

Fletcher Hills Little League Bylaws

Version 2023.12.31



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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: 6-8 year olds. (Only 6 year olds that have completed 1 full years of little league tee ball are eligible for the Rookies division.)
 - Tee Ball: 4-6 year olds.
 - Seniors: 14-16 year olds. (Not at FHLL but within District 41)
 - Juniors: 12-14 year olds. (Not at FHLL but within District 41)
 - Intermediate: 11-13 year olds. (Not at 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.)
 - 1.3.4. 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 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.
 - 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 enough.

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, home plate umpire has the authority for the enforcement of these sanctions *empowered to make the initial* decision and are the governing authority to act on behalf of the board to implement this policy, including the authorization to call local law enforcement, if necessary, to assure compliance. In extreme cases, the board will have the final say relating to long-term expulsions or suspensions from involvement with the league

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. Registration fees: For a family registering a 2nd member, the registration fee will be reduced by \$20 for the 2nd member. For a family registering a 3rd or more members, the fee will be reduced by \$40 for the 3rd or more members. (Does not apply to the Tiny Tee Ball division.)

1.4.3. Based on current economic situations of the league the Board of Directors shall vote on the registration fee levels and any discount programs that will be provided to registrants during that season.

1.4.4. 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.

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

1.4.5.1. The Board is then required to submit to the Player Agent and Information

Direction who shall assist the families to any Little League International financial assistance programs available.

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

1.4.5.2.1. 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.

1.4.6. 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.

1.4.7. Pets are not permitted on any FHLL field or facility. Service animals are exempt from this rule and must be able to be identified as per state regulations for the purpose of identifying a specialty trained animal and not to touch or perform any acts of physical touch. All owners of pets are liable for any waste, damage, or injury and could be prosecuted to the full extent of the law.

2. League Board of Directors, Appointed Positions and Committees

2.1. The Fletcher Hills Little League Board of Directors will consist of the following positions:

Voted on Positions

- 1) President
- 2) Director Baseball Operations (Additional Director Added 2022 General Meeting)
- 3) Secretary
- 4) Treasurer
- 5) Lead Player Agent
- 6) Safety Officer
- 7) Umpire in Chief
- 8) Communications Coordinator
- 9) Coaching Coordinator
- 10) Equipment Manager
- 11) Events Coordinator
- 12) Sponsorship Coordinator
- 13) Field Maintenance Coordinator
- 14) Majors Coordinator
- 15) Minors A Coordinator
- 16) T-Ball/Rookies Coordinator
- 17) Snackbar Coordinator
- 18) Social Media Manager
- 19) Merchandise Coordinator

Non-Voting Appointed Members

- 1) Team Parent Coordinator

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

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

- 2.2.2. Shall meet as required
- 2.2.3. Shall approve an annual operation budget
- 2.2.4. Shall approve all managers and coaches
- 2.2.5. Shall publish and update an annual schedule of events per the Information Officer
- 2.2.6. Shall hear any appeals of actions arising from any type of disciplinary action
- 2.2.7. 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
- 2.2.8. By a majority of affirmative votes properly made and seconded motion, shall remove from office any elected Board member
- 2.2.9. All powers not herein delegated to specific officers shall reside in the Board
- 2.3. Committees
 - 2.3.1. All Star Committee
 - 2.3.1.1. Shall consist of the President, Director of Baseball Operations, Lead Player Agent, Coaches Coordinator, Divisions Coordinators and at least three (3) other members, appointed by the President.
 - 2.3.1.2. Three non-forementioned members may consist of current Board of Directors, former Board members-at-large, or outside members deemed appropriate to support the committee.
 - 2.3.2. Baseball Schedule Committee
 - 2.3.2.1. Shall consist of the President, Director of Baseball Operations, Coaching Coordinator, Secretary, and Lead Player Agent.
 - 2.3.2.2. Shall work to create, as early as available, the pre-season scrimmage and regular season divisional schedule.
 - 2.3.2.3. 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.
 - 2.3.3. By-Laws Committee
 - 2.3.3.1. Shall be chaired by the President, Director of Baseball Operations, and at least two (2) other current Board members.
 - 2.3.3.2. Shall be cognizant of the requirements of the League's constitution so as to forestall inadvertent violations thereof.
 - 2.3.3.3. Shall recommend constitutional 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.
 - 2.3.4. Playing Rules Committee
 - 2.3.4.1. Shall consist of the President, Director of Baseball Operations, and Umpire in Chief
 - 2.3.4.2. 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.
 - 2.3.4.3. In the case of unclear rules, this committee will have the final authority on the interpretation of such rule.
 - 2.3.5. Manager Selection Committee (Spring season)
 - 2.3.5.1. Shall consist of the President, Coaches Coordinator, Director of Baseball Operations, and 5 other voting Board Members nominated by the Coaches Coordinator and approved by the President

- 2.3.5.2. Shall review, interview, and nominate the managers for each division for the current Spring Season
- 2.3.5.3. 50% of the selection committee shall not be a member for two (2) consecutive spring seasons.

3. Managers/Coaching Selection, Policies and Responsibilities

- 3.1. The selection of Managers for FHLL will be based on recommendation from the FHLL Coaches Coordinator and the Director of Baseball Operations, with contributing evaluation and recommendation from the Manager Selection Committee for the spring season (see Section 3.2.2).
- 3.2. Manager Applicants can only apply to be a manager of one team in a division. No applicant will be nominated as a manager in two (2) separate divisions unless specifically approved by the Fletcher Hills Little League President.
 - 3.2.1. A decision approving the applicant to manage two teams in two different divisions must be approved prior to the interview process as it is an important topic / question to bring up during the interview process to determine capacity to manage two teams.
 - 3.2.2. The Coaches Coordinator, Director of Baseball Operations, and President are required to be present during the interview process where the coaches coordinator will host and lead.
 - 3.2.2.1. The Coaches Coordinator may option to have additional interviewers in the interview process. Those individuals shall be chosen from the following positions: Coordinators, Umpire-in-Chief, Treasurer, Secretary and one other voting or non- voting board member (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.
 - 3.2.2.1.1. If positions named does not allow for meeting rule section 3.2.2.2 then additional positions may be chosen from on the board to help meet the requirements of male / female ratio.
 - 3.2.2.2. The selection committee shall have no more than 10% more males/females than the other. President is not counted as he/she is not a selection interviewer just a mediator and participant in questions.
 - 3.2.2.3. The Coaches Coordinator shall pick any number of interviewers of the list of eligible individuals listed in 3.2.2.1, & follow rule 3.2.2.2 but must be approved by the President.
 - 3.2.2.4. All chosen interviewers will interview each manager candidate. If one of the board positions chosen to interview are also applying to be a manager they shall not be a contributing interview selectee to contribute in their specific division of manager interviews.
- 3.3. Applications for manager and coach positions are available during the season registration process (online), from the President, Secretary, Coaches Coordinator, Players Agent, or Division Coordinators as well as on the FHLL website.
 - 3.3.1. Submitted applications shall be received by the FHLL Coaches Coordinator or

Secretary by the end of the registration period for the upcoming season.

3.3.2. The Manager Selection Committee is responsible to perform the Manager interview process and nomination process for the current Spring season

3.3.2.1. FHLL will use the FHLL Manager Selection Point System as a fair way to assist in assessing managers for the upcoming Season (See Exhibit A1 in By-Laws) and will be formulated using the current season applicants.

3.3.2.1.1. The FHLL Manager Selection Point System promotes the importance of committing to volunteering and overall involvement in the league to future Managers/Coaches of FHLL. This will help the Manager Selection Committee in their assessment of all manager candidates prior to the interview process

3.3.2.2. The Manager Selection Committee will interview each manager candidate as a group. If one member of the Manager Selection Committee are also applying to be a manager they shall not be a contributing interviewer or voting member to nominate themselves as a manager.

3.3.2.3. Interviews will be held each year in a neutral location suitable to perform a group interview properly with minimal distraction

3.3.2.4. A closed session is held by The Manager Selection Committee following the manager interviews within 24hrs to discuss manager interviews and get to a decision on who to recommend to the President for final manager selection.

3.3.2.4.1. It is required for all board members to keep discussions and comments said about manager candidates confidential and should a board member(s) reveal confidential comments made in closed session the member(s) are subject to immediate removal. This is because the discussions amongst board members are not designed to create hard feeling or unnecessary assumptions about individuals wanting to be managers. Only the Coaches Coordinator & Director of Baseball Operations or the President shall have the ability to discuss with the manager candidates directly the commentary and evaluation/comments made about them in the closed session.

3.3.2.5. The Manager Selection Committee (President is present but does not carry a recommendation vote amongst the group) at the conclusion of the closed session shall vote on the final manager spots for each division.

3.3.3 The Coaches Coordinator and Director of Baseball Operations is to take the Manager Selection Committees final Manager selections to the President for final approval.

3.3.3.1 The President may deny a Manager selection with cause, and if this occurs, he/she shall task the Coaches Coordinator to perform once last closed session discussion with the Manager Selection Committee and reevaluate the candidate(s) denied and either bring about additional reasoning for the President to approve the denied selection or select another candidate for approval.

3.3.4 Final approval by the President complete by the 10th day before the season tryouts unless there is a situation where more teams are being added due to unexpected

registration increases.

3.3.5 Approved managers shall be communicated to by the Coaches Coordinator within 72 hours of the final interview conducted

3.3.6 Only in circumstances where there is a lesser number of managers to the expected # of teams in a division will a manager application be accepted to vote on after the 5-day deadline passes in order to attempt to meet the manager count requirements for that division.

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

- A submitted application to the Coaches Coordinator, Secretary or President during the registration period
- A completed manager/coach volunteer application from Little League International
- FHLL Manager Code of Conduct Contract completed and signed

3.3.3. All selected managers that are approved are required to complete the following otherwise they may be removed from their managing position by the Executive Board

3.3.3.1. First Aid / CPR

3.3.3.2. Concussion Training

3.3.3.3. Background Screening

3.5 Selection of Coaches

3.5.1 Each manager is allowed to choose one (1) official coach for their team and are required to be communicated to the Coaches Coordinator for approval within 5 days of tryouts.

3.5.2 Coaches are to be approved by the Coaches Coordinator and the Division Coordinator in order to be official.

3.5.2.1 After tryouts but before the draft it is forbidden for any manager to choose a parent who has a son or daughter in the same division to be their coach until after the draft has commenced and teams are finalized for that division the manager is in.

3.5.3 When a coach is officially designated and approved by the league, then any son or daughter of the coach will have the opportunity to automatically be rostered on the same team as his or her parent.

3.5.4 Coaches of the respective teams are to complete the following requirements in order to maintain coaches status:

- A completed manager/coach volunteer application.
- First Aid / CPR
- Concussion Training

3.6 Each team is allotted 2 reserved roster positions for the designated the sons or daughters of coaches (1) and manager (1). If either coach or manager has more than one son or daughter that needs to be designated to the roster, then those additional roster spots are reserved and an additional coaches child may not be reserved a roster spot.

3.6.1 In order to be eligible for automatic placement on the same team as his or her parent, the coach must be approved through this process 5 days prior to the start of the first tryout for the division.

- 3.6.2 Decisions and approvals/denials can be submitted for appeal to the Coaches Coordinator and then the FHLL Executive Board will make a decision on the appeal with the President's final approval
- 3.7 Managers shall be responsible for the selection of their teams and for their players' conduct on the field. (Exception: The T-Ball/Rookies Player Agent will assemble all Rookies and Tee- Ball League teams.)
- 3.8 Managers and coaches must be available every year to receive first-aid and fundamentals training as per Little League International. The league will provide First Aid training every year for managers and coaches in need of certification.
- 3.9 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.
- 3.10 2 umpires per game is preferred for all umpired levels. Managers of the league and their coaches are required to fulfill these umpiring commitments themselves, or provide umpires via their team's parents, associates, or other qualified volunteers.
- 3.10.1 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.
- 3.10.2 Minimum requirements applies to Minors and Majors Division umpiring.
- 3.10.3 Managers failing to provide at least 24hrs notice to the Umpire-in Chief of their umpire obligations could 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.
- 3.11 The league provides experienced umpires for the Minor A divisions and during Minor B playoffs. This could include recommended volunteer umpires within the FHLL Family.
- 3.12 The league provides experienced umpires, from an outside source, for the Majors division playoffs
- 3.13 At the end of each season, the manager is responsible for returning all-League borrowed equipment and field keys. It shall be inventoried by the Equipment Manager and placed in storage approved by the Board of Directors. The inventory shall be placed on file with the Equipment Manager and accessible by the Secretary, Information Officer, and President.
- 3.14 All player medical release forms shall be brought to every practice and every game by the manager. Any player missing a medical release shall not participate in any on-field activity.
- 3.15 Any player who has missed practices or games due to a doctors requirement or the manager deems an injury or medical situation requires the player to halt play and seek medical attention must present a doctors release to the manager in order to return to active status for practice or games.
- 3.16 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.
- 3.16.1 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.

3.16.2 All managers, coaches, and volunteers with direct access to players will need to complete a background 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.

3.17 Game field preparation and cleanup

3.17.1 The manager of each team is responsible for their team to adhere to game and practice field set up and maintenance

3.17.2 Pre-game Game/Field Set-Up: 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.

3.17.3 Post-game Game/Field Set-Up: The home 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
- At Northmont, the 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.

3.17.4 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 prescribed 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 Jersey and a 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 One style Jersey, Hat, and Socks will be provided only 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

4.1.2 Minors A Division team Uniforms

4.1.2.1 Will receive specialized team jerseys of their choice that can replicate Minor League teams, college teams, or choose the league partner sponsored uniforms. 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 One style Jersey, Hat, and Socks will be provided only 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

4.1.3 Minor B, Rookie and T-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 All protective gear stated in section 4.2.2 to 4.2.10 shall pertain to practices and games,

4.2.2 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.

4.2.3 Fletcher Hills Little League requires 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.

4.2.4 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.

4.2.4.1 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.

4.2.5 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.

4.2.6 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.

4.2.7 No stickers other than approved manufacturer emblems are allowed on batting helmets. Secondary market stickers must be manufacturer approved.

- 4.2.8 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
- 4.2.9 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. 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.
- 5.1.1.1 Mandatory play rules are taken very seriously. Should a team manager not follow the mandatory play requirements, the opposing team has a right protest that game by announcing the protest by the end of the game.
- 5.1.1.2 If a protest is present and announced, the official scorekeeper is to notate the protest along with the umpire confirming the protest.
- 5.1.1.3 A copy of the scorebook and will be taken and it will be the responsibility of both teams to provide proof to their side
- 5.1.1.4 The Director of Baseball Operations of 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 reevaluate the decision made.
- 5.1.1.5 If the protest results in being true, the Coaches Coordinator and the Director of Baseball Operations will have to determine if this violation would have likely led to a difference result of who was the winner in the game. If it is determined it is, then the team who violated the mandatory player rule will take a loss and the other team given the win.
- 5.1.1.6 If there is no reversal of the game result (win-loss) then still all penalties outside of the reversal of the Game Result is still valid and will be enforced on the violating manager.
- 5.1.2 In the case of games called for darkness or weather, all Minor A, Minor B, 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 a minimum 3 innings played in order for a called game due to darkness to be ruled a complete game in the Minor A and Minor B Divisions. Tie games shall remain ties and recorded as such.

5.2 Game Ties

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

5.2.2 Majors Division – There are no ties in the Majors Division. Normal play shall commence in the first inning after the 6th inning (7th), next inning (8th) shall start with a runner at 2nd and will follow Little League Baseball Tournament format

5.2.2.1 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.

5.2.2.2 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.

5.2.3 If a Majors Division game has to be called due to weather, it is considered completed if the game has completed 3 full innings. The score shall revert back to the last completed inning if called before the completion of a full inning.

5.3 Scoring limitations

5.3.1 Mercy Rule: FHLL does enforce the “Mercy Rule.” As per Little League Baseball recommendations. The Mercy rule shall apply and the game over if the home team is still 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 & B Only):

5.3.2.1 Minor A & B: 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 the five (5) 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 (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.

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 than team to be played with less players than their opponents (See Section 7.1)

5.6 Playoff procedures shall be determined for each division every year by the President, Player Agent, 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 written for all managers to have to refer to

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

5.6.2.3 The 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. This is a decision that has to be made prior to the 1st game of the playoff season otherwise all in-Season rules will apply during the playoffs. Any changes to in-Season rules shall be decided on by the All-Star Committee and President prior to the 10th game of the season.

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

5.6.2.5 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.
- 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, 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 Coordinators/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 leagues schedule by the following entities: Little League International, city's 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 way like 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 each game. Each player must also bat every inning and start a minimum of every other game.
- 5.7.3** 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.
- 5.7.4** NUMBER OF PLAYERS: Defensive team – all players present. Offensive team– all players present at game.
- 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: 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.
- 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 and having the 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 of the tee throughout the entire season.
 - 5.7.9.2** 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.
 - 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.
 - 5.7.9.5** 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.

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 Rookies Division is encouraged to practice as often as they want to prepare for the season start. Then the season games start, there will be one practice and one game per week for Rookies and T-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 like the Minors Divisions and Majors Division. An Additional practice/week can be requested if available during the season to continue teaching the game structure and developing fundamentals in a non-game environment and pace can be requested by the manager to the division coordinator.

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 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.

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

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:

- 4.4.6.1 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.
- 4.4.6.2 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.
- 4.4.6.3 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.
- 4.4.6.4 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: Players will be limited to bats approved for Little League Tee-Ball and having the endorsement on the bat.

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 The transition of players from hitting off the tee to coach pitch shall be practiced by the 3rd game of the season. 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 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.

5.8.10.4 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.

5.8.10.5 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

5.8.11 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.

5.8.12 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:

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

5.8.12.2 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 at base umpires.

5.8.13 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 amount 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 & 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 during the throw 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

5.9.7 When a player walks (4 balls thrown during player-pitch) the player shall not advance two bases and keep running to second. At this age and division, this type of move is strictly to take advantage of the players who haven't matured enough in understanding the game speed and intricacies.

5.9.8 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:

5.9.8.1 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 3rd 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.

5.9.9 PITCHING

5.9.9.1 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 Minor B.

5.9.9.2 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.

5.9.9.3 First game of season: Teams have the option to have a Coach pitch to every batter. Both teams have to be in agreement to do the same (One team cant have player pitch and the other Coach pitch)

5.9.9.3.1 A max of 6 pitches will be thrown to the batter during coach pitch.

Player must make contact with the ball in order to not “Strike Out”. A player can foul balls on the last pitch and so on until either they hit the ball in fair play or strike out if the ball is not swung at or is a swing and miss.

- 5.9.9.4 Starting at Game two (2) 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.
- 5.9.9.5 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.
- 5.9.9.6 Batters hit by a coach pitch are not entitled to first base
- 5.9.9.7 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.”
- 5.9.9.8 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 mound, 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.
 - 5.9.9.8.1 Batters are not allowed to bunt during coach pitch.
 - 5.9.9.8.2 Batters are not allowed a “walk” on a coach-pitched ball.
 - 5.9.9.8.3 Base runners are not allowed to steal during coach pitch.
- 5.9.9.9 Starting at Game four (4) of the season, all games will be player pitch only up to and including playoffs.
- 5.9.9.10 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.

5.11 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.

6.0 Draft Process

6.1 Try-outs and draft will be for all players league age 7 and up. Tee ball and Rookies are excluded.

6.2 6-year-olds are not permitted to be on a Minor B team unless there is a rare circumstance where a MANAGER or PRIMARY COACH of a MINOR B team has a 6 year old son or daughter and the player is capable of playing safely and able to protect themselves in that level amongst 7-10 year old's.

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, Coaches Coordinator and Director of Baseball Operations in order to send to the President for final approval.

6.3 8-year-olds are not permitted to be on a Minor A team unless there is a rare circumstance where a MANAGER or PRIMARY COACH of a MINOR A team, has an 8 year old son or daughter and the player is capable of playing safely and able to protect themselves in that level amongst 9-12 year old's.

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, Coaches Coordinator and Director of Baseball Operations in order to send to the President for final approval.

6.3.3 There can be consideration if the player is considered an exceptional player during tryouts, can safety play amongst 9-12 year olds and is approved by the

President

- 6.4 9-year-olds will not be considered for a Majors team unless there is unanimous approval from the Player Agent, Coaches Coordinator, and Director of Baseball Operations 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.
- 6.6 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 Sons/Daughters
- 6.7.1 (See Section 3.6 for same language) Each team is allotted 2 reserved roster positions for the designated the sons or daughters of coaches (1) and manager (1). If either coach or manager has more than one son or daughter that needs to be designated to the roster, then those additional roster spots are reserved and an additional coach's child may not be reserved a roster spot.
- 6.7.1.1 In order to be eligible for automatic placement on the same team as his or her parent, the coach must be approved through this process 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 9-10 are to be taken by Round 5; Age 11 by Round 4; Age 12 by Round 3. 8 year olds that are reserved and are playing in the Minors A division shall be drafted following league age 9-10 draft round rules.
- 6.7.1.2.2 Draft position of reserved spots in Minor B can be organized and decided upon by a unanimous approval of all Managers with Final Approval by the President prior to the Draft start time. Should no decision be able to be made, the Player Agent and President will determine the Rounds reserved spots have to be drafted by.
- 6.7.2 During the draft process, in the Minors and Majors division draft, all returning players or players who cannot be eligible for a lower division due to age has to be drafted by the end of the draft before other players who could age eligibility in the next lower division
- 6.7.3 Decisions and approvals/denials pertaining to the # of reserved spots or proposing change beyond Little League Baseball official rules cannot be changed or appealed
- 6.7.4 Managers who are wanting another coach on their team but are beyond their reserved spots limit can draft that coaches son/daughter in the draft in any round. If a

Manager doesn't get the coach they want and planned on, then trades are allowed after the draft to accomplish this.

6.7.5 Trading can occur following the divisions draft completion. The managers will have 10 minutes following the draft close to commence trades.

6.7.5.1 Only Reasonable trade proposals based on needs (coaching, possible player conflict or family assistance) are only 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, Player Agent, Director of Baseball Operations and Coaches Coordinator will intervene and decide on a fair trade if managers cannot make reasonable accommodation.

6.7.5.2 All trades are to be approved by all Managers in the Division as well as the Player Agent and Director of Baseball Operations 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 the trade is involving, the President shall replace with other Board Members to approve the trade, including the President be replaced if he/she team is involved in the trade.

6.7.6 The players already reserved on a team will take up to the max players in reserved sports. Example: If a manager has all two (2) spots reserved due to coaches kids and the manager child, and the Division is determined to have only 12 players per team, that team manager will participate and draft only 10 players.

7.0 Player Release and Replace 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 division 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 Agent. 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 affected team will be presented by the Player Agent a list of eligible players from the Division below. 'Eligible' means the player attended tryouts, did not submit a waiver to remain in the Minors Division, 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 can option to not replace a lost or injured player as this creates a lineup with less players than the other teams in the division therefore creating an unfair balance to the lineup.
- 7.1.4.5 The process for replacement goal is to ensure all teams be equal with the amount of players by the 2nd game following the player loss

8.0 All-Star Tournament Team Selection Process

- 8.1 Fletcher Hills Little League 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, Lead Player Agent, Coaches Coordinator, T-Ball/Rookies Divisions Coordinator and at least three (3) other members, appointed by the President. Depending on the age group, the Teams Managers in the division that has the age group can also be a part of 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 enhanced FHLL eligibility policy. Also the Committee will determine the seasons logo design, merchandise and uniform style and offering strategy, All-Star budget creation, Tournament hosting decisions, and any other event/team type decision needs
 - 8.1.4 Each year the All-Star Committee who will be assigned by the President to determine and handle specialized Team and Player selection decisions for the All-Star season.
 - 8.1.4.1 This committee may consist of the top 2 Managers of each division at the end of the season but is not required.
- 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 serious 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, aka 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) practices are missed during the teams all-star season (includes scrimmages) not only will they not be in a position to expect a starting role in the next game but also the All-Star Committee has the ability to immediately replace them on the team by the next eligible player and give the player next in line voting wise a shot to be on the team.

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 Fletcher Hills Little League All-Stars.

8.2.2.4.4 Any player who plays or participates on another organized baseball team (ie: travel ball; any practice, game, or tournament) during the All-Star season (dates determined by the FHLL All-Star Committee and Board prior to season start) will be automatically removed from the All-Star team and replaced promptly. NO EXCEPTIONS!

8.2.3 All decisions, 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 10/12 ALL-STAR TEAM (Little League) selection process will be as follows:

8.3.1 The determination to the amount of positions on the 10/12 All-Star Team shall be made by the All-Star Committee and approved by the President by the end of the season.

8.3.2 At the last game of the regular season, each Majors player present will receive a written ballot with the names of all the eligible 12-year-old players for the 10/12 All-Star team who have submitted an All-Star application by the deadline date.

8.3.2.1 Each Majors player will select 6 names of the players whom he or she believes has the skills and traits necessary to be 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).

8.3.2.2 Each Majors Manager will place his players' ballots into a sealed envelope or

submit via email and deliver it to the President or his designee at the end of their last regular season game.

8.3.2.3 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 the 10/12 All Star Team.

8.3.3 The remaining players for the 10/12 All- Star Team will be selected by the All-Star Committee. The Majors Managers will also vote for their team nominations by written or electronic ballot – minus the 12 year old players nominated to the team by the players.

8.3.4 Statistics can be used in the selection process and the league will determine prior to season start on how to uniformly obtain accurate and fair statistics that are not biased due to non-formal statistic taking measures. Managers of all teams eligible to nominate all-star candidates will be communicated any process related to statistics prior to the end of the season.

8.3.5 The All-Star Selection Committee members and Majors Division 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 10-12 All-Star teams.

8.3.5.1 All All-Star players voted in the position to make the team must then be evaluated for their little league eligibility as well as commitment level

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

8.4 8/10 ALL-STAR TEAM selection process will be as follows:

8.4.1 The determination to the amount of positions on the 8/10 All-Star Team shall be made by the All-Star Committee and approved by the FHLL Board by the midpoint of the season.

8.4.2 The Minors A and Majors Managers and Coaches will nominate by written or electronic ballot between their 8-10 year olds on their team. The All-Star Committee is to also obtain names of players from the Minor B division who may be eligible and capable of being an All-Star and add to the list for voting for the 8/10 All-Star Team

8.4.3 Each Manager and Coach will select or mark the names of the allotted players whom he or she believes possess the skills and traits necessary to be an All-Star. The All-Star Committee Will make the determination on how to rank and rate the all-star candidates. In the event of a tie for the final position on the team, the 8/10 Manager with the approval of the President can make the decision.

8.4.4 After the nominations are completed by the Managers and coaches, the All-Star Committee and the Manager of the 8/10 team will discuss and nominate final selectees for the team during the All-Star Selection Meeting. Once all players are confirmed by the Committee and Manager, the final roster will require President approval.

8.5 9/11 ALL-STAR TEAM selection process will be as follows:

8.5.1 The determination to the number of positions on the 9/11 All-Star Team shall be made by the All-Star Committee and approved by the FHLL Board by the end of the

season.

8.5.2 The All-Star Committee and Manager of the 9/11 team shall discuss and go over the best players that have not been chosen for the 10-12 All-Star team and utilize the pool of candidates that have applied between the ages of 9-11.

8.5.3 The philosophy of the league is to place the most skilled players that did not make the original nomination for the 10/12 LL All-Star team so that they may prepare themselves for the next step potentially the next year to make the 10-12 All-Star team. This includes placing even 9 and 10 year olds on the team should they be at the level to compete with 11 year-olds.

8.5.4 The All-Star Committee and the Manager of the 9/11 team will discuss and nominate final selectees for the team during the All-Star Selection Meeting. Once all players are confirmed by the Committee and Manager, the final roster will require President approval.

8.6 7/8 All Star Team (Little Stars)

8.6.1 District 41 may organize a Little Stars tournament for league age 7- and 8-year-old players.

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

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

8.6.4 There will be 13 positions on the 7/8 All Star Team.

8.6.5 The Minor A 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.

8.6.6 The Minor B 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

8.6.7 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.

8.7 APPROVAL & SELECTION OF ALL-STAR MANAGERS

8.7.1 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.

8.7.2 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.

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

8.7.3.1 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 Minors division managers will be eligible to be a manager if meeting all eligibility requirements.

8.7.3.2 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 Fletcher Hills Little League 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.

8.7.3.2.1 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.

8.7.3.3 The Little Stars Division Team Manager will only be selected amongst the Minor B coaches and will follow the Selection process stated in Section 8.7.3.1

8.7.3.4 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 and Manager of the All-Star teams shall participate together in selecting the coaches.

8.7.3.4.1 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

8.7.3.4.2 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

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

8.7.4 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 as the power to veto and determine managers as per Little League International rules

8.7.5 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 to be done by the President.

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

8.8 ALTERNATE PLAYERS: There shall be no alternate All-Star players per Little League rules.

8.8.1 The All-Star Committee will select 1 alternate player per team during the selection process. These players shall be unannounced and kept secret unless the need to replace a selected player on an All-Star team is activated.

8.8.2 All decisions on alternate players and other needs of All-Stars after practice commences for the teams will need to be reviewed by the All-Star Committee and the FHLL President will have ultimate authority to approve and decide what to do in the best interest of the league.

9.0 Officials and Scorekeepers

- 9.1 FHLL permits youth 13 years of age and older to serve as base umpires for any Minor B 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.
- 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 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 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 the current season at the discretion of the Board of Directors.
- 9.3 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.
- 9.4 The Umpire-In-Chief shall schedule and ensure that there are at least two (2) umpires for every Majors and Minors game. However, if only 1 umpire is available, Managers of the teams playing can agree to proceed with only 1 umpire.
- 9.5 The plate umpire shall stand behind the catcher.
- 9.6 Scorekeeping: The Home team will be responsible for keeping the official scorebook.
- 9.7 The visiting team will be responsible for keeping track of the pitch count and operating the scoreboard.

Exhibits

A-1

- **FHLL Manager Applicant Point System**

FHLL Coaching Requirements(Point System):

MAJORS:

- 1+ Participation in at least one year of coaching at the Minor A or B Level.
- 1+ Participation in field maintenance activities consistently over at least 2 years.
- 1+ Board approval
- 1+ Commitment to the FHLL by-laws
- 1+ FHLL Board Member (Will fulfill the Field Maintenance requirement)
- 1+ Fall Ball Majors Coach (Added Qualifier)

MINOR A:

- 1+ Participation in at least one year of coaching at the Minor A/B/Rookie Level.
- 1+ Participation in field maintenance activities consistently over at least 2 years.
- 1+ Board Approval
- 1+ Commitment to the FHLL by-laws
- 1+ FHLL Board Member (Will fulfill the Field Maintenance requirement)
- 1+ Fall Ball Minor A/Minor B Coach

MINOR B:

- 1+ Participation in at least one year of coaching at the Minor A/B/Rookie/T-Ball Level.
- 1+ Participation in field maintenance activities consistently over the least 1 year.
- 1+ Board approval
- 1+ Commitment to the FHLL by-laws
- 1+ FHLL Board Member (Will fulfill the Field Maintenance requirement)
- 1+ Fall Ball Minor B/Rookies Coach

ROOKIES:

- 1+ Board Approval
- 1+ Commitment to FHLL by-laws
- 1+ Fall Ball Rookies/ T-Ball Coach

T-BALL:

- 1+ Board Approval
- 1+ Commitment to FHLL by-laws
- 1+ T-Ball Fall Ball Coach

*Total Points added for each manager.

*Managers with the most points can be selected with FHLL Board Approval

*Managers tied goes to FHLL Board Vote

*Managers not selected will remain alternates until the Spring Season begins.

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