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1. General League policies

~~1.1.1.1.~~ Fletcher Hills Little League (FHLL) adheres to all most recently published policies of two National Little League publications: Little League Baseball Official Regulations and Playing Rules (commonly referred to as the “Green Book”), and the Little League Operating Manual. FHLL local policies are meant to provide additional detail for how these National policies are implemented in our specific league.

~~1.2.1.2.~~ Divisions (Note that all ages specified are Little League-based ages, as defined in the “Green Book.”)

~~1.2.1.2.1.~~ Juniors: 13-14 year olds.

~~1.2.2.2.2.~~ Majors: 9-12 year olds.

~~1.2.3.1.2.3.~~ Minors: “Green Book” Minor League Division (7-12 year olds) shall be comprised of three separate FHLL divisions:

~~1.2.3.1.2.3.1.~~ “Minors,” for more experienced/skilled players in this age range, not yet playing in Majors. (The term “Minors” throughout the remainder of this document shall refer to the FHLL Minors Division, unless otherwise specified.)

~~1.2.3.2.1.2.3.2.~~ “CAPS” (Coach Assisted Pitching Season), for less experienced/skilled players, of minimum age 7.

~~1.2.3.3.1.2.3.3.~~ “Rookies,” utilizing coach-pitch, in addition to the batting tee, for 7-9 year old players not yet in CAPS or Minors. Six year old players may also play Rookies after participating in one year of Little League tee ball.

~~1.2.4.1.2.4.~~ Tee Ball: 5-6 year olds. Note that 6-year-olds who have participated in one year of Little League tee ball are eligible for the Rookies division. (Tee ball must utilize batting tee rather than pitched ball.)

~~1.3.1.3.~~ League member conduct

~~1.3.1.3.1.~~ Throwing of any equipment, obscene language, or abuse of League property, in any manner, by players, managers, coaches, officials or spectators may result in ejection from the game.

~~1.3.2.1.3.2.~~ The use of alcohol, in any form, is expressly prohibited on school property, on or around the playing fields, spectators’ areas, and in or behind dugouts. (Spectator areas include all bleachers and parking lots.)

~~1.3.3.1.3.3.~~ Smoking, “vaping”, and tobacco products, including cigarettes, chewing tobacco, pipes or cigars, are strictly prohibited on school property, on or around playing fields, spectators’ areas, and in or behind dugouts. (Spectator areas include all bleachers and parking lots.)

~~1.3.4.1.3.4.~~ Any player, manager or coach ejected from a game for misconduct may be ineligible by the All-Star selection process as determined by the Board of Directors.

~~1.3.5.1.3.5.~~ Violence will not be tolerated. The Board of Directors will discipline fighting in any division on a per-incident basis. A first offense is punishable by game ejection, expulsion from the league, or any other manner deemed fit by the Board of Directors, consistent with league policies and the FHLL constitution. Any second offense will result in expulsion.

**Commented [AD1]:** Recommend including Vaping” as a prohibited act, simply because it mimics the act of smoking, and can easily be construed as smoking.

~~1.3.6~~1.3.6. Any person (player or non-player) involved in vandalism, theft, or destruction of League property, etc., will be prosecuted by law, and shall be made ineligible for All-Star play. Punishment may include expulsion from the League and/or prohibition from future League activities as determined by the Board of Directors.

~~1.3.7~~1.3.7. Any member of the Board of Directors may suspend a manager or coach for possible rule or policy infraction (s). Within 48 hours of the incident, the Executive Board and Appropriate Division Coordinator shall conduct a hearing with the suspended Manager or Coach and other such necessary person(s). Following the hearing, the Executive Board shall decide on any further action.

~~1.3.8~~1.3.8. ~~Inappropriate behavior inconsistent with the philosophy of Little League Baseball shall not be tolerated. This policy applies to anyone in attendance during team practices, games, Opening Day, or any other league-sponsored event. In addition to inappropriate behaviors described in the paragraphs above, negative behavior toward umpires, such as rude comments and complaints about calls, shall not be tolerated. In instances where parents, spectators, or coaches do not control their comments or behavior, they will be forced to leave the event/game area and (in extreme situations) may lose the privilege of watching or attending future events. This policy may be implemented by any FHLL board member. In game instances where discipline is required, umpires are empowered to make the initial decision and are the governing authority to act on behalf of the board to implement this policy. In extreme cases, the board will have the final say relating to long-term expulsions or suspensions from involvement with the league.~~

1.4.1.4. Registration fees: ~~In the event that a family has 3 members that will be registering for FHLL baseball or tee ball, the league will wave the registration fee for the 3rd (youngest) child. For a family registering a 2<sup>nd</sup> member, the registration fee will be reduced by \$20 for the 2<sup>nd</sup> member. For a family registering a 3<sup>rd</sup> or more members, the fee will be reduced by \$40 for the 3<sup>rd</sup> or more members.~~

**Commented [AD2]:** Recommend deleting this section. Section 4: Suspension or Termination of the FHLL Constitution already spells out procedure for conduct considered detrimental to Fletcher Hills Little League.

## 2. ~~2.~~ Managers/Coaching Policies and Responsibilities

~~2.1~~2.1. Applications for managers' and coaches' positions will be available at registration, from the President, and online at the website. Applications must be given to the President prior to the deadline on the application to be considered for selection. Reference Little League Operating Manual and FHLL Constitution for details regarding manager and coach selection/approval. Upon approval by the Board of Directors, managers and coaches shall be notified by the President and/or Division Coordinators.

~~2.2~~2.2. Managers shall be responsible for the selection of their teams, and for their players' conduct on the field. (Exception: The Player Agent will assemble all Rookies and Tee-Ball League teams.)

~~2.3~~2.3. Following selection/forming of player rosters, each Manager shall appoint one or more coaches from eligible applicants associated with his or her team.

~~2.4~~2.4. Managers and coaches must be available every 2 years to receive first-aid training, ~~and shall maintain current CPR certification.~~ The league will provide CPR

First Aid training every year for managers and coaches in need of certification. In addition to ~~CPR certification~~First Aid Training, every manager and coach must attend a Coaching Clinic a minimum of every 3 years.

Commented [AD4]: Need to review the "every 3 year" policy

2.4  
2.4  
2.4

~~2.9~~2.5. Managers shall be responsible for providing umpires for a minimum number of games outside their division throughout the season, as determined by the Umpire-in-Chief prior to opening day. 2 umpires per game is preferred for all umpired levels. Managers may fulfill these umpiring commitments themselves, or provide umpires via their team's parents, associates, or other qualified volunteers. Managers failing to provide at least 1umpires, and has not given and not giving at least 24 hrs notice to the Umpire-in Chief. shall be penalized as follows:

- First incident: ~~Receive written warning from~~Suspension from next scheduled game, and enforced by Umpire-in-Chief.
- Second incident: Suspension from next 2 scheduled games.
- Third incident: Suspension for remainder of season.

2.5.1. In all cases of failure to provide umpires, managers must make up missed requirements as umpiring opportunities allow, as determined by the Umpire-in-Chief. Failure and/or delinquency in fulfilling umpiring obligations shall be a determining factor for eligibility to manage All Stars, as well as continued eligibility to manage in FHLL.

Commented [AD5]: Requires FULL review

~~2.6~~The manager shall, at the end of each season, be responsible for collection of uniforms and all playing equipment from his/her team. It shall be inventoried by the Equipment Manager and placed in storage at a place approved by the Board of Directors. The inventory shall be placed on file with the Equipment Manager.

~~2.10~~2.6. The manager shall, at the end of each season, be responsible for collection of uniforms and all playing equipment from his/her team. It shall be inventoried by the Equipment Manager and placed in storage at a place approved by the Board of Directors. The inventory shall be placed on file with the Equipment Manager.

~~2.11~~2.7. All player medical release forms shall be brought to every practice and every game by the manager. If medical releases are not present, any player missing a medical release shall not participate in any on-field activity.

~~2.12~~2.8. An approved manager/coach must be in the dugout and a maximum of two approved adults (manager/coaches) may be on the field for the offense team at any given time once the game has begun. Tee-Ball and Rookies teams are exempt from this rule as there will be no limits for approved manager/coaches on the field in those divisions.

~~2.13~~2.9. All managers and coaches must be at least 18 years old. There is no limit to the number of coaches or parent/volunteers during practices. All managers and coaches must have a completed Little League Volunteer Application form and submit to a background and/or Sex Offender Registry check. At no time during a league event, game or practice should one or more players be left alone or in the company of a volunteer without an approved manager or coach present.

~~2.14.2.10.~~ Game field preparation and cleanup

~~2.14.2.10.1.~~ Pre-game: The visiting team manager shall arrive at a time sufficient to complete all pre-game field prep tasks as prescribed below.

- Walk field and check for safety issues prior to field use.
- Water playing surfaces.
- Chalk field.
- Post flag.
- Set bases.
- Manicure pitchers' mound, batters' box and around bases.

~~2.14.2.10.2.~~ Post-game: General clean up after each game is the responsibility of ALL team managers and coaches. Required "general clean-up" tasks include, but are not limited to, those prescribed below.

- Return all equipment and bases to storage shed.
- Clean up bleachers.
- Empty all trash cans.

The home team manager shall remain after the completion of each of his/her games to complete post-game field maintenance tasks as prescribed below.

- Manicure pitchers' mound, batters' box and around bases.
- Cover pitchers' mound with tarp, if available
- At Northmont, home team manager or coach for last game played must stay with snack bar workers until snack bar is locked up, and must watch snack bar workers until they are safely in their vehicles.
- Ensure all sheds, scorekeeper booths, and gates are closed and locked.

~~3. 3-~~ Team Equipment; ~~and~~ Uniforms; ~~-~~Facilities

~~3.1.3.1.~~ Uniforms

~~3.1.13.1.1.~~ Uniforms will not be worn other than at League games or League events (i.e., not during practices).

~~3.1.23.1.2.~~ For Tee Ball and Rookies, sneakers or rubber cleats, Little League T-shirt and cap, baseball pants, matching socks, and belt are acceptable dress. There is no penalty for dress violations.

~~3.2.3.2.~~ Safety equipment

~~3.2.13.2.1.~~ All protective gear shall be used during practices and games.

~~3.2.23.2.2.~~ Protective helmets must be worn while batting or running bases.

~~3.2.23.2.3.~~ Catcher's Hhelmet/mask must be worn by player performing catcher's duties during batting practice or pitcher warmup.

~~3.2.33.2.4.~~ The League will provide batting helmets with face masks for all Minors, CAPS, Rookies, and T-ball teams. For CAPS, T-ball and Rookie divisions, facemasks are mandatory. For Minors and Majors, parent-provided helmets

**Commented [DK6]:** There may already be provision in the Green Book. We have always prohibited coaches from warming up pitchers on the field as well.

**Commented [AD7]:** Added in. Needs review.

are face mask-optional. [Personal equipment may be used as long as it complies with Little League and Fletcher Hills L.L. FHLL local policies.](#)

~~3.2.4~~[3.2.5](#). Supporters (i.e., protective “cups”) must be worn by all male players to all games and practices. A soft cup is recommended in lieu of a hard cup, for Tee Ball and Rookies players.

~~3.2.5~~[3.2.6](#). The use of mouth guards for players with braces is at the discretion of such players’ parents.

~~3.3~~[3.3](#). No team shall use FHLL batting cages the day of a scheduled game. There shall be no team practice or session the day of a scheduled game.

~~3.4~~[Green Little League pins will be given to all players 12 years old.](#)

Commented [AD8]: Added in. Needs review.

Commented [AD9]: Recommend deletion. I don't think this has been followed in recent past.

#### 4. 4. Game Play Rules

##### [4.1.4.1](#)—General

[4.1.4.1.1](#). Violation of mandatory play times defined in the policies herein shall be penalized in the same manner defined by Green Book regulations, for Little League minimum play requirements. In order to avoid this situation, managers are encouraged to use printed lineup sheets showing planned player positions over the course of the full game (i.e., six innings), with real-time edits capturing any unplanned changes.

[4.1.4.1.2](#). In the case of games called for darkness, all Minors, CAPS, Rookies, and Tee-Ball games shall be considered complete games at the moment the umpire determines that darkness is a safety hazard. There shall be no minimum innings necessary for complete games in the Minors and CAPS Divisions. Tie games shall remain ties and recorded as such.

[4.1.4.1.3](#). The official score shall revert back to the last completed inning played, regardless of the number of innings completed unless the home team has tied the score or taken the lead during the incomplete inning.

##### [4.1.4.1.4](#). Scoring limitations

[4.1.4.1.4.1](#). Mercy Rule: FHLL does not enforce the “Mercy Rule.” Games will be played until completion, until the designated time limit has been reached, or until ended by mutual agreement of the two managers. Games may be called by the umpire for darkness, weather or any other safety issue.

[4.1.4.1.4.2](#). Five-Run Inning Rule (CAPS and Minors only): Through innings one through five, the team on offense is only allowed five runs in one inning, with the inning ending after the five runs are scored. The only exception to this rule is that if a player hits a home run that would score more than the allotted five runs for the inning, **ALL of the runs score as a result of that home run.** Once the game reaches the 6th inning the scoring for both teams is “open” and will only stop due to three outs or the umpire’s decision to stop the game due to weather and/or darkness.

[4.1.4.1.5](#). Playoff procedures shall be determined for each division every year by the President, Player Agent, Division Coordinators, and Managers of the division.

4.1.64.1.6. Tie-breaker procedures (all divisions): If two teams have identical records when determining the winner of a season, the tie will be broken by applying the following criteria, in the order shown:

- Head-to-Head. When the two teams played each other, the team with the most victories wins the tie.
- Most runs scored. The team with the most cumulative runs scored when the two teams played against each other wins the tie.
- Seasonal average runs against. The team with the lowest average runs allowed per inning during the regular season wins the tie.

**Commented [DK10]:** I agree with Anthony's comment about using runs-allowed-ratio, rather than runs scored. Keep in mind, though, that this second tie-breaker bullet is only for games in which the two teams faced each other, not overall.

#### 4.2.4.2 Tee-Ball

4.2.14.2.1. Tee-Ball is an instructional activity with an emphasis on fun and learning. Managers and coaches should emphasize basic baseball techniques and sportsmanship at all times. Scoring will not be recorded and individual and team statistics will not be maintained. Tee-Ball games cannot be protested.

4.2.24.2.2. MANDATORY PLAY: Each player on the roster present for a game must play defensively (on the field) for at least two complete innings, or half the innings played, whichever is more. All players must play in the infield each game. Each player must also bat every inning and start a minimum of every other game.

4.2.34.2.3. REGULATION GAME: A regulation game shall be six innings. Regardless of the amount of innings played, no new inning shall start after one hour and 15 minutes, and games shall run a maximum of one and a half hours.

4.2.44.2.4. NUMBER OF PLAYERS: Defensive team – 10 players. Offensive team – all players present at game.

4.2.54.2.5. DEFENSIVE PLAY: All players shall play defense according to Little League rules. All batted balls will result in a single and runners may not advance. Any ball rolling cleanly past an outfielder shall be ruled a double and all base runners may advance -up to two bases. No player may advance on overthrows or errors.

4.2.64.2.6. PITCHING: Pitching is not allowed. At no time shall a pitch be thrown to a batter by another player or a coach. The player who occupies the defensive position of pitcher must stay inside the pitching circle (10 feet in diameter) until the ball is hit off of the tee.

4.2.74.2.7. BASE STEALING: Runners must stay in contact with the base until the ball is hit. Stealing is not permitted.

4.2.84.2.8. SLIDING: Sliding is not permitted in Tee Ball.

4.2.94.2.9. BATTING: Players will be limited to bats approved for Tee-Ball and having the endorsement on the bat. Players shall be listed in the order they are to bat. Each team shall bat its entire roster each inning. All batters will hit off of the tee throughout the entire season. At no time will a batter be called out on strikes. Batters/runners judged "out" from a defensive play shall return to the dugout and play shall proceed until the entire offensive team has batted through its complete line-up. Catchers making a play and base runners attempting to cross home plate must not go outside the base path and play "chase." This is a basic safety rule and shall be enforced at all times. The batter

**Commented [AD11]:** Consider changing to match Little Leagues Tournament Tie Breaker Rules found in Section III of Green Book Tournament Rules. **Uses Runs-Allowed-Ratio**, rather than most runs scored. Discourages running up scores for the purpose of breaking ties

shall not be allowed to bunt and may not take a half swing or swinging bunt. If the home plate coach judges the batter to not have taken a full swing, the batter will be called back to swing again. The bases will be cleared for every 3rd out made by the defense during a half-inning. When the last batter reaches the base to which he/she is entitled (1st on a regular play, 2nd on a clean hit past an outfielder), the inning is over. The last batter will NOT keep running until he/she reaches home or is tagged out.

~~4.2.10~~4.2.10. COACHING: Managers and Coaches may stand near their batter or defensive players to give advice but must not interfere with play. The Manager or Coach must call "time" before attempting to demonstrate a technique or explain a play to the players during the progress of the game. Placing of said managers and coaches is as follows:

- During defensive play, any number of coaches may stand on the field with their players.
- During offensive play, coaches shall be placed at First Base, Third Base, and Home Plate.
- Base coaches must remain in foul territory. Base coaches shall also act as base umpires

~~4.2.11~~4.2.11. RESPONSIBILITIES OF THE HOME PLATE COACH: This is the only person to put the ball into play. When play is over, the Home Plate Coach shall call "time." When all defensive players are in position, the Home Plate Coach shall call "live ball" and the next batter shall take his/her turn at bat. It is also the responsibility of the Home Plate Coach to remove the batting tee from the plate area should play involve players crossing home plate. It is recommended that the tee be placed in front of the plate, not directly on the plate.

~~4.3.4.3~~ Rookies

~~4.3.14.3.1~~ Rookies is an instructional activity with an emphasis on fun and learning. Managers and coaches should emphasize basic baseball techniques and sportsmanship at all times. Scoring will not be recorded and individual and team statistics will not be maintained. Rookie games cannot be protested.

~~4.3.24.3.2~~ MANDATORY PLAY: Each player on the roster present for a game must play defensively (on the field) for at least two complete innings, or half the innings played, whichever is more. Each player must play in the infield every game. Each player must also bat every inning and start a minimum of every other game.

~~4.3.34.3.3~~ REGULATION GAME: A regulation game shall be six innings. Regardless of the amount of innings played, no new inning shall start after one hour and 15 minutes, and games shall run a maximum of one and a half hours.

~~4.3.44.3.4~~ NUMBER OF PLAYERS: Defensive team - 10 players. Offensive team - all players present at game.

~~4.3.54.3.5~~ DEFENSIVE PLAY: All players shall play defense according to Little League rules. All batted balls will result in a single and runners may not advance. Any ball rolling cleanly past an outfielder shall be ruled a double and all base runners may advance up to two bases. No player may advance on overthrows or errors.



4.3.64.3.6. PITCHING:

4.3.74.3.6.1. General: Coach pitching is allowed, by a manager or coach from the offensive team only. At no time shall a pitch be thrown to a batter by another player. The player who occupies the defensive position of pitcher must stay inside the pitching circle (10 feet in diameter) until the ball is hit.

4.3.84.3.6.2. Number of pitches: The offensive coach shall deliver a maximum of 7 pitches to each batter during the first half of the season. During the second half of the season, the maximum number of pitches shall be 5 per batter. There will be no tallying of balls or strikes, no walks, and no strike-outs. If a batter is not able to hit fairly after the coach's maximum allowed pitches, he/she will be declared out; however, if a batter hits foul on the final pitch, an additional pitch will be delivered. Although a coach may choose to use the tee with any batter, if a batter begins an at-bat with coach-pitch, the tee will not be utilized during that at-bat. For coach-pitch, in order to expedite play, it is acceptable to use multiple balls collected at home plate by another offensive coach after each pitch, rather than using a single ball.

Commented [DK12]: I agree with Anthony's comment.

Commented [AD13]: Consider lowering the number of pitches for expediency.

4.3.94.3.7. BASE STEALING: Runners must stay in contact with the base until the ball is hit. Stealing is not permitted.

4.3.104.3.8. SLIDING: Sliding is not permitted.

4.3.114.3.9. BATTING: Players will be limited to bats approved for Little League Tee-Ball and having the endorsement on the bat. Players shall be listed in the order they are to bat. Each team shall bat its entire roster each inning. Batters may hit off the tee throughout the entire season; the transition of players from tee to coach-pitch shall be at their coach's discretion. When the last batter reaches the base to which he/she is entitled (1st on a regular play, 2nd on a clean hit past an outfielder) the inning is over. The last batter will NOT keep running until he/she reaches home or is tagged out. Catchers making a play and base runners attempting to cross home plate must not go outside the base path and play "chase." This is a basic safety rule and shall be enforced at all times. The batter shall not be allowed to bunt and may not take a half swing or swinging bunt. If the home plate coach judges the batter to not have taken a full swing, the batter will be called back to swing again. The bases will be cleared for every 3rd out made by the defense during a half-inning.

At a point in the season, determined by the coordinator and managers, usually about ½ way through the season, teams will return to the dugout and prepare to bat after recording the third out, if that occurs before the offensive team bats through the lineup. The offensive team will never bat more than through the lineup one complete time per inning.

Commented [AD14]: Needs review.

4.3.124.3.10. COACHING: Managers and Coaches may stand near their batter or defensive players to give advice but must not interfere with play. The Manager or Coach must call "time" before attempting to demonstrate a technique or explain a play to the players during the progress of the game. Placing of said managers and coaches is as follows:

- During defensive play, any number of coaches may stand on the field with their players.
- During offensive play, coaches shall be placed at First Base, Third Base, and Home Plate (or in the pitching circle, for Coach Pitch). It is acceptable to have offensive coaches both in the pitching circle and at Home Plate (behind the catcher), during Coach Pitch.
- Base coaches must remain in foul territory. Base coaches will also act at base umpires.

~~4.3.13~~4.3.11. RESPONSIBILITIES OF THE HOME PLATE/PITCHING COACH: This is the only person to put the ball into play. When each play is over, the Home Plate/Pitching Coach shall collect the ball, and ensure defensive players are in position and ready before allowing the next batter to take his/her turn at bat. It is also the responsibility of the Home Plate Coach to remove the batting tee (if used) from the plate area should play involve players crossing home plate. It is recommended that the tee be placed in front of the plate, not directly on the plate.

~~4.4.4.4~~ CAPS

~~4.4.14.4.1~~. GAME DURATION: No inning may start 2.5 hours after the beginning of any Saturday game; weekday games may not start an inning after 2 hours.

~~4.4.24.4.2~~. MANDATORY PLAY: Teams bat entire roster. CAPS utilizes 10 defensive players, including 4 outfielders. A minimum of eight players must be on the field at all times to play. No player shall sit on the bench defensively for two consecutive innings, unless for disciplinary reasons. Each player shall play a minimum of 3 defensive innings in a six-inning game, and must play an infield position for at least 2 defensive innings of any regulation game, **regardless of duration**.

~~4.4.34.4.3~~. STRIKE ZONE: We want kids swinging at pitches not waiting for walks. Call a good strike zone of knees to shoulders. Do not squeeze the corners. If a pitch is close enough to the corner where you question if it actually caught the corner, it is a strike. Remember it is not where the catcher catches the ball but where it goes over the plate that counts.

~~4.4.44.4.4~~. INFIELD FLY RULE: Because it is so hard to determine while the ball is in the air whether a fly is a routine play at this level, we discourage making this call in the normal manner. If in the umpires' judgment a player obviously lets a ball drop intentionally with the purpose of making a double play, the umpire can make the call after the fact.

~~4.4.54.4.5~~. STEALING SECOND & THIRD: We want to encourage catchers to throw to second and third on runners trying to steal those bases. So, we do not allow runners stealing those bases to advance another base on an overthrow. In no situation may a runner stealing a base advance beyond the single base stolen, before the ball is returned to the pitcher.

~~4.4.64.4.6~~. STEALING HOME: We do not allow stealing home. There are two situations where a runner on third can advance home without a ball being hit. A runner on third can advance home when:

- The catcher or pitcher makes a play on any base runner. Example: Catcher or Pitcher throws or runs to first, second, or third trying to pick off or catch any runner stealing.
- The catcher throws the ball back to the pitcher and the ball gets past the pitcher and crosses an imaginary line drawn between the back points of first, second, and third base. We do this to teach and encourage second basemen and shortstops to back up the pitcher on throws from the catcher.→

Note that under no circumstance may a runner stealing 3<sup>rd</sup> advance home, before the ball is returned to the pitcher, regardless of the two situations listed above. Under no circumstance may more than one base be stolen by a runner for any single pitch thrown.

~~4.4.74.4.7.~~ 10 BATTER RULE: Maximum of 10 batters per inning. If 10th batter puts the ball in play, defensive team must record 3rd out or stop lead runner from advancing. When lead runner stops trying to advance, umpire will call time out and the offensive inning is complete.

#### ~~4.4.84.4.8.~~ PITCHING

~~4.4.94.4.8.1.~~ General:

~~4.4.9.14.4.8.1.1.~~ We are much more lenient with illegal pitch rules.

Instruct the pitcher on what he or she is doing wrong rather than calling an illegal pitch. There is no penalty for an illegal pitch in CAPS.

~~4.4.9.24.4.8.1.2.~~ A pitcher will be removed from the mound when he or she hits 2 batters by a pitch in 1 inning or 3 in one game.

~~4.4.104.4.9.~~ First half of season (e.g., first 8 games): Coach-pitch will be utilized on a per-batter basis, after four called balls have been thrown by the player pitcher

~~4.4.10.14.4.9.1.~~ Youth pitcher will pitch to a batter until the batter strikes out, hits safely, hits into an out, receives four balls, or hits a batter.

~~4.4.10.24.4.9.2.~~ At the point when a batter receives four balls, the coach pitcher (from the offensive team) will commence pitching. A maximum of 5-3 pitches will be allowed by the coach pitcher. The ~~number~~ number of coach pitches allowed is **not** determined by any strike count existing up to that point, and neither strikes nor balls shall be tallied against the batter during coach pitch. Should the batter hit his/her last pitch foul, he/she will be allowed an additional pitch. This shall continue until he/she hits a fair ball, strikes out or fails to swing at the ball in which case he/she will be called out.

~~4.4.10.34.4.9.3.~~ Batters hit by a coach pitch are not entitled to first base.

~~4.4.10.44.4.9.4.~~ Youth pitcher will be positioned adjacent to coach pitcher, either to the 3rd base or 1st base side. Should a batted ball hit the coach pitcher, the ball will continue to be "in play."

~~4.4.10.54.4.9.5.~~ The coach pitcher must pitch overhand, standing or kneeling from the pitcher's mound. (It is acceptable to stand or kneel in front of the pitcher's plate, yet still on the mound on the front slope of the mound, or

Commented [AD15]: Believe we voted to move this to 3 pitches.

~~immediately in front of the mound.~~) Coach pitcher will remain off the field of play (e.g., in dug-out or at base coach position) until four balls have been thrown by the youth pitcher to the batter.

~~4.4.10.6~~4.9.6. Batters are not allowed to bunt during coach pitch.

~~4.4.10.7~~4.9.7. Batters are not allowed a "walk" on a coach-pitched ball.

~~4.4.10.8~~4.9.8. Base runners are not allowed to steal during coach pitch.

~~4.4.11~~Second half of season (e.g., last 12 games): ~~Player pitch only. Coach pitch will not be utilized.~~

Commented [AD16]: Need to verify

#### ~~1.2.4.5.~~ Minors

~~4.4.11.4.5.1.~~ GAME DURATION: No inning may start 2.5 hours after the beginning of any Saturday game; weekday games may not start an inning after 2 hours.

~~4.4.12.4.5.2.~~ MANDATORY PLAY: Teams bat entire roster. Each player shall play a minimum of 3 defensive innings in a six-inning game.

#### ~~4.5.4.6.~~ Majors

~~4.5.14.6.1.~~ MANDATORY PLAY: Teams bat entire roster. Each player shall play a minimum of 3 defensive innings in a six-inning game.

~~4.5.24.6.2.~~ UNCAUGHT THIRD STRIKE: On an uncaught third strike with no runner on first base or with two outs, the batter immediately becomes a runner. The strike is called, but the umpire does not call the batter out. The umpire may also actively signal that there is "no catch" of the pitch. The batter may then attempt to reach first base and must be tagged or thrown out. With two outs and the bases loaded, the catcher who fails to catch the third strike may, upon picking up the ball, step on home plate for a force-out or make a throw to any other fielder. If at the time of the strike three pitch, first base is occupied with fewer than two outs, the batter is automatically out and cannot become a runner. A batter who does not realize his situation on a third strike not caught, and who is not in the process of running to first base, shall be declared out once he leaves the dirt circle surrounding home plate.

### 5. Player Selection System

~~5.1.5.1.~~ Try-outs and draft will be for all players except Tee-Ball and Rookies League players.

~~5.2.5.2.~~ Fletcher Hills Little League follows "Plan B" from the approved list of methods in the Little League Operating Manual. Draft order is determined the day of the draft just before the selection process begins. The order shall be determined by a blind (e.g., from a box or a hat) number draw. The draft is in two separate phases.

~~5.2.15.2.1.~~ The first phase includes those players who are returning players from a Majors team in the same division AND have registered for the current season. This first draft of returning players must be completed before the second phase of the draft, and all players who qualify under both conditions above must be drafted. Managers are not permitted to waive a draft choice(s).

~~5.2.2.~~ The second phase of the draft includes all players who are eligible for selection. Managers are not permitted to waive a draft choice(s).

~~5.2.2~~

### 6. "CALL UP" Process

6.1. Fletcher Hills Little League employs a Player “Call-Up” Process because of the Little League regulations requirement that each Majors Division teams play with the same number of players on a team.

~~The “Call-Up” process shall be promoted to prospective players and their parents as a positive opportunity. Coaches shall not interfere with or discourage any player or their parents from accepting the Call Up. Coaches shall have no say as to whether a player is called up from his/her or any other team. Coaches shall comply with any Player Agent requests for information regarding prospective “Call Up” candidates.~~

**Commented [DK17]:** I understand Anthony's position on this, but have offered my own edited version. I don't think the call-up should be forced or guilt-tripped on any player, but should be presented as a positive opportunity.

~~Fletcher Hills Little League considers a “Call Up” and extremely positive experience. The player is acknowledged for a skill level considered appropriate for the next higher division. The Call Up is recognition that the player would have ben at the higher level had there been enough slots in the first place. In every way possible, managers, coaches and parents should promote this to players, especially the younger players who may be uncomfortable at the thought of moving to a new team, and having to develop a new set of friends. We want players to accept the call up for the positive opportunity it is. What baseball movie doesn't have the classic scene of the farm team rookie being called into the manager's office and being told he's “going to the show!”?~~

6.2. This process is in place in order to replace players in a timely manner.

- ~~Once a player has been officially released from a team for any reason, the Player Agent will consult the Division's wait list. (Any player who registered after the draft is placed on a waiting list for the next available slot within his division). In the case of the Majors, the wait list will consist of 12 year-olds who must play in the Majors, but registered too late to be drafted. The manager of the affected team will be allowed to choose from the wait list to fill the vacancy.~~
- ~~In the event that no players areis wait-listed, the manager of the affected Majors team will be presented by the Player Agent a list of eligible Minors Division players. 'Eligible' means the player attended tryouts, did not submit a waiver to remain in the Minors Division, and has not turned down a previous call up offer.~~
- ~~The manager will select an eligible Minors Division player. (See the FAQ: “What are a player's choices if he or she is Called up?” section, below)~~
- ~~The Minors Division team that loses a player must now find a replacement using the same steps:~~
  - ~~If a Minors level player is wait-listed, that player fills the slot.~~
  - ~~If no wait list exists, the Minors manager is given a list of eligible players from CAPS Division~~
  - ~~The manager selects an eligible CAPS player to join the team.~~

- CAPS is now required to complete the same process, giving preference to wait-listed CAPS level players, then eligible Rookies Division players.
- The process stops at the Rookies level. The only replacements available to Rookies team are wait-listed players. That means that during the season there may be an imbalance to rosters on competing teams. This may appear to give the team with fewer players an advantage, but recall that they are in this position because they just lost one of their strongest players to a ~~e~~Call-Up.

5.2.26.3. What are a player’s choices if he or she declines a “Called Up?”

6.3.1. Before a player declines, he/she and their parents should fully understand the outcome:

- A player from a different team will be called up, and the player who declines will be **immediately moved** to fill that player’s roster spot on a different team. Please understand that this means a player can not decline a call up to stay on the same team.
- The player **will not** be eligible to be called up at any point later in the season.
- The player **will not** be eligible to participate on post season teams (“All Stars”).

5.2.2

5.2.2 Before a player declines, he/she and their parents should fully understand the outcome:

5.2.2 A player from a different team will be called up, and the player who declines will be **immediately moved** to fill that player’s roster spot on a different team. Please understand that this means a player can not decline a call up to stay on the same team.

5.2.2 The player **will not** be eligible to be called up at any point later in the season:

5.2.2 The player **will not** be eligible to participate on post season teams (“All Stars”).

5.2.2

7. ~~6.~~ All-Star Selection Process

6.17.1. 11-& 12-YEAR-OLD ALL-STAR TEAM selection process will be as follows:

6.17.1.1. There will be ~~12-13~~ positions on the 11-& 12-Year-Old All-Star Team.

6.17.1.2. At the last game of the regular season, each Majors player present will receive a written ballot with the names of all the eligible players for the 11-& 12-year-old All-Star team who have submitted an All-Star application by the deadline date.

6.17.1.3. Each Majors player will select or mark an “X” by the names of ~~12-13~~ players whom he or she believes has the skills and traits necessary to be an All-Star. Votes from the Majors players will all be turned in and tabulated at one time (no late or absentee votes will be accepted). Each Majors Manager will place his players’ ballots into an envelope, seal it and deliver it to the President or his designee at the end of their last regular season game. The six (6) players

Commented [AD18]: Added this whole section for review and vote. Note: It was directed by District this year to have a CALL UP process in place.

Commented [DK19]: The suggested verbiage is ludicrous. We should not be punishing a kid who wants to stay with his team.

Commented [AD20]: Added this whole section for review and vote. Note: It was directed by District this year to have a CALL UP process in place.

Commented [DK21]: I don't agree with this. I don't even agree with this verbatim if a kid is waived to stay down in his current division.

Commented [AD22]: Changed 2 years ago due to Little League batting rules

with the most number of votes from the Majors players will be selected to the 11- & 12-Year-Old All-Star Team.

~~6.1.47.1.4.~~ The remaining ~~six-seven~~ (67) players for the 11- & 12-Year-Old All-Star Team will be selected by the Majors Managers. The Majors Managers will also vote by written ballot – minus the six players already selected to the team – using a 67-1 point system to select the final ~~six-seven~~ players. Each of the ~~six-seven~~ (67) players selected by the Manager will be assigned a number between ~~6-7~~ and 1, with ~~6-7~~ being the highest ranking or best player. Each number can only be used one time. In the event of a tie for the final position on the team, Majors Managers may consider the remaining votes cast by the Majors players and shall make the final selection by a majority vote of the Majors Managers.

~~6.1.57.1.5.~~ The President shall submit the sealed ballots/envelopes for tabulation by three Board/League members who do not have players eligible for 11- & 12-Year-Old All-Stars. These Board/League members shall be appointed by the Board at the June meeting. They must not interfere or inject their own opinions into the voting process and must be trusted to keep the voting process, records and results confidential. The 11- & 12-Year-Old All-Star Team is formed first from the top age-appropriate players.

~~6.27.2.~~ 9- & 10-YEAR-OLD ALL-STAR TEAM selection process will be as follows:

~~6.2.17.2.1.~~ There will be 13 positions on the 9- & 10-Year-Old All-Star Team. The 9- & 10-Year-Old All-Star Team will be formed second, directly following the 11- & 12-Year Old All Stars, from the top age-appropriate players.

~~6.2.27.2.2.~~ Majors & Minors Managers will vote for the 13 positions on the 9- & 10-Year-Old All-Star Team. Each Majors & Minors manager will receive a ballot with the names of all the eligible players for the 9- & 10-Year-Old All-Star Team who have submitted an All-Star application by the deadline date. Each Manager will select or mark the names of 13 players whom he or she believes posses the skills and traits necessary to be an All-Star. Voting occurs at the time of ballot distribution. Managers will vote using a 13-1 point system to select their All-Star picks, whereby each of the 13 players they select is assigned a number between 13 and 1, with 13 being the highest ranking or best player. Each number can only be used one time. The 13 players with the highest overall scores from the Managers will be selected to the 9- & 10-Year-Old All-Star Team.

~~6.2.37.2.3.~~ After the ballot is completed by the Manager, it is folded or placed in an envelope by the Manager and given to the President. The manager's or the team's name will not appear on the ballot. The President shall submit the ballots for tabulation by three Board/League members who do not have players eligible for the 9- & 10-Year-Old All-Stars. These Board/League members shall be appointed by the Board at the June meeting. They must not interfere or inject their own opinions into the voting process and must be trusted to keep the voting process, records and results confidential.

~~6.2.47.2.4.~~ Where more than one player has an equal number of votes to qualify for the last position or positions, final selection should be made by a majority vote of the Majors & Minors Managers.

~~6.37.3.~~ 10- & 11-YEAR-OLD ALL-STAR TEAM selection process will be as follows:

~~6.3.17.3.1.~~ There will be 13 positions on the 10- & 11-Year-Old All-Star Team. The 10- & 11-Year-Old All-Star Team will be formed last (following formation of 11/12 and 9/10 All Star teams) from the top age-appropriate players.

~~6.3.27.3.2.~~ All-Star selection process shall be conducted by the Majors & Minors Managers amongst all eligible candidates by the same process as outlined above for the 9- & 10-Year-Old All-Star Team, but in the respective age category.

~~6.4.7.4.~~ APPROVAL & SELECTION OF ALL-STAR MANAGERS

~~6.4.17.4.1.~~ The Board shall notify all eligible members of the deadline to apply to become an All-Star Manager or Coach. The Board shall review each application and either approve or deny the candidate by a majority vote. All approved applications will be placed on the list of eligible candidates for an All-Star Manager and/or Coach position.

~~6.4.27.4.2.~~ All-Star Managers in each age bracket (11/12, 10/11, & 9/10) will be selected from eligible candidates by a board vote following determination of All Star team rosters. Each board member will vote for one person to manage in each age division, and the candidates who receive the most votes will be named All Star managers. The All-Star Manager in each age bracket will select the team's coaches from the list of approved candidates.

~~6.5.7.5.~~ ALTERNATE PLAYERS: There shall be no alternate All Star players per Little League rules. If a player cannot fulfill the requirements of the All-Star team, the Board will determine if an alternate player shall be selected. If needed, the appropriate Managers, Player Agent, and President will choose a replacement player. This must be done before rosters are certified and play begins.

~~8. 7.~~ Officials and Scorekeepers

~~7.18.1.~~ FHLL permits youth 12 years of age and older to serve as base umpires for any CAPS regular season game. Youth umpires 13 years of age and older are eligible to work as home plate umpires as long as there is an adult (Crew Chief) umpire on the field. Youth umpires serve on a voluntary basis and must be approved by the FHLL Umpire-in-Chief. In any case where a Jr. umpire works there must be an adult (Crew Chief) umpire on the field.

~~7.28.2.~~ Umpires shall receive umpiring instruction directed by the League's Umpire-In-Chief as needed or required by the Umpire-In-Chief. Managers and coaches from each team are expected to attend umpire training as deemed necessary and act as an umpire in a designated number of games per team, per season, as directed by the Umpire-In-Chief. Any manager or coach who does not fulfill his/her umpiring duties is subject to suspension at the discretion of the Board of Directors.

~~7.38.3.~~ To help ensure equity throughout the League, the Umpire-In-Chief shall schedule volunteer umpires in such a manner so that one person does not umpire a disproportionate amount of regular season games for any one team.

~~7.48.4.~~ The Umpire-In-Chief shall schedule and ensure that there are at least two (2) umpires for every Majors and Minors ball game. However, if only 1 umpire is available, Managers of the teams playing can agree to proceed with only 1 umpire.

Commented [AD23]: added

~~9. 8.~~ Snack Bar Policies

~~8.19.1.~~ General



- ~~8.1.19.1.1.~~ Policies for day-to-day snack bar operation (e.g., inventory, menu pricing, opening/closing procedures, equipment operation, etc.) shall be established and posted/disseminated by the ~~Auxiliary President/Vice President~~Snack Bar Coordinator.
- ~~8.2.9.2.~~ Snack Bar Checking Account and/or purchase card (optional): A separate Checking Account and/or purchase card may be set up to provide more convenient access to funds and purchases for the ~~Auxiliary President and Vice President~~Snack Bar Coordinator and/or his/her delegate approved by the FHLL President and Treasurer. (Note that in some cases, a Snack Bar Coordinator may choose to delegate shopping/stocking a particular Snack Bar, due to the amount of time, effort, and physical strength required.) The following policies apply, if such an account/card is utilized.
- ~~8.2.19.2.1.~~ The authorized user/signers of the Snack Bar Checking Account will be the League President, the 1st Vice President/Player Agent, Treasurer, ~~Auxiliary President and Auxiliary Vice President~~Snack Bar Coordinator, and/or the Snack Bar Coordinator's delegate. Any purchase card will have an account administered by the Treasurer and authorized for use by the Snack Bar Coordinator and/or his/her delegate.
- ~~8.2.29.2.2.~~ The Snack Bar Checking Account is only for snack bar related expenses. Only monies from the Snack Bars are to be deposited into the account. Snack Bar checks are only for purchases directly used for the snack bar and needed inventory. All other Auxiliary (i.e., "Events Coordinator") income and expenses are to go through the primary Fletcher Hills Little League accounts.
- ~~8.2.39.2.3.~~ All checks shall require two signatures.
- ~~8.2.49.2.4.~~ Blank checks shall not be provided to any party.
- ~~8.2.59.2.5.~~ At the end of each week, the ~~Auxiliary President/Vice President~~Snack Bar Coordinator will give a report of all activity related to the Snack Bar Checking Account to the Treasurer. It should include a copy of each night's cash totals, the weekly income total, a check register and all the receipts for that week's expenses
- ~~8.2.69.2.6.~~ Transfers into the Snack Bar Checking Account will be made only at the request of the ~~Auxiliary President/Vice President~~Snack Bar Coordinator. No monies will be transferred out without the knowledge of the ~~Auxiliary President/Vice President~~Snack Bar Coordinator. In the event the balance of the Snack Bar Checking Account is judged by the treasurer to far exceed that necessary for snack bar operations, the Treasurer and ~~Auxiliary President~~Snack Bar Coordinator will determine the amount to be transferred.
- ~~8.2.79.2.7.~~ At the end of each season, the balance remaining in the Snack Bar Checking Account will be transferred into the primary Fletcher Hills Little League Checking Account.
- ~~8.3.9.3.~~ Reimbursement for expenditures
- ~~8.3.19.3.1.~~ Checks made payable to the ~~Auxiliary President or Vice President~~Snack Bar Coordinator need to be issued from the general fund and signed by the League President or Treasurer.

- ~~8.3.29.3.2.~~ Original receipts should be retained with the check number used written on the receipt (if applicable) and returned to the Treasurer. ~~Auxiliary Snack Bar Coordinator~~ will keep copies for ~~their~~ his/her records.
- ~~8.4.19.4.~~ Snack Bar Proceeds
  - ~~8.4.19.4.1.~~ Nightly cash pick-up will be monitored by the ~~Auxiliary President/Vice President~~ ~~Snack Bar Coordinator~~, and will follow the procedures set up by the League regarding authorized adult snack bar workers or FHLL board members counting in pairs; the use of signed, sealed envelopes for deposit money; and the allocation and safekeeping of “starter” money for subsequent snack bar openings. Money will be picked up nightly from snack bars by pre-approved Board members only.
  - ~~8.4.29.4.2.~~ Snack bar monies will be turned in to the Treasurer at the end of each week, either via the ~~Auxiliary President/Vice President~~ ~~Snack Bar Coordinator~~ or directly by the Board members assigned for the week’s snack bar collections. The deposit will be verified and then deposited into the FHLL primary account (or Snack Bar Checking Account, if applicable).
- ~~8.5.9.5.~~ Snack Bar Workers
  - ~~8.5.19.5.1.~~ All snack bar volunteer must be at least 14 years of age. Anyone under the age of 18 MUST work with at least one adult (over the age of 18).
  - ~~8.5.29.5.2.~~ Only currently assigned snack bar workers and FHLL board members are allowed in the snack bar. No one under 14 years of age is allowed in the snack bar at any time.
  - ~~8.5.39.5.3.~~ Any snack bar worker who is not a parent or legal guardian of an active FHLL player must be pre-approved in writing by the ~~Auxiliary President/Vice President~~ ~~Snack Bar Coordinator~~ prior to working in the snack bar.
- ~~8.6.9.6.~~ Snack bar goods
  - ~~8.6.19.6.1.~~ All snack bar purchases need to be paid for in full at the time of purchase. No one will be extended credit or given free goods, except as noted herein.
  - ~~8.6.29.6.2.~~ Umpires will be given drinks free of charge as needed while they work games.
  - ~~8.6.39.6.3.~~ The disposition of surplus and/or perishable goods nearing expiration or beyond reasonable salvage shall be at the discretion of the ~~Auxiliary President/Vice President~~ ~~Snack Bar Coordinator~~.