103. Rescheduled games may require a team to play up to three games in the same week and may be scheduled any day of the week.

1104. If the league cannot provide a field for the game reschedule, it will be recorded as a tie.
1105. Any team that does not show up for a scheduled or rescheduled game, or that cannot field 8 players before the game, will result in a forfeiture.

1200. Game & Practice Absences:

1201. Any player who is out of the lineup, for more than 50% of their eligible games, may be removed from the roster, by the approval of the Board of Directors.
1202. If a player misses two or more consecutive games, the Player Agent **MUST BE** notified by the manager.
1203. If a player misses four or more consecutive practices without notification, the manager must notify the Player Agent.
1204. The player agent must be notified immediately if any player is out of the lineup, due to injury, even if that injury is not baseball related.

1300. Pool Players:

Pool play allows regular season players from any team, who want to play in more games, to be organized into a pool by the Player Agent. When a team, AA-Seniors, is short players for a game, they ask the Player Agent for extra players for that game. The players are randomly selected from the pool player list and play on the short team for one game. NLL utilizes pool players, so games are not forfeited. Game results count in the league standings.

1301. A team can play with a minimum of eight players. However, if a team cannot field nine players for a game, a Manager may request that pool players be allowed to play as substitutes.
1302. 24-hour notice is preferred, however the Player Agent will try to accommodate all requests regardless of notice given.
1303. A Manager may request pool players to fill a team to a roster of ten players for a game.
- This will allow for substitutions in case of injury, illness, or ejection.
 - A team may not use more than three (3) pool players in a game
1304. Selection:
- The first player on the pool list (not on the opposing team) available to play on a given day is assigned to the first team requesting a player. When that player plays, he is then moved to the end of the pool list.
 - The list of players and their order shall be developed by the Player Agent using a random convention (disclosed to the League President), but the list and order shall be kept in confidence by the Player Agent.
 - If a pool player has been requested and assigned to a Manager for a game, that pool player must play in the game.
1305. Players used from the pool **MUST PLAY AT LEAST NINE (9) CONSECUTIVE DEFENSIVE OUTS AND BAT ONCE.**
1306. Pool players cannot play the position of pitcher. (LLI Reg V, Guideline 3)
- Pool players must be assigned outfield positions for defense.
1307. Pool players cannot bat in a lineup spot ahead of a regularly rostered player on the team. i.e., a pool player must bat last in the order and if there is more than one pool player they must fill the bottom spots in the batting order.
1308. Any manager found circumventing the above pool player rules and found to be recruiting pool players without going through the Player Agent will incur disciplinary action.

1400. Evaluations:

1401. The Player Agent is responsible for scheduling evaluations for all the applicable divisions.

1402. ALL ages 7-16 are required to attend an evaluation.

- a. Before 6 year-olds who want to be evaluated and eligible for the AA draft parents need to notify the Player Agent in writing, before evaluations and attend evaluations to be considered for the draft.
- b. Before 8 year-olds who want to be evaluated and eligible for the AAA draft parents need to notify the Player Agent in writing, before evaluations and attend evaluations to be considered for the draft.
- c. Before 10 year-olds who want to be evaluated and eligible for the Major draft parents need to notify the Player Agent in writing, before evaluations and attend evaluations to be considered for the draft.
- d. 11 year-olds and 12 year-olds **MUST** attend tryouts or they will not be placed on a team and will be refunded their payment.

1403. If a player does not attend an evaluation, the player is placed upon a team in the lowest division they are eligible for by way of lottery.

1404. Property Players do not need to attend evaluations unless they petition the Player Agent to be released from their property team or the property team no longer exists.

1500. Draft:

1501. These plans are subject to change any given year, by a decision from the board of directors.

1502. AA, AAA, Junior & Senior Divisions:

- a. Will follow the Plan A of the "Method for 1st Year of Operation"
- b. Draft order will be randomly drawn.
- c. Serpentine pattern.

1503. Majors Division:

- a. Will follow Plan "A".
- b. Draft order will be based on reverse standings for the previous Spring season's shoot-out.
- c. Draft will follow a 5-4-3-2-1, 5-4-3-2-1 pattern. 1504.

1504. Managers & Coaches

- a. The below-listed options are to be submitted to the Player Agent 72 hours before Draft Day:
 - i. A returning coach, through the manager, may exercise an option in writing, for any draftable division, to the player agent provided:
 1. The coach has served as a manager or coach in the league (at any level) for the past two years.
- b. 1504.b. A manager's pick is secure based on their son or daughter's age per Little League International Rules. (Policies, Local League Draft Methods, Options on Sons, Daughters, and Siblings, 5. Draft Rounds, see age chart.) A Coach pick must be first pick for AA, AAA, Majors, Intermediate (50/70), Juniors and Seniors.
- c. In the Major Division, returning managers the coach pick is no pick
- d. Managers with no property player attached to a coach will have 1 pick

1505. Property Players

- a. Property Players will return to their respective teams and will not be redrafted unless they petition the Player Agent to be released from their property team.
 - i. This must be done **10 days prior to the first day of evaluations**. The Player Agent and/or parent may present to the Board of Directors and ask for the release in time for the player to attend evaluations. A released player must attend evaluations to be eligible to play in the Majors.
 - b. Property players are subject to trades during the draft.
1506. Draft secrecy is of prime importance.
- a. Players and parents will not be told where they or their player were selected in the draft.
 - b. No cell phones or electronic devices are allowed in the draft. All devices will be collected when entering the draft room and returned when exiting the draft room.
 - c. All trades must be made within the same division and **at the discretion of the Player Agent who has the final word on all trades**. All trades, with limited exception, will be completed BEFORE the draft is concluded, and at NO TIME will any players be told they were involved in a trade.
 - i. Limited Exceptions – Players and/or parents with extenuating circumstances regarding the relationship with their selected manager will be addressed by the Player Agent and President.
 - d. At the conclusion of the draft, all notes and draft paperwork will be collected and destroyed by the President and/or Player Agent.
 - e. Managers are forbidden to contact their team until they are given their finalized roster from the league.
 - f. Managers will not receive their team packets and finalized rosters until all divisions complete their drafts and packets are finalized by the board.
1507. For any player wanting to play in a specific division, it is the right of the Player Agent and President to refuse permission for that player to be in their desired division based on skill set and possible safety issues.

1600. Staff & Volunteers:

1601. All Staff and Volunteers are expected to follow the Code of Conduct and are subject to disciplinary action if they are found in violation of the Code of Conduct.
1602. Board Members
- a. Board members are responsible for maintaining Norco Little League in its entirety.
 - b. Board members are expected to routinely check badges before each game to ensure the appropriate adults are on the field.
 - c. Board meetings are open for anyone to attend and discuss any concerns amongst the league.
1603. Managers
- a. Managers will be appointed by the President of the league.
 - b. To be appointed a manager position for Norco Little League, you must complete the following:
 - i. Show intent.
 - ii. Attend an interview with the league President.
 - iii. Complete a LLI Volunteer application and pass the on-line background check.
 - iv. Complete a LiveScan through Norco Little League.

- v. Sign the Code of Conduct contract.
- vi. Attend all mandated meetings and trainings.
- vii. Complete all mandatory training
- c. Manager Responsibility
 - i. Each team (AA and up) is responsible for umpiring a minimum of 2 games outside their division.
 - 1. If a team misses an umpiring assignment, the manager will be given a warning and will be rescheduled. If the team misses a second umpire assignment, the manager may be removed from their next game and face disciplinary action.
 - 2. Once each team has reached their 2-game obligation, the manager may continue to umpire additional games. (And will be encouraged to continue as a volunteer.)
 - ii. As the manager of your team, you are responsible for your team's conduct. This includes parents in the stands during games, etc.
 - iii. Managers are the only members of a team that may address the umpire, which includes calling for time during a game.
 - iv. Managers will be responsible to ensure all equipment is legal and proper.
 - 1. Illegal Bats: (LLI 6.06,d,2)
 - a. 1st entry: Warning and removal of bat from field.
 - b. Re-entry or 2nd offense: Manager and player removal from game.
 - v. There must be at least 2 adult volunteers at each practice.
 - vi. At no time is the manager to leave the field after practice or a game while a player is still waiting for their ride.
 - 1. If any of your players will be riding bicycles to and from practices or games, it is suggested that you hold a "Bicycle Safety Meeting" with your players to help ensure their safety.

1604. Coaches & Team Moms

- a. Provide a support system to your team and Manager while following the guidelines in the Code of Conduct.

1605. Scorekeepers & Pitch Counters

- a. Home team must provide a scorekeeper.
- b. Visiting team must provide a pitch counter.
- c. Scorekeepers and Pitch Counters must sit in the designated area and are discouraged from excessive cheering.
- d. Scorekeepers and Pitch Counters are discouraged to have contact with parents, coaches, or managers about the game unless asked to do so by the umpire.
- e. Scorekeepers and Pitch Counters are encouraged to attend clinics that the league organizes.
- f. If the team does not provide Scorekeeper or Pitch counter the Manager or coach will be taken out of the game to complete these duties.

1606. Umpires

- a. The chief umpire is responsible for the proper training and grading of all umpires for NLL and will schedule training as needed.
- b. **48-hour** notice is required to reschedule umpiring for a game.

- c. The umpire is required to wear long pants (gray or black) with black belt, a collared shirt, a navy hat with NLL or District 72 Logo and dark shoes. No white clothing or shoes may be worn while umpiring.
- d. No electrical devices may be used during the game unless in the instance a rule is being questioned. (No phone, AirPods, etc)
- e. Umpires are required to hold a plate meeting. Game rules will be clarified, and manager, coach, and player attire will be reviewed for compliance with the code of conduct.

1607. Parents

- a. Parents are encouraged, and expected, to participate in the functions of the league (events/fundraisers).
- b. Parents are expected to encourage their players to participate in team events.
- c. Parents are encouraged to volunteer with our snack bar, field maintenance, and team events.
- d. Parents are encouraged to approach the Board of Directors, in writing, with an issue and/or concerns regarding their player.

1700. Equipment:

- 1701. The catcher must wear **ALL** of the protective gear during the game. (Including a throat protector and appropriate protective gear).
- 1702. The catcher must wear a catcher's mitt (not a first baseman's mitt or fielder's glove) of any shape, size, or weight consistent with protecting the hand.
- 1703. During infield or outfield practice, the catcher must wear a catcher's helmet/mask with a throat protector.
- 1704. The pitcher may not wear a white batting glove under their regular mitt, compression sleeve, or any white medical tape, during pitching.
- 1705. Batting donuts are not permitted on the field or in the dugout of any NLL team, regardless of division.
- 1707. All equipment must be in good working order, pads must be intact.

1800. Attire

- 1801. All players must wear their issued uniform.
- 1802. The pitcher cannot wear white sleeves out of his/her uniform, or any items on his/her hands, wrists, or arms that may be distracting to the batter.
- 1803. Sweatshirts, if worn during a game, must be under the jersey, unless the jersey number is on the back of the sweatshirt. No white is allowed.
- 1804. Players must wear appropriate baseball cleats.
- 1805. No player may use ANY kind of electronic device in the dugout during games OR practice. This includes cell phones, AirPods, etc.
- 1806. Players may be asked to remove any attire that is deemed a safety hazard by the umpire during the game.
- 1807. Managers and coaches should be appropriately dressed adhering to Little League standards. (no alcohol or tobacco related images, nudity, etc.)

1900. Field Responsibilities:

1901. Visiting Team: Pre-Game

Responsibilities: Rake infield dirt, base paths, pitcher's mound, and home plate area. Water the infield dirt areas. Chalk baselines and batter's box. Place the bases.

1902. Home team: Post-Game

Responsibilities: Rake infield dirt, base paths, pitcher's mound, and home plate area. If you are in the last game of the day - put the bases away and place plugs in the base receivers.

1903. If an interleague game is at Wayne Makin Fields, NLL is responsible for both field duties before and after games.

1904. If a manager repeatedly fails to meet the above requirements, the manager will face disciplinary action.

- a. Before manager leaves if Board Member of Duty observes the field duty has not been completed they will be issued a warning and told to complete the duty.
- b. If this continues the manager will be suspended for 1 game for each infraction.

1905. If you are the last team to practice for the evening, please remember to put back all bases and base plugs. Rake infield dirt, base paths, pitcher's mound, and home plate area. Water.

2000. Shoot-Out Championships:

2001. League Champions for all divisions (AA-Seniors) will be decided as follows:

- a. Standings will be determined by SportsConnect.
 - i. **2202. AA: 1st place awarded to the Shootout winner.** Seeding is based on regular season standings. Shoot out games will utilize regular season rules with the exception of no games can end in a tie.
 - ii. Extra inning rules to break tie
 - iii. **AAA – Seniors: 1st place awarded to the Shootout winner.** Seeding is based on regular season standings including the results of all games played. The Shootout winner goes to TOC.

2100. Future-Stars: 8U

2101. If an opportunity to participate in a tournament is presented, NLL will create up to 2 teams to compete.

2102. Managers will be chosen by the president.

2103. Players who would like to participate in Future Stars must complete a Future Stars registration.

2104. Managers will attend the Future Stars draft and teams will be formed with the direction of the Player Agent. All Team Managers, League President and Future Stars Committee members must attend the Managers Future Stars Meeting for discussion and placement of final players to teams.

2105. The Future Stars teams will be formally announced by closing day.

2106. Future Stars practices are limited to the rostered players of the Future Stars team.

2107. Failure to comply with Future Stars rules can result in managers, coaches or players being removed from the team.

2200. All-Stars:

2201. NLL intends to send up to 2 teams to represent 10U, 11U, 12U, Juniors and Seniors.
- a. Availability may be dictated by the number of committed players.
 - b. All-Star Managers will be selected by the league president. Coaches will be determined after the All-Star teams are announced and approved by the board.
2203. Players who wish to be eligible for All Stars each player must:
- a. Complete an All-Stars registration.
 - i. Residency requirements must be met at registration.
 - b. Players MUST have played 60% of their eligible games per LLI rules.
 - c. Failure to complete these steps will result in the player being ineligible for All Stars.
2204. Managers will attend the All Stars draft and teams will be formed with the direction of the Player Agent. All Team Managers, League President and All Stars Committee members must attend the Managers All Stars Meeting for discussion and placement of final players to teams.
2205. All rosters must be approved by the Board of Directors.
2206. All Stars practices are limited to only the rostered player for that All Stars team.
2207. Failure to comply with All Stars rules can result in managers, coaches or players being removed from the team.

2300. Safety Code:

2301. **All volunteers, annually, must complete LLI Volunteer Application and JDP Background Check and all mandatory training. In compliance with California Law a LiveScan is also required. Participation with players is not allowed until each of these is completed, this includes practices. These requirements must be completed by the allocated time established by the Board of Directors.**
2302. Any adult Volunteers must be wearing a Current Norco Little League ID Badge.
2303. Make sure first-aid kits are kept stocked.
2304. No games or practices should be held when weather or field conditions are not safe.
2305. Every Manager must have a completed Medical Release form for each of their players in their possession at every team meeting (practices, games, parties, etc.).
2306. The play area should be inspected frequently for holes, damage, stones, glass, and other foreign objects. This includes practice fields.
2307. Only players, managers, coaches, and umpires are permitted on the playing field or in the dugout during games.
- a. Individuals who are not on the team roster cannot be in the dugout or on the field during games and practices. This includes siblings, other players within NLL, and any un-rostered individuals.
2308. All players must remain alert and well-spaced throughout games and practices so that no one is endangered by wild throws or missed catches.
2309. Equipment should be inspected regularly to ensure its condition and proper fit.
2310. Batters must wear Little League-approved protective helmets during batting practice and games. No painted helmets are allowed. Painting voids the warranty on the helmet. No Reflective or shiny (chrome) helmets.
2311. Except when a runner is returning to a base, **head-first slides are not permitted.** This rule **does not** apply to the Junior and Senior division.

2312. On-deck batters are not permitted except in the Junior and Senior Divisions.
2313. Managers and Coaches may NOT warm-up players, with the exception of pitchers, before or during a game. This includes infield practice.
- a. In between innings a manager or coach may warm up a pitcher, but only during the regular season.
2315. Catchers **must** wear a catcher's helmet and mask with throat protector during infield/outfield practice or when catching a pitcher in the standing position.
2316. Catchers **must** wear a catching mask when warming up a pitcher on the mound or in the bullpen.
2317. No open-toed shoes are to be worn on the field, including dugouts.

2400. Safety Information:

2401. Insurance: If the parents have their own personal or group accident plan, they must file their own claim with their own carrier. The personal or group plan is considered to be the primary carrier. The league's policy is a supplemental plan only. It becomes the primary carrier only if the injured is uninsured.
2402. Accident Procedure
- a. If necessary, the injured party is to be taken to: **Corona Regional Medical Center 800 South Main Street in Corona, CA. 92880**
 - b. If the injured person is a minor, notify the parent or guardian immediately and then notify the League Safety Officer.
 - c. Insurance Claim forms can be located on our website in the Forms section. Give one to the parents to be completed by the attending physician. It is the parent's responsibility to return the completed form with the statement to the League Safety Officer within ten (10) days of the accident.
 - d. It is the Manager's responsibility to fill out an Injury Report (see Forms section on website) after any injury where any player, manager, coach, umpire, or volunteer receives medical treatment and/or first aid. This includes even passive treatments such as the evaluation and diagnosis of the extent of the injury, or periods of rest. All incidents **must** be reported to the League Safety Officer within forty-eight (48) hours of the incident.
2403. Lightening Evacuation
- a. Stop practice or game. (Game must be called by the umpire).
 - b. Stay away from metal fencing (including dugouts).
 - c. Do not hold a metal bat.
 - d. Walk, don't run, to a safe place (not under a tree), and wait for further instruction.
2404. Park Locations
- a. Wayne Makin Park: 3364 Western Avenue, Norco CA 92860
 - Fields are numbered from 5th street to the south.
 - Field 1 – McEgan Field
 - Field 2 – Cummings Field
 - Field 3 – Rivera Field
 - b. Clark Field: 1740 Detroit St, Norco CA 92860
 - c. Community Field: 3900 Acacia Ave, Norco CA 92860
 - d. Parmenter Park: 2760 Reservoir Dr, Norco, CA 92860

e. Norco Intermediate: 2711 Temescal Ave., Norco, CA 92860

2405. Emergency Contact Information

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|----------------------------------------|--------------|
| a. President: Curt Minich | 714.801.9270 |
| b. Safety Officer: Karen Sirski-Martin | 951.310.5640 |
| c. Emergency | 911 |
| d. Norco Fire Department | 951-737-8070 |
| e. Norco Sheriff (Non-Emergency) | 951-955-2444 |

2406. Refer to our approved SAFE program for more details.