



Fletcher Hills Little League Bylaws

Version 1/9/26

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Approved by FHLL Board of Directors and President.

1. General League Policies

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, 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. Divisions (Note that all ages specified are Little League-based ages, as defined in the Little League Rulebook)

- Majors: 10-12 year olds.
- Minor A: 9-11 year olds
- Minor B: 7-10 year olds.
- Rookies: 5-8 year olds. (Only 5 year olds that have completed 1 full year of little league tee ball are eligible for the Rookies division.)
- Tee Ball: 4-6 year olds.
- Seniors: 14-16 year olds. (May not be with FHLL but within District 41)
- Juniors: 12-14 year olds. (May not be with FHLL but within District 41)
- Intermediate: 11-13 year olds. (May not be with FHLL but within District 41)

1.3. League member conduct

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 disciplinary actions from the Board of Directors.

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. 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.)

1.3.3.1 League members who are repeat conduct offenders will be subject to a disciplinary review by the Executive Board where consequences may be determined accordingly.

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

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 may be punishable by game ejection, expulsion from the league, and/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.

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. Any member of the Board of Directors may recommend to suspend a manager or coach for possible rule or policy infraction(s) by formally submitting in writing a recommendation for temporary suspension to the President of the league.

1.3.7.1. The President will determine if the suspension is valid based on Little League International Rules and Code of Conduct as well as Fletcher Hills Little League code of conduct through its Constitution, Bylaws and local policies. If the President approves the suspension request, the temporary suspension of the manager or coach shall be enforced for 3 business days.

1.3.7.2. The suspended manager or coach shall not be allowed to participate in any managing or coaching activities for the team they were assigned until the suspension is lifted.

1.3.7.3. Within 3 business days of the start of a suspension, 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 if further action is needed or if the 3 day suspension is sufficient.

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, will 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 instances where discipline is required at a game, the home plate umpire is empowered to make the initial decision and has the governing authority for the enforcement of these sanctions, acting on behalf of the board. This can include authorization to call local law enforcement, if necessary, to assure compliance with policy. In extreme cases, the board will have the final say relating to long-term expulsions or suspensions from involvement with the league

1.3.9 Pets are not permitted on any FHLL field or facility. Service animals are exempt from this rule and must be individually trained to do work to perform tasks for an individual with a disability, as defined by the Americans with Disability Act (ADA). Emotional support or comfort animals do not qualify. All owners of pets are liable for any waste, damage, or injury and could be prosecuted to the full extent of the law.

1.4. Player Registration

1.4.1. All players must register to participate in the league. Eligibility is determined in accordance with the Little League Baseball and Softball residency requirements.

1.4.2. The Board of Directors will annually vote on the registration fee levels and any discount programs that will be provided to registrants during that season.

1.4.2.1. Registration discounts and special programs are only valid for the season it was approved by the Board of Directors and a return of any program or discount will have to be voted on again prior to registration of a future season.

1.4.3. Families requesting financial assistance shall do so through any Member of the Executive Board.

1.4.3.1. Requests for financial assistance from the Executive Board will be required to be submitted to the Player Agent who shall then direct the inquiring families to any Little League International financial assistance programs available.

1.4.3.2. Should the individual or family seeking assistance receive financial support from Little League International or any other means, the Board shall accept those payments as normal funds toward that season's registration fees.

1.4.3.2.1 Should the financial assistance be less than the published season registration fee for players, the Board shall offer other means through volunteering or snack bar shifts to make up the financial difference to meet the full registration fee requirement.

1.4.4. Refunds: 100% of the registration fee paid will be refunded if requested before tryouts. 50% of the registration fee paid will be refunded if requested after tryouts but before the first practice. Once uniforms are handed out, no refunds will be issued unless there is a special circumstance approved by the Board of Directors.

2. League Board of Directors, Appointed Positions and Committees

2.1. The Fletcher Hills Little League Board of Directors will consist of the positions as outlined in the Constitution.

2.2 Board of Directors

To be eligible for an executive board / officer position, all candidates must have been on the Board of Directors for at least 1 year. In the event of an executive member vacancy, a new member can run for that position.

2.3. The Fletcher Hills Little League Board of Directors responsibilities shall consist of the following:

2.3.1. The Board is the highest governing authority in the League

2.3.2. Shall meet as required

2.3.3. Shall approve an annual operation budget

2.3.4. Shall approve all managers and coaches

2.3.5. Shall publish and update an annual schedule of events

2.3.6. Shall hear any appeals of actions arising from any type of disciplinary action

2.3.7. May discipline, terminate, or take any other appropriate action, regarding any member, manager, coach, umpire or appointed official for poor performance, or violations of FHLL's Code of Conduct

2.3.8. By a majority of affirmative votes properly made and seconded motion, shall remove from office any elected Board member

2.3.9. All powers not herein delegated to specific officers shall reside in the Board

2.4. Committees: Shall be assembled by the current year's board members. The following committees shall provide strategic direction and oversight on matters within their respective areas of responsibility:

2.4.1. All Star Committee: Assembled annually during the Spring Season. (See section 8.1)

2.4.2. Baseball Schedule Committee: Assembled annually in January before the incoming Spring Season

2.4.2.1. Shall consist of the President, Director of Baseball Operations, Coaching Coordinator, Secretary, and Lead Player Agent.

2.4.2.2. Shall work to create, as early as available, the pre-season scrimmage and regular season divisional schedule.

2.4.2.3. Shall work with the Communications Coordinator and Team Parent Coordinator to provide the schedules to all managers, team parents, website calendar and social media channels.

2.4.3. Constitution and By-Laws Review Committee Assembled as needed; but to be addressed by the board every two years to determine if a revision is needed

2.4.3.1. Shall be chaired by the President, Director of Baseball Operations (if applicable), and at least two (2) other current Board members and voted upon by the board.

2.4.3.2. Shall be cognizant of the requirements of the League's constitution so as to forestall inadvertent violations thereof.

2.4.3.3. Shall recommend changes, when available, to the Board of Directors. If the Committee is not unanimous in such recommendations, all points of view shall be presented to the Board.

2.4.4. Playing Rules Committee Assembled annually prior to the Spring Season

2.4.4.1. Shall consist of the President, Director of Baseball Operations, and Umpire in Chief

2.4.4.2. Shall review, prior to each season, the League's local playing rules and shall recommend alterations to the Board for approval, based on recent and current philosophy.

2.4.4.3. In the case of unclear rules, this committee will have the final authority on the interpretation of such rules.

2.4.5. Manager Selection Committee (Spring season) Assembled annually prior to the Spring Season

2.4.5.1. Shall consist of the President, Coaches Coordinator, Director of Baseball Operations (if applicable), and 5 other voting Board Members nominated by the Coaches Coordinator and approved by the President.

2.4.5.2. Shall review, interview, and nominate the managers for each division for the current Spring Season.

2.4.5.3. 50% of the selection committee shall not be a member for two (2) consecutive spring seasons and must have been on board for one term prior AND participate in over 50% of events board members are requested to attend up to the current season. Any members without those prerequisites are to be approved by the President only.

2.4.5.4. The selection committee shall strive to have equal representation of male and female participants, but not more than one person of the opposite sex when there is an odd number on the Committee. (President is not counted as his/her presence is mandatory)

2.4.5.5. All chosen interviewers will interview each manager candidate. If one of the board positions chosen to interview is also applying to be a manager, they shall recuse themselves to the interviews in their specific division.

2.4.5.6. Once all manager interviews are completed the committee will vote on the final manager spots. The President will only vote to break a tie. The committee will present their recommendations to the President within a timely manner.

2.4.5.7. All discussions about manager candidates are to remain confidential. If said confidentiality is broken, the offending committee member(s) are subject to immediate removal from the FHLL BOD. Only the Coaches Coordinator, Director of Baseball Operations (if applicable) or the President shall have the ability to discuss the evaluation/comments made about the candidate with the candidate.

2.4.5.8. The President will provide final approval of all manager candidates. The President may deny a Manager selection with cause. In the event there is a lesser number of managers than teams in a division, the committee will reconvene to first select from unselected managers that originally applied, then second find a suitable candidate to fill any open manager position. The Coaches Coordinator will communicate the committee's selection decision with all managerial applicants.

3. Managers/Coaching Selection, Policies and Responsibilities

3.1. Applications for manager and coach positions are available during the season registration process and can be found on the FHLL website. Applications will be submitted in the format requested by the Sr. Player Agent. All managers and coaches shall be eighteen years of age or older.

3.1.1 Prospective Managers must complete an interview before they are selected. The FHLL Manager Selection Committee will conduct interviews of each spring season

individual applicant using a standard set of questions that are the same for each candidate to ensure fairness. Interview questions will not be given out ahead of time. Each question will be different and seek to bring out the candidates' values, coaching style, commitment to community, etc. to ensure that they are consistent with FHLL Standards. Candidates' answers will be evaluated by the committee to determine Manager Selection.

3.1.2. The selection of Managers for FHLL will be based on a vote by the Manager Selection Committee with contributing evaluation and recommendation and final approval from the FHLL President.

3.1.3 Selected Managers for the upcoming season are required to complete the following pre-requisites to confirm their selection and maintain manager status:

- Manager/Coach volunteer application from Little League International
- Signed FHLL Manager Code of Conduct Contract
- Background Screening
- Safety training will be provided by FHLL and is mandatory. Training may include but is not limited to First Aid / CPR, CDC Concussion training.
- If any of these are not completed in a timely manner, as deemed by the Coaches Coordinator then the Manager selection committee may move to select an alternative manager.

3.2 Manager/Coach Policies and Responsibilities

3.2.1. Each manager is allowed to choose one (1) official coach for their team and is required to communicate their selection to the Coaches Coordinator. Coaches will be approved/denied by the Coaches Coordinator and the respective Division Coordinator. Appeals on these decisions may be submitted to the Coaches Coordinator for review with the Executive Board.

3.2.2. Once a coach is officially approved by the league, then any son or daughter of the coach will have the opportunity to be automatically rostered on the same team as his or her parent. To be eligible for automatic placement on the same team as his or her parent, the coach must be approved through this process five days prior to the start of the first tryout for the division. The selection of a second coach is permitted but can only take place after the draft has been finalized for all divisions. All Coaches are required to complete the same pre-requisites as the team manager as outlined in 3.1.3.

3.2.3. 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. Rookie's and Tee Ball managers excluded but encouraged to volunteer. Managers failing to meet their team's umpire requirements for the regular season, set forth by the UIC will result in disciplinary action by the Board of Directors and could result in a denial of a manager or coach application the following season(s) or be denied application to become an All-Stars Manager or Coach.

3.2.4. 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 offensive team at any given time once the game has begun. No more than three coaches/managers are allowed in the dugout/field of play for games. 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. There is no limit to the number of coaches or parent/volunteers during practices, provided all necessary pre-requisites have been met.

3.2.5. All managers/coaches are responsible for game field preparation and cleanup. The manager of each team is responsible for their team adhering to game and practice field set up and maintenance. Game field set-up responsibilities are as follows: Before Game/Field Set-Up: The HOME team manager shall arrive at a time sufficient to complete all pre-game field prep tasks as described 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.
- Game/Field Set-Up: The AWAY team manager shall remain after the completion of each of his/her games to complete post-game field maintenance tasks as described below.
- Manicure pitchers' mound, batters' box and around bases.
- Cover pitchers' mound with tarp, if available.
- Ensure all sheds, scorekeeper booths, and gates are closed and locked.
- At Northmont, the AWAY team manager or coach for last game played for the evening, must stay with snack bar workers until the snack bar is locked up and must watch snack bar workers until they are safe in their vehicles and.
- Post-game General Duties (Both Teams): 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 described below.
 - Return all equipment and bases to the storage shed and lock shed.
 - Clean up bleachers.
 - Manicure both bull pens.
 - Check and lock batting cages if last game of the day.

- Empty all trash cans.

4. Team Equipment, Uniforms, Facilities

4.1 A jersey and baseball cap will be provided to every registered player (Majors and Minor A Divisions see Section 4.1.1 & 4.1.2 for additional information).

4.1.1. Majors Division Team Uniforms

4.1.1.1. Each team will have the choice to receive specialized team jerseys that replicate MLB Baseball teams. Choice of team and style of any type are to follow all copyright and trademark rules of those teams and is the responsibility of the team manager to ensure it is followed prior to committing to the team uniform style.

4.1.1.2. At a minimum, one style of jersey, hat, and socks will be provided by the League. Any additional costs related to jersey styles (ex: 2nd Visiting Jersey), belts, and additional apparel will be the responsibility of the team itself. FHLL Board of Directors may choose to provide additional equipment based on budget and participation. Any additional equipment provided by the league will be approved prior to Team Selection.

4.1.2. Minor A Division Team Uniforms

4.1.2.1 Each team will receive specialized team jerseys of their choice that can replicate Minor League teams, college teams, or choose the league partner sponsored uniforms available for the season. Choice of team and style of any type are to follow all copyright and trademark rules of those teams and is the responsibility of the team manager to ensure it is followed prior to committing to the team uniform style.

4.1.2.2 At a minimum, one style of jersey, hat, and socks will be provided by the League. Any additional costs related to jersey styles (ex: 2nd Visiting Jersey), belts, and additional apparel will be the responsibility of the team itself. FHLL Board of Directors may choose to provide additional equipment based on budget and participation. Any additional equipment provided by the league will be approved prior to Team Selection.

4.1.3 Minor B, Rookie and Tee-Ball divisions will receive league partner sponsored uniforms that will be from the FHLL Board of Directors approved vendor. Team style and choices will be decided upon by the Equipment Manager, Director of Baseball Operations and President.

4.2 Safety Equipment

4.2.1. Fletcher Hills Little League will follow the Safety Guidelines and Recommendations from Little League Appendix B- Safety Codes for Little League.

4.2.2. All protective gear stated in section 4.2.2 to 4.2.10 shall pertain to practices and games.

4.2.3. Catchers must wear catcher's helmet (with face mask and throat guard), chest protector, and shin guards. Male catchers must wear a protective supporter and cup at all times.

4.2.4. Fletcher Hills Little League requires supporters (i.e., protective "cups") and 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.

4.2.5. Protective helmets must be worn while batting on the playing field, preparing to hit, working in and around the batting cages, running bases, and during any pregame batting.

4.2.5.1. All batting helmets are provided by the parents. Personal equipment may be used as long as it complies with Little League and FHLL local policies.

4.2.6. All players are highly encouraged to wear rubber based cleats during all practices or games on the baseball field. Closed toe shoes are required no matter the play type and the player will be required to sit out and be prohibited from playing if they do not have closed toed shoes.

4.2.7. Catcher's helmet/mask must be worn by player performing catcher's duties during pitching practice or pitcher warmup. Catcher's helmet must include a throat guard.

4.2.8. Helmet stickers are permitted, provided their use is not excessive, offensive, or inappropriate—such as references to drugs or alcohol. Umpires have the authority to request the removal of any stickers that violate these guidelines. Additionally, if any stickers are not properly affixed, players may be asked to remove them.

4.2.9. Only Little League International Authorized bats shall be used during practices and games during any season, Spring or Fall. Refer to Little League Baseball Rule 1.10.

4.2.10. The use of mouth guards for players with braces is at the discretion of such players' parents.

5.0 Game Play Rules

5.1 General

5.1.1 Violation of mandatory play times defined in the policies herein shall be penalized in the same manner defined by the Little League Rulebook, for Little League minimum play requirements.

5.1.2 Should a team manager not follow the mandatory play requirements (violation or interpretation of a playing rule, use of an ineligible pitcher or the use of an ineligible player), the opposing team has a right to protest that game by announcing the protest by the end of the game.

5.1.2.1 If a protest is present and announced, the official scorekeeper is to notate the protest along with the umpire confirming the protest.

5.1.2.2 A copy of the scorebook will be taken and it will be the responsibility of both managers to provide proof to their side.

5.1.2.3. The Umpire in Chief and the Coaches Coordinator will review the protest and through research by use of the official scorebook and the documents, scorecards, and any other evidence presented by the managers will determine a final outcome with the President giving final approval or veto to re-evaluate the decision made.

5.1.2.4. If the protest is upheld, the Coaches Coordinator and the Umpire In Chief will determine if this violation would have likely led to a different outcome of the game. If it is determined there would have been a different winning team, the team who is deemed in violation will take a loss, and the other team given the win.

5.1.2.5 If there is no reversal of the game result (win-loss) then all penalties outside of the reversal of the game result are still valid and will be enforced on the violating manager.

5.1.2.5.1 Repeat offenses by one manager in a single season will be addressed by the Executive Board.

5.1.3. In the case of games called for darkness or weather, all Rookies, and Tee-Ball games shall be considered complete games at the moment the umpire determines that darkness is a safety hazard.

5.1.4. There must be a minimum of 3 innings played in order for a called game due to darkness or weather to be ruled a complete game in the Majors, Minor A, and Minor B Divisions. Tie games shall remain ties and recorded as such. The score shall revert back to the last completed inning if called before the completion of a full inning. If 3 innings are not completed, the game must be continued at an agreed upon later scheduled date as needed.

5.2 Game Ties

5.2.1. In the Majors, Minor A and B Divisions, the teams shall play additional innings if the time limit for their division has not been reached. Extra innings in both Minor Divisions shall start a runner on 2nd Base (player last out of the hitting team's last inning). The Home team shall have their opportunity to hit if they are behind in runs in extra innings.

5.2.2. If an extra innings Majors Division game is called due to field permit limits (after 10pm), then the game shall be played on a different date to conclude the game. The delayed game shall start off based on the exact inning, score, and baserunner situation as when it was called.

5.2.2.1. In games conducted at a later date to complete, the same players are only allowed to continue play in the game. Should a player not be able to play for any reason, their roster spot shall not be filled with any player that was not present at the original game.

5.2.2.2. For games continued at a later date, pitch count rules from the original game played must apply. Standard Little League pitching rest days must also be taken into account.

5.2.2.3. The lineup from the original game must be followed, any players present at the original game and not at the later date will not have an automatic out applied for their position in the batting order.

5.3 Scoring limitations

5.3.1. Mercy Rule: As per Little League Baseball recommendations, the Mercy Rule shall apply and the game is over if the Home team is behind by the following runs:

- 15 runs after 3 complete innings
- 10 runs after 4 innings
- 8 runs after 5 innings

5.3.2. Maximum run per Inning Rule (Minor A and B Only):

5.3.2.1. Through innings one (1) to five (5), the team on offense is only allowed five (5) runs in one inning, with the inning ending after five (5) runs are scored. The only exception to this rule is that if a player hits a home run (over the fence) that would score more than the allotted five (5) runs for the inning, ALL of the runs score as a result of that home run. The 6th inning, or if previously agreed upon with both managers prior to game start and the home plate umpire regarding "the last inning," will be an open inning and will only stop due to three outs or the umpire's decision to stop the game due to weather and/or darkness.

5.3.3. In scenarios where time limitations are forcing the final inning to be played before the 6th inning, it is the responsibility of the visiting team manager to call for a meeting between the visitor team manager, umpire, and home team manager to decide if the final inning is present and that would allow for that inning to be played as an "open" inning and will only stop due to three outs or the umpire's decision to stop the game due to weather and/or darkness.

5.4 Courtesy Runner: A "courtesy runner" may be used for the pitcher/catcher of record when there are 2 outs. The "courtesy runner" must be the player who made the last out.

5.5 All divisions are required to have the same number of players on the team for all teams in that division, Tee Ball and Rookies excluded.

5.5.1 If a team loses a player for any reason, procedures to fill that roster spot will be commenced immediately to prevent further games for that team to be played with less players than their opponents (See Section 7)

5.6 Playoff procedures shall be determined for each division every year by the President, Coaches Coordinator, and Division Coordinators, of the division.

5.6.1. Playoff structure, team format and dates shall be locked once scheduled in the beginning of the season.

5.6.2. Playoff Formats and Structure for all Divisions

5.6.2.1. Playoff format shall be determined before the season starts and put in writing for all managers to have reference too.

5.6.2.2. Scoring Limitations (Section 5.3) do not apply during FHLL playoffs.

5.6.2.3. FHLL in-season procedures do not need to be the same as playoffs but need to still follow in line with all Little League International Rules. Playoff rules

should be finalized before the start of the season with the President, the Director of Baseball Operations (should that apply), and the Coaches Coordinator.

5.6.2.4. Only league games shall be counted towards FHLL Playoff seeding.

5.6.2.5. Tie-breaker procedures (all divisions): If two teams have identical records (based on winning percentage; ties count as losses) 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.
- Least Runs Allowed: The team with the least runs allowed when the two teams played against each other wins the tie.
- Most runs scored average: The team with the most runs scored per game average during the regular season wins the tie.

5.6.3. Playoff Scheduling and Date Creation for Season

5.6.3.1. Playoff dates and scheduling in general shall be created through a collaborative effort between the Division Coordinators, Coaches Coordinator, Director of Baseball Operations (should that apply), and the President. Final approval of the schedule shall be signed off by the President of the League.

5.6.3.2 All division managers shall receive a copy of the playoff schedule the following ways: through the Division Coordinator, through the League shared document process to all managers and Team Parents and Managers, or will be sent and included in the main practice and game schedule for that division.

5.6.3.3. No changes are allowed to the playoff schedule, format, or structure for any reason except for acts of God or due to uncontrolled situations affecting the League's schedule by the following entities: Little League International, cities where FHLL league permits fall under, or county health advisories forcing a change in dates.

5.6.3.4. Managers not able to make playoffs games or practices are to be handled in the same manner as during the regular season, coaches can serve as a replacement. Playoff games will not be rescheduled due to manager schedule conflicts.

5.7 Tee Ball

5.7.1. 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.

5.7.2. 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 in each game. Each player must also bat every inning and start a minimum of every other game.

5.7.3. Regulation Game: Regardless of the number 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. The home team shall bat last.

5.7.4. Number Of Players: Defensive team – all players present. Offensive team– all players present.

5.7.5. 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 baserunners may advance up to two bases. No player may advance on overthrows or errors.

5.7.6. Pitching: Player pitching is not allowed; 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. Mid-season, should coaches on both teams agree, coach-pitching may be introduced (see 5.7.9.1).

5.7.7. Base Stealing: Runners must stay in contact with the base until the ball is hit. Stealing is not permitted.

5.7.8. Sliding: Sliding is not permitted in Tee-Ball.

5.7.9. Batting: Players will be limited to bats approved for Tee-Ball that have such endorsement on the bat. Players shall be listed in the order they are to bat.

5.7.9.1. Each team shall bat its entire roster each inning. All batters will hit off the tee, if necessary, throughout the entire season. Mid-season coaches are permitted to introduce coach pitch to players if appropriate, and both coaches agree on pitch counts.

5.7.9.2. At no time will a batter be called out on strikes. Batters/runners judged "out" are permitted to stay on base and run the bases.

5.7.9.3. 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.

5.7.9.4. 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.

5.7.10. 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:

5.7.10.1. During defensive play, any number of coaches may stand on the field with their players.

5.7.10.2. During offensive play, coaches shall be placed at First Base, Third Base, and Home Plate.

5.7.10.3. Base coaches must remain in foul territory. Base coaches shall also act as base umpires.

5.7.11 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.

5.8 Rookies

5.8.1. 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.

5.8.2. The Rookies Division is encouraged to practice as often as they want to prepare for the season start. Once games start for the season, there will be one practice and one game per week for Rookies and Tee ball only. This allows for the players at this age to appreciate the game and families not to be obligated to commit to an intense schedule. An additional practice/week can be requested by the manager to the division coordinator, if available, during the season to continue teaching the game structure and developing fundamentals in a non-game environment.

5.8.3. **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.

5.8.4. **Regulation Game:** A regulation game shall be six innings. Regardless of the number 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.

5.8.5. **Number of Players:** Defensive team – all players. Offensive team – all players.

5.8.6. **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.

5.8.7. **Pitching:** 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.

5.8.7.1 **Number of pitches:** The offensive coach shall deliver a maximum of 5 pitches to each batter during the first half of the season. If the player fouls the 5th ball, they will receive an additional pitch. 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, the player will receive 3 balls on the tee. If the 3rd attempt is not put into play, the batter is out.

5.8.7.2 During the second half of the season, the maximum number of pitches shall be 7 per batter. If the last ball is not put into play he/she will be declared

out. However, if a batter hits a foul on the final pitch, an additional pitch will be delivered. No tee shall be used.

5.8.7.3. 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.

5.8.8. **Base Stealing:** Runners must stay in contact with the base until the ball is hit. Stealing is not permitted.

5.8.9. **Sliding:** Sliding is not permitted.

5.8.10. **Batting:** We will follow the Little League bat rules which meet the USA Baseball bat standard.

5.8.10.1. Players shall be listed in the order they are to bat. Each team shall bat its entire roster each inning.

5.8.10.2. If the batter does not make contact with the ball after the 5th pitch, the player will receive 3 balls on the tee. If the 3rd attempt is not put into play, the batter is out.

5.8.10.3. 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.

5.8.10.4. 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

5.8.10.5. At a point in the season, determined by the coordinator and managers, recommended at middle of 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.

5.8.11. **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:

5.8.11.1. During defensive play, any number of coaches may stand on the field with their players.

5.8.11.2. 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.

5.8.12.3. Base coaches must remain in foul territory. Base coaches will also act as base umpires.

5.8.12. **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.

5.9 Minor B (CAPS: Player Pitching with Coach Assisted Pitching Season (partial)):

5.9.1. Game Duration: No inning may start 2hrs 30min after the beginning of any Saturday game; weekday games may not start an inning after 2 hours (Gameplay ending due to darkness overrides game time limits).

5.9.2. Mandatory Play: Teams bat entire roster. 10 defensive players, including 4 outfielders. A minimum of eight players must be on the field at all times to play.

5.9.3. No player shall sit on the bench defensively for two consecutive innings, unless for disciplinary reasons.

5.9.3.1. Each player shall play a minimum of 6 defensive outs in a six-inning game and must play an infield position for at least 1 defensive inning of any regulation game that completes at least 4 innings.

5.9.3.2. All players have to reach the minimum play requirement by the 4th inning of the game.

5.9.3.3. Players showing up after the start of a game are not obligated to play the mandatory number of innings as those kids who are there before the game starts. Little League Baseball rules call for no mandatory play for players who show up after the first pitch.

5.9.3.4. Players that leave prior to the game ending for any reason, including injury, shall cause for the team to recognize an automatic out in their place in the batting order.

5.9.4. 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.

5.9.5. 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.

5.9.6. Stealing Second and Third: We want to encourage catchers to throw to second and third on runners trying to steal those bases. We do not allow runners stealing those bases to advance another base on an overthrow when stealing. A runner may not steal a base beyond the single base stolen before the ball is returned to the pitcher.

5.9.6.1. During the time when there is coach pitch, there is no stealing of any base.

5.9.6.2. When a player walks (4 balls thrown during player-pitch) the player shall not advance two bases and keep running to second.

5.9.7. Stealing Home: Stealing home is not permitted.

5.9.8. Pitching

5.9.8.1. 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 Minor B.

5.9.8.2. A pitcher will be removed from the mound when he or she hits 4 batters by a pitch in 1 inning or 8 in one game.

5.9.8.3. Starting at Game one (1) of the season, player pitching will commence from the start of the game. Coach-pitch will be utilized on a per-batter basis, after four called balls have been thrown by the player pitcher.

5.9.8.4. At the point when a batter receives four balls, a coach (from the offensive team) will commence pitching. A maximum of 3 pitches will be allowed by the coach pitcher. The 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.

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

5.9.8.6. The youth pitcher will be positioned adjacent to the 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."

5.9.8.7. 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, on the front slope of the mount, or 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.

5.9.8.7.1. Batters are not allowed to bunt during coach pitch.

5.9.8.7.2. Batters are not allowed a "walk" on a coach pitched ball.

5.9.8.7.3. Base runners are not allowed to steal during coach pitch.

5.9.8.7.4. Starting at Game four (4) of the season, all games will be player pitch only up to and including playoffs.

5.9.8.7.5. 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.

5.10 Minor A

5.10.1. 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.

5.10.2. Mandatory Play: Teams bat entire roster. Each player shall play a minimum of 6 defensive outs in a six-inning game.

5.10.3. A game may be played if there are only 8 players on a team at the start of the game. The 9th position in the batting line-up will automatically be scored as an out.

5.10.4. Players that leave prior to the game ending for any reason, including injury, shall cause for the team to recognize an automatic out in their place in the batting order.

5.11 Majors

5.11.1. Mandatory Play: Teams bat entire roster. Each player shall play a minimum of 6 defensive outs in a six-inning game.

5.11.2. Each game will have a drop-dead time of 30 minutes prior to the next scheduled game on that field.

5.11.3. 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.

5.11.4. A game may be played if there are only 8 players on a team at the start of the game. The 9th position in the batting line-up will automatically be scored as an out.

5.11.5. Players that leave prior to the game ending for any reason, including injury, shall cause for the team to recognize an automatic out in their place in the batting order.

6.0 Draft Process

6.1. Try-outs and draft will be for all players league age 6 and up. Tee ball and Rookies are excluded.

6.2. League Age 6 are permitted to try out for Minor B to be evaluated and drafted.

6.2.1. To be considered, the player must have played in the immediate division below Minor B, Rookies, the Spring season prior to the current season the request is made.

6.2.2. Requires the unanimous approval of the Player Agent and Coaches Coordinator in order to send to the President for final approval.

6.3. League Age 8 are permitted to try out for Minor A to be evaluated and drafted.

6.3.1. To be considered, the player must have played in the immediate division below Minor A, Minor B, the Spring season prior to the current season the request is made.

6.3.2. Requires the unanimous approval of the Player Agent and Coaches Coordinator in order to send to the President for final approval.

6.4. League age 9 will not be considered for a Majors team unless there is unanimous approval from the Player Agent, Coaches Coordinator, and Director of Baseball Operations (if applicable)

and then approved by the President. This is an extremely rare situation to be approved, and doesn't matter if the parent of the player is applying to be or is a Manager or Coach in the Majors Division.

6.5. All players considering playing in Minor and Majors divisions must attend at least one tryout to be considered for the draft.

6.5.1. For any player unable to physically attend tryouts due to injury or illness, their parents and/or guardians must notify the Senior Player Agent prior to the tryout dates to be considered as part of the draft pool. The Senior Player Agent and the President must excuse the absence prior to the tryout date. Excused absences will be presented at the draft prior to the first pick. Unexcused absences will be assigned at the appropriate division at the discretion of the Senior Player Agent and the President.

6.6. Fletcher Hills Little League follows "Plan B-Alternate Method" from the approved list of methods in the Little League Operating Manual. Draft order follows the "Serpentine Method" and 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.

6.6.1. Draft order can be chosen in a different way only if all coaches agree unanimously what order to go in. This also then requires the approval of the President to be initiated.

6.7. Draft Position and Process related to Coach's and Manager's Children

6.7.1. Each team is allotted 2 reserved roster positions for the designated children of coaches (1) and manager (1). If either coach or manager has more than one child that needs to be designated to the roster, they will be given a reserved roster spot in the draft position designated by their age.

6.7.1.1. In order to be eligible for automatic placement on the same team as his or her parent, the coach and player must be approved by the Senior Player Agent, the President, and the Coaches Coordinator 5 days prior to the start of the first tryout for the division.

6.7.1.2. Draft positions for reserved players are to be taken prior to the draft round as stated by Little League Baseball Operating Rules based off age.

6.7.1.2.1. Reserved players ages 6 are to be taken by Round 9; 7 by Round 8; 8 by Round 7; 9 by 6; Age 10 by Round 5; Age 11 by Round 4; Age 12 by Round 3.

6.7.2. During the draft process, in the Minor and Majors divisions draft, all returning players or players who cannot be eligible for a lower division due to age, have to be drafted by the end of the draft before other players who could be age eligible in the next lower division.

6.7.3. Decisions and approvals/denials pertaining to the number of reserved spots or proposing change beyond Little League Baseball official rules cannot be changed or appealed.

6.7.4. Trading can occur following the division's draft completion. The managers will have 10 minutes following the draft close to commence trades.

6.7.4.1. Only reasonable trade proposals based on needs (coaching, possible player conflict or family assistance) are allowed so that a manager may not take advantage of another manager or team. Example: Manager of a team being requested to trade due to another manager's coaching situation, the manager who is being asked cannot force the asking manager for a substantially better player to force the asking manager to subside. The President, Senior Player Agent, Director of Baseball Operations (if applicable) and Coaches Coordinator will intervene and decide on a fair trade if managers cannot make reasonable accommodation.

6.7.4.2. All trades are to be approved by all Managers in the Division as well as the Player Agent and Director of Baseball Operations (if applicable) as well as the President in order for the trade to be official. If any of those Board positions are a part of a team involved in the trade, the President shall select other Board Members to approve the trade, including the President to be replaced if their team is involved in the trade.

7.0 Player Release and Replacement Policy

7.1. Release and replacement of players shall follow the Little League Rulebook.

7.1.1. Teams may have a vacancy due to player choice or by injury.

7.1.1.1. Player Choice: A player chooses to leave Little League during the season for any reason (moving, quitting, illness/health concerns, family issues, etc.)

7.1.1.2. Injury: A team has an injured player that will be out 4+ weeks and will not return before the last two weeks of the regularly scheduled games, that player will be replaced.

7.1.2. Within 24 hours, the Manager must notify the Player Agent and the President, that a replacement is needed and provide additional information on the vacancy.

Players in the Majors, Minor A, and Minor B divisions must be replaced. It is not up to the Manager to make the decision to play with fewer players. This requirement is waived if the team loses the player within the last two weeks of the regular scheduled season.

7.1.3. Managers and coaches shall not have contact with a potential replacement player or their families. All communication will be from the Player Agents. Any violation of this rule will result in disciplinary actions from the Board.

7.1.4. Choosing a replacement player:

7.1.4.1. The Senior Player Agent will present the team's Manager a list of eligible players from the Division below. 'Eligible' means the player attended tryouts, did not submit a waiver to remain in the Minor Divisions, signed a promotion eligibility request form prior to the season start, and has not turned down a previous call up offer.

7.1.4.2. The Manager will select an eligible lower level Division player from the player options.

7.1.4.3. The lower Division team that loses a player must now find a replacement using the same steps:

- The lower division manager is given a list of eligible players from the next lower division (See Section 7.1.4.1).
- The manager selects an eligible player to join the team.

7.1.4.4. No team cannot replace a lost or injured player.

7.1.4.5. The process for replacement is to ensure all teams have an equal number of players by the 2nd game following the player loss.

8.0 All-Star Tournament Team Selection Process

8.1. FHLL will have a President appointed All-Star Committee each Spring Season designed to ensure the FHLL All-Star program functions at the highest standards and aims to put FHLL in the best position to compete for a Little League World Championship.

8.1.1. Shall consist of the President, Director of Baseball Operations(if applicable), Lead Player Agent, Jr. Player Agent (non voting), Coaches Coordinator and at least three (3) other members recommended by the President and approved by the Executive Board.

8.1.1.1. The three other members may consist of current Board of Directors, former Board members-at-large, or outside members deemed appropriate to support the committee.

8.1.2. The All-Star Committee will ensure that all Little League Tournament rules are followed by FHLL pertaining to eligibility, merchandise, field hosting, and game play rules.

8.1.3. The All-Star Committee will be responsible for ensuring the selection process is adhered to following Little League Baseball Tournament rules as well as local FHLL eligibility policy. The Committee will determine the seasons logo design, merchandise and uniform style, All-Star budget allocation, Tournament hosting decisions, and any other event/team type decision needs.

8.2. All-Star player Selection Eligibility

8.2.1. All players in all divisions are eligible to apply to be an All-Star and be taken seriously upon their candidacy as long as their age is within the eligibility requirements.

8.2.2. In order to be eligible to make an FHLL All-Star Team, the following requirements will be strictly enforced by the All-Star Committee:

8.2.2.1. All players who apply must meet Little League Baseball Tournament Eligibility Rules.

8.2.2.2. All players must understand that if selected on a FHLL All-Star team, their roster position takes precedence over all other teams outside FHLL, i.e. Travel Teams.

8.2.2.3. Players on TOC Tournament Teams are exempted from All-Star practices if they conflict with their TOC team practice or games. All-Star players who are

also TOC players are NOT allowed to perform any bullpens (pitching) at All-Star practices or scrimmage games.

8.2.2.4. All players who apply are expected and required to sign an All-Star commitment contract that states the following:

8.2.2.4.1 If more than (2) unexcused practices are missed during the team's All-Star season (including scrimmages) the All-Star Committee has the ability to immediately replace them on the team with another eligible player that applied for All-Stars. For absences to be deemed excused they must be presented to and approved by the All-Star Committee in advance of the final All-Star selection.

8.2.2.4.2 If a player misses more than 1 game due to anything but a medical emergency for themselves or an immediate family member (parents, sibling) or an act of God they are subject to removal from the team.

8.2.2.4.3 No player can be voted on and approved to be on an All-Star team if they cannot knowingly attend all games. No player will be allowed to join a team "later" to ensure fairness is given to those players who can and will make their commitment to FHLL All-Stars.

8.2.3. All decisions and determinations on selection are encouraged to be done by a collaborative process by the All-Star Committee and Managers but the President does have the ultimate authority over all decisions should he/she see a need to do so because of a threat to the integrity of the process as per Little League Baseball rules.

8.3 All-Star 10/12, 9/11, and 8/10 Teams Selection Process

8.3.1. The determination of the amount of positions for all 3 All Star Teams shall be made by the All-Star Committee and approved by the President.

8.3.2. Statistics can be used in the selection process, and the league will determine prior to the start of the regular season how to uniformly obtain accurate and fair statistics that are not biased due to non-formal statistics taking measures. Managers of all teams eligible to nominate All-Star candidates will receive communication about the process related to reviewing statistics prior to the end of the regular season.

8.3.3 The All-Star Selection Committee members and Major and Minor Divisions Managers will participate in an All-Star selection meeting and discussion. At the meeting, voting will be performed and led by the President for all roster positions on the 3 available teams: 10-12, 9-11, and 8-10.

8.3.2.1. All All-Star players selected must then be evaluated for their Little League eligibility as well as commitment level.

8.3.2.2. Once all players are selected, the final roster shall be approved by the President.

8.4 For the 12U All Star Team, all Majors division players, will receive a ballot with the names of all eligible 12-year-old players for the 10/12 All-Star team who have submitted an All-Star application. They may select up to 6 names of the 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 collected and tabulated by the Player Agent.

8.4.1. Four (4) players with the greatest number of votes from the 12-year-old Majors players will be selected for final approval by the All-Star Player Selection Committee to join the 10/12 All Star Team.

8.4.2. The remaining players for the 10/12 All- Star Team will be selected by the All-Star Committee. Majors Division Managers and Coaches will assess the eligible players from their teams who have applied for the All-Star season. These assessments will aid the All-Star Committee in the selection of the 10/12 All-Star Team.

8.5 7/8 All-Star Team (Little Stars)

8.5.1. District 41 may organize a Little Stars tournament for League Age 7- and 8-year-old players.

8.5.2. All rules and regulations will be provided by District 41.

8.5.3. All players, managers, and coaches wishing to be eligible for the Little Star team must sign the All-Star participation agreement.

8.5.4. The Minor A division managers will vote to determine which 8 year olds in Minor A (if any) shall be nominated for selection on the 7/8 All Star team.

8.5.5. The Minor B division managers will vote to determine which 7-8 year olds in Minor B (if any) shall be nominated for selection on the 7/8 All Star team.

8.5.6. The All-Star Committee and Manager of the Little Stars Team will make the final approval of players to the team and will submit to the President for final approval.

8.6 Approval and Selection of All-Star Managers

8.6.1. The Board shall notify all eligible members of the deadline to apply to become an All- Star Manager or Coach via all communication channels available.

8.6.2. The expectation and requirement as a League Manager is that they are willing to make themselves available to manage an All-Star team when Tournament time approaches. If an applying manager cannot commit to this additional timeframe for the League then it could lead to them being bypassed as a Manager of a team.

8.6.3. Managers for each All-Star team shall be nominated by the following process:

8.6.3.1. All managers for all 4 teams are nominated by the All-Star Committee for FHLL with final approval required by the President. All Majors and Minor divisions managers will be eligible to be a manager if they meet all eligibility requirements.

8.6.3.2. As per Little League Baseball rules, the President has the ultimate authority in the final choosing of the league All-Star managers and coaches. At FHLL the philosophy for choosing an All-Star manager starts and ends with who can exhibit the best leadership and coaching capability on the field while exemplifying the best of the league through his or her actions on and off the field.

8.6.3.2.1. All personal characteristics and attitude, baseball coaching and leadership proven skillsets, the ability to work with other league coaches cordially, and exhibition of exemplary sportsmanship

amongst opposing teams' coaches during the season and past seasons will be taken into consideration when manager selection and nominations are made to the President for Approval.

8.6.4. Coaches are selected and nominated by who turns in their application to be either a Manager or Coach in All-Stars. The All-Star Committee shall participate together in selecting the coaches.

8.6.4.1. Managers of teams during the season who have applied and are not chosen as the manager of a FHLL All-Star team shall have first priority for consideration.

8.6.4.2. The other managers of the Majors Division shall have next priority to be a coach on the 10/12 FHLL All-Star team if not chosen as another All-Star team manager.

8.6.4.3. Coaches of teams during the season who have applied have the next priority for consideration as a coach for an All-Star team.

8.6.5 The All-Star Committee shall review each Manager nomination and either approve or deny the candidate by a majority vote and then shall be sent to the President for final approval. The President has the power to veto and determine managers as per Little League International rules.

8.6.6 Division managers not chosen to be the manager of a FHLL All-Star team are expected to be the remaining coaches for one of the All-Star teams. This understanding and acceptance is stated in the manager commitment contract and is an important factor in approving managers for the main season. Final approval of coaches will be done by the President.

8.6.6.1 If a manager or coach has an unexpected event in their career or family and not a vacation or pleasure-based need, they will be excused from coaching or managing obligations of an All-Star team.

8.7 Alternate Players: There shall be no alternate All-Star players per Little League rules.

8.8. Replacement Players: If a replacement player is needed the All-Star manager will alert the All-Star Committee immediately. The All-Star Committee will gather a list of potential replacements from the list of players who applied but did not make an All-Star team. The manager will select the replacement player from this list and inform the All-Star Committee of the selection. The All-Star Committee will inform the replacement player of their selection. Once a player is replaced, they are no longer eligible to compete in practice or games for the remainder of that All-Star season.

9.0 Officials and Scorekeepers

9.1. FHLL permits youth umpires (Junior umpires) for regular season games. Junior umpires must be 12+ years of age. Junior umpires serve on a voluntary basis and must be approved by the FHLL Umpire-in-Chief. In any case where a Junior umpire works, there must be an adult (Crew Chief) umpire on the field.

- Majors division: No Junior Umpires Permitted

- Minor A/B divisions: Junior Umpires permitted but must be accompanied by an adult (Crew Chief)
- Base Umpire: Junior Umpires are permitted to be a Base Umpire
- Behind the Plate Umpire: Junior Umpires must be approved by the FHLL Umpire-in-Chief to umpire behind the plate.

9.2 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 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 during the current season will not be considered as an All-Star coach or Manager, will be noted and most likely prohibit that individual from managing or coaching the next Spring Season, and is also subject to suspension in the current season at the discretion of the Board of Directors.

9.2. 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.

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

9.4. Scorekeeping: The Home team will be responsible for keeping the official scorebook.

9.5. The Visiting team will be responsible for keeping track of the pitch count and operating the scoreboard.