

# Fletcher Hills Little League Bylaws



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## 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
  - 1.2.1 Majors: 10-12 year olds.
  - 1.2.2 Minor A: 9-11 year olds
  - 1.2.3 Minor B: 7-10 year olds.
  - 1.2.4 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.)
  - 1.2.5 Tee Ball: 4-6 year olds.
  - 1.2.6 Seniors: 14-16 year olds. (Not at FHLL but within District 41)
  - 1.2.7 Juniors: 12-14 year olds. (Not at FHLL but within District 41)
  - 1.2.8 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 suspend a manager or coach for possible rule or policy infraction(s). Within 48 hours of the incident, the Executive Board and Appropriate Division Coordinator shall conduct a hearing with the suspended Manager or Coach and other such necessary person(s). Following the hearing, the Executive Board shall decide on any further action.

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

#### 1.4 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 2<sup>nd</sup> member, the registration fee will be reduced by \$20 for the 2<sup>nd</sup> member. For a family registering a 3<sup>rd</sup> or more members, the fee will be reduced by \$40 for the 3<sup>rd</sup> or more members. (Does not apply to the Tiny Tee Ball division.)

1.4.3 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. Managers/Coaching Policies and Responsibilities

- 2.1 Applications for manager and coach positions will be available at registration, from the President, and on the FHLL website. Applications must be given to the President or Coaches Coordinator prior to the deadline on the application to be considered for selection. Reference Little League Operating Manual and FHLL Constitution for details regarding manager and coach selection/approval. Upon approval by the Board of Directors, managers and coaches shall be notified by the President and/or Division/Coaches Coordinators.
- 2.2 Managers shall be responsible for the selection of their teams and for their players' conduct on the field. (Exception: The Player Agent will assemble all Rookies and Tee- Ball League teams.)
- 2.3 Following selection/forming of player rosters, each Manager shall appoint one or more coaches from eligible applicants associated with his or her team.
- 2.4 Managers and coaches must be available every 2 years to receive first-aid training. The league will provide First Aid training every year for managers and coaches in need of certification. In addition to First Aid training, every manager must attend a coaching clinic a minimum of every 3 years.
- 2.5 The league provides umpires, from an outside source, for the Major and Minor A divisions. Managers shall be responsible for providing umpires for a minimum number of games outside their division throughout the season, as determined by the Umpire-in-Chief prior to opening day. 2 umpires per game is preferred for all umpired levels. Managers may fulfill these umpiring commitments themselves, or provide umpires via their team's parents, associates, or other qualified volunteers. Managers failing to provide at least 1 umpire and has not given at least 24 hrs notice to the Umpire-in Chief, will result in disciplinary action by the Board of Directors.
- 2.6 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.
- 2.7 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.
- 2.8 An approved manager/coach must be in the dugout and a maximum of two approved adults (manager/coaches) may be on the field for the offense team at any given time once the game has begun. Tee-Ball and Rookies teams are exempt from this rule as there will be no limits for approved manager/coaches on the field in those divisions.

2.9 All managers and coaches must be at least 18 years old. There is no limit to the number of coaches or parent/volunteers during practices. All managers, 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.

2.10 Game field preparation and cleanup

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

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

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

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

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

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

### 3. Team Equipment, Uniforms, Facilities

3.1 Jersey and a baseball cap will be provided to every registered player.

3.2 Safety Equipment

- 3.2.1 All protective gear shall be used during practices and games,
- 3.2.2 Protective helmet must be worn while batting and running bases.
- 3.2.3 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.
- 3.2.4 Batting helmets are required for all divisions. Facemasks are optional but recommended for the Minor divisions. 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.
- 3.2.5 Supporters (i.e., protective "cups") must be worn by all male players to all games and practices. A soft cup is recommended in lieu of a hard cup, for Tee Ball and Rookies players.
- 3.2.6 The use of mouth guards for players with braces is at the discretion of such players' parents.

#### 4. Game Play Rules

##### 4.1 General

- 4.1.1 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.
- 4.1.2 In the case of games called for darkness, 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 no minimum innings necessary for complete games in the Minor A and Minor B Divisions. Tie games shall remain ties and recorded as such.
- 4.1.3 The official score shall revert back to the last completed inning played, regardless of the number of innings completed unless the home team has tied the score or taken the lead during the incomplete inning.
- 4.1.4 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.

##### 4.2 Scoring limitations

- 4.2.1 Mercy Rule: FHLL does not enforce the "Mercy Rule." Games will be played until completion, until the designated time limit has been reached, or until ended by mutual agreement of the two managers. Games may be called by the umpire for darkness, weather, or any other safety issue.

- 4.2.2 Five-Run Inning Rule (Minor A & B Only): Through innings one through five, the team on offense is only allowed five runs in one inning, with the inning ending after the five runs are scored. The only exception to this rule is that if a player hits a home run that would score more than the allotted five runs for the inning, ALL of the runs score as a result of that home run. Once the game reaches the 6th inning the scoring for both teams is “open” and will only stop due to three outs or the umpire’s decision to stop the game due to weather and/or darkness.
- 4.2.3 Playoff procedures shall be determined for each division every year by the President, Player Agent, Division Coordinators, and Managers of the division.
- 4.2.4 Tie-breaker procedures (all divisions): If two teams have identical records when determining the winner of a season, the tie will be broken by applying the following criteria, in the order shown:
- Head-to-Head. When the two teams played each other, the team with the most victories wins the tie.
  - Most runs scored. The team with the most cumulative runs scored when the two teams played against each other wins the tie.
  - Seasonal average runs against. The team with the lowest average runs allowed per inning during the regular season wins the tie.

### **4.3 Tee Ball**

- 4.3.1 Tee-Ball is an instructional activity with an emphasis on fun and learning. Managers and coaches should emphasize basic baseball techniques and sportsmanship at all times. Scoring will not be recorded, and individual and team statistics will not be maintained. Tee-Ball games cannot be protested.
- 4.3.2 MANDATORY PLAY: Each player on the roster present for a game must play defensively (on the field) for at least two complete innings, or half the innings played, whichever is more. All players must play in the infield each game. Each player must also bat every inning and start a minimum of every other game.
- 4.3.3 REGULATION GAME: A regulation game shall be six innings. Regardless of the amount of innings played, no new inning shall start after one hour and 15 minutes, and games shall run a maximum of one and a half hours.
- 4.3.4 NUMBER OF PLAYERS: Defensive team – all players present. Offensive team – all players present at game.
- 4.3.5 DEFENSIVE PLAY: All players shall play defense according to Little League rules. All batted balls will result in a single and runners may not advance. Any ball rolling cleanly past an outfielder shall be ruled a double and all base

- runners may advance up to two bases. No player may advance on overthrows or errors.
- 4.3.6 PITCHING: Pitching is not allowed. At no time shall a pitch be thrown to a batter by another player or a coach. The player who occupies the defensive position of pitcher must stay inside the pitching circle (10 feet in diameter) until the ball is hit off of the tee.
- 4.3.7 BASE STEALING: Runners must stay in contact with the base until the ball is hit. Stealing is not permitted.
- 4.3.8 SLIDING: Sliding is not permitted in Tee Ball.
- 4.3.9 BATTING: Players will be limited to bats approved for Tee-Ball and having the endorsement on the bat. Players shall be listed in the order they are to bat. Each team shall bat its entire roster each inning. All batters will hit off of the tee throughout the entire season. At no time will a batter be called out on strikes. Batters/runners judged "out" from a defensive play shall return to the dugout and play shall proceed until the entire offensive team has batted through its complete line-up. Catchers making a play and base runners attempting to cross home plate must not go outside the base path and play "chase." This is a basic safety rule and shall be enforced at all times.
- 4.3.10 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. When the last batter reaches the base to which he/she is entitled (1st on a regular play, 2nd on a clean hit past an outfielder), the inning is over. The last batter will NOT keep running until he/she reaches home or is tagged out.
- 4.3.11 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:
- During defensive play, any number of coaches may stand on the field with their players.
  - During offensive play, coaches shall be placed at First Base, Third Base, and Home Plate.
  - Base coaches must remain in foul territory. Base coaches shall also act as base umpires
- 4.3.12 RESPONSIBILITIES OF THE HOME PLATE COACH: This is the only person to put the ball into play. When play is over, the Home Plate Coach shall call "time." When all defensive players are in position, the Home Plate Coach shall call "live ball" and the next batter shall take his/her turn at bat. It is also



the responsibility of the Home Plate Coach to remove the batting tee from the plate area should play involve players crossing home plate. It is recommended that the tee be placed in front of the plate, not directly on the plate.

#### **4.4 Rookies**

- 4.4.1 Rookies is an instructional activity with an emphasis on fun and learning. Managers and coaches should emphasize basic baseball techniques and sportsmanship at all times. Scoring will not be recorded, and individual and team statistics will not be maintained. Rookie games cannot be protested.
- 4.4.2 MANDATORY PLAY: Each player on the roster present for a game must play defensively (on the field) for at least two complete innings, or half the innings played, whichever is more. Each player must play in the infield every game. Each player must also bat every inning and start a minimum of every other game.
- 4.4.3 REGULATION GAME: A regulation game shall be six innings. Regardless of the amount of innings played, no new inning shall start after one hour and 15 minutes, and games shall run a maximum of one and a half hours.
- 4.4.4 NUMBER OF PLAYERS: Defensive team – 10 players. Offensive team – all players present at game.
- 4.4.5 DEFENSIVE PLAY: All players shall play defense according to Little League rules. All batted balls will result in a single and runners may not advance. Any ball rolling cleanly past an outfielder shall be ruled a double and all base runners may advance up to two bases. No player may advance on overthrows or errors.
- 4.4.6 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 5<sup>th</sup> 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 3<sup>rd</sup> attempt is not put into play, the batter is out. 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. 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.

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

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

- 4.4.10 COACHING: Managers and Coaches may stand near their batter or defensive players to give advice but must not interfere with play. The Manager or Coach must call "time" before attempting to demonstrate a technique or explain a play to the players during the progress of the game. Placing of said managers and coaches is as follows:
  - During defensive play, any number of coaches may stand on the field with their players.
  - During offensive play, coaches shall be placed at First Base, Third Base, and Home Plate (or in the pitching circle, for Coach Pitch). It is acceptable to have offensive coaches both in the pitching circle and at Home Plate (behind the catcher), during Coach Pitch.
  - Base coaches must remain in foul territory. Base coaches will also act at base umpires.
- 4.4.11 RESPONSIBILITIES OF THE HOME PLATE/PITCHING COACH: This is the only person to put the ball into play. When each play is over, the Home

Plate/Pitching Coach shall collect the ball, and ensure defensive players are in position and ready before allowing the next batter to take his/her turn at bat. It is also the responsibility of the Home Plate Coach to remove the batting tee (if used) from the plate area should play involve players crossing home plate. It is recommended that the tee be placed in front of the plate, not directly on the plate.

**4.5 Minor B (CAPS: Coach Assisted Pitching Season):**

- 4.5.1 **GAME DURATION:** No inning may start 2 hours after the beginning of any Saturday game; weekday games may not start an inning after 1.5 hours.
- 4.5.2 **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. No player shall sit on the bench defensively for two consecutive innings, unless for disciplinary reasons. Each player shall play a minimum of 6 defensive outs in a six-inning game and must play an infield position for at least 2 defensive innings of any regulation game, regardless of duration.
- 4.5.3 **STRIKE ZONE:** We want kids swinging at pitches not waiting for walks. Call a good strike zone of knees to shoulders. Do not squeeze the corners. If a pitch is close enough to the corner where you question if it actually caught the corner, it is a strike. Remember it is not where the catcher catches the ball but where it goes over the plate that counts.
- 4.5.4 **INFIELD FLY RULE:** Because it is so hard to determine while the ball is in the air whether a fly is a routine play at this level, we discourage making this call in the normal manner. If in the umpires' judgment a player obviously lets a ball drop intentionally with the purpose of making a double play, the umpire can make the call after the fact.
- 4.5.5 **STEALING SECOND & THIRD:** We want to encourage catchers to throw to second and third on runners trying to steal those bases. So, we do not allow runners stealing those bases to advance another base on an overthrow. In no situation may a runner stealing a base advance beyond the single base stolen before the ball is returned to the pitcher.
- 4.5.6 **STEALING HOME:** We do not allow stealing home. There are two situations where a runner on third can advance home without a ball being hit. A runner on third can advance home when:
  - The catcher or pitcher makes a play on any base runner. Example: Catcher or Pitcher throws or runs to first, second, or third trying to pick off or catch any runner stealing.
  - The catcher throws the ball back to the pitcher and the ball gets past the pitcher and crosses an imaginary line drawn between the back points of first, second, and third base. We do this to teach and encourage second

basemen and shortstops to back up the pitcher on throws from the catcher.

Note that under no circumstance may a runner stealing 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.

#### 4.5.7 PITCHING

##### 4.5.7.1 General:

4.5.7.1.1 We are much more lenient with illegal pitch rules. Instruct the pitcher on what he or she is doing wrong rather than calling an illegal pitch. There is no penalty for an illegal pitch in Minor B.

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

4.5.7.2 First half of season (e.g., first 9 games): Coach-pitch will be utilized on a per-batter basis, after four called balls have been thrown by the player pitcher. The remaining games and playoffs will be player pitch only.

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

4.5.7.4 At the point when a batter receives four balls, the coach pitcher (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.

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

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

4.5.7.7 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 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.

4.5.7.8 Batters are not allowed to bunt during coach pitch.

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

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

4.5.7.11 Second half of the season (e.g. Last 12 games): Player pitch only. Coach pitch/pitching machine will not be utilized.

#### **4.6 Minor A**

- 4.6.1 GAME DURATION: No inning may start 2.5 hours after the beginning of any Saturday game; weekday games may not start an inning after 2 hours.
- 4.6.2 MANDATORY PLAY: Teams bat entire roster. Each player shall play a minimum of 6 defensive outs in a six-inning game.
- 4.6.3 A game may be played if there are only 8 players on a team at the start of the game. The 9<sup>th</sup> position in the batting line-up will automatically be scored as an out.

#### **4.7 Majors**

- 4.7.1 MANDATORY PLAY: Teams bat entire roster. Each player shall play a minimum of 6 defensive outs in a six-inning game.
- 4.7.2 Each game will have a drop-dead time of 20 minutes prior to the next scheduled game on that field.
- 4.7.3 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.
- 4.7.4 A game may be played if there are only 8 players on a team at the start of the game. The 9<sup>th</sup> position in the batting line-up will automatically be scored as an out.

### **5. Draft Process**

- 5.1 Try-outs and draft will be for all players league age 6 and up. Tee ball and Rookies are excluded.
- 5.2 All players considering playing in Minor and Majors divisions must attend at least one tryout to be considered for the draft.
- 5.3 Fletcher Hills Little League follows "Plan B" from the approved list of methods in the Little League Operating Manual. Draft order is determined the day of the draft just before the selection process begins. The order shall be determined by a blind (e.g., from a box or a hat) number draw.

## 6. Player Release and Replace Policy

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

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

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

6.1.2 Within 48 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.

6.1.3 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.

6.1.4 Choosing a replacement player:

6.1.4.1 The affected Majors team will be presented by the Player Agent a list of eligible Minor A Division players. 'Eligible' means the player attended tryouts, did not submit a waiver to remain in the Minors Division, and has not turned down a previous call up offer.

6.1.4.2 The manager will select an eligible Minor A Division player.

6.1.4.3 The Minor A Division team that loses a player must now find a replacement using the same steps:

- The Minor A manager is given a list of eligible players from Minor B Division.
- The manager selects an eligible Minor B player to join the team.

## 7. All-Star Tournament Team Selection Process

7.1 11/12 ALL-STAR TEAM (Little League) selection process will be as follows:

7.1.1 There will be 13 positions on the 11//12 All-Star Team.

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

7.1.3 Each Majors player will select or mark an "X" by the names of 13 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). Each Majors Manager will place his players' ballots into an envelope, seal it and deliver it to the President or his designee at the end of their last regular season game. The six (6) players with the greatest number of votes from the Majors players will be selected to the 11/12 All Star Team.

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

7.1.5 The Player Agent, President, and one additional board member will tabulate all votes. They must not interfere or inject their own opinions into the voting process and must be trusted to keep the voting process, records and results confidential.

7.2 9/10 ALL-STAR TEAM selection process will be as follows:

7.2.1 There will be 13 positions on the 9/10 All-Star Team. The team will be formed second, directly following the 11/12 All Stars Team, from the top age-appropriate players.

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

7.2.3 After the ballot is completed by the Manager, it is folded or placed in an envelope by the Manager and given to the President. The manager's or the team's name will not appear on the ballot. The Player Agent, President, and one additional board member will tabulate all votes. They must not interfere or inject their own opinions into the voting process and must be trusted to keep the voting process, records and results confidential.

- 7.2.4 Where more than one player has an equal number of votes to qualify for the last position or positions, final selection should be made by a majority vote of the Minor A Managers.
- 7.3 9/11 ALL-STAR TEAM selection process will be as follows:
  - 7.3.1 There will be 13 positions on the 9/11 All-Star Team. The team will be formed last (following formation of 11/12 and 9/10 All Star teams) from the top age-appropriate players.
  - 7.3.2 All-Star selection process shall be conducted by the Majors & Minor A Managers amongst all eligible candidates by the same process as outlined above for the 9/10 All-Star Team, but in the respective age category.
- 7.4 7/8 All Star Team (Little Stars)
  - 7.4.1 District 41 may organize a Little Stars tournament for league age 7 and 8 year old players.
  - 7.4.2 All rules and regulations will be provided by District 41.
  - 7.4.3 All players, managers, and coaches wishing to be eligible for the Little Star team must sign the all-star participation agreement.
  - 7.4.4 There will be 13 positions on the 7/8 All Star Team.
  - 7.4.5 The Minor A managers will vote to determine which 8 year olds in Minor A (if any) shall be included in the 7/8 All Star team.
  - 7.4.6 The Minor B managers will vote to determine which 7 and 8 year olds in Minor B will fill the remaining spots.
- 7.5 APPROVAL & SELECTION OF ALL-STAR MANAGERS
  - 7.5.1 The Board shall notify all eligible members of the deadline to apply to become an All-Star Manager or Coach. The Board shall review each application and either approve or deny the candidate by a majority vote. All approved applications will be placed on the list of eligible candidates for an All-Star Manager and/or Coach position.
  - 7.5.2 All-Star Managers in each age bracket (11/12, 9/11, & 9/10) will be selected from eligible candidates by a board vote following determination of All Star team rosters. Each board member will vote for one person to manage in each age division, and the candidates who receive the most votes will be named All Star managers. The All-Star Manager in each age bracket will select the team's coaches from the list of approved candidates.
- 7.6 ALTERNATE PLAYERS: There shall be no alternate All Star players per Little League rules. If a player cannot fulfill the requirements of the All-Star team, the Board will determine if an alternate player shall be selected. If needed, the appropriate Managers, Player Agent, and President will choose a replacement player. This must be done before rosters are certified and play begins.



## 8. Officials and Scorekeepers

- 8.1 FHLL permits youth 12 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.
- 8.2 Umpires shall receive umpiring instruction directed by the League's Umpire In-Chief as needed or required by the Umpire-In-Chief. Managers and coaches from each team are expected to attend umpire training as deemed necessary and act as an umpire in a designated number of games per team, per season, as directed by the Umpire-In-Chief. Any manager or coach who does not fulfill his/her umpiring duties is subject to suspension at the discretion of the Board of Directors.
- 8.3 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.
- 8.4 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.
- 8.5 The plate umpire shall stand behind the catcher.
- 8.6 Scorekeeping: The Home team will be responsible for keeping the official scorebook.
- 8.7 The visiting team will be responsible for keeping track of the pitch count and operating the scoreboard.

