

# Fletcher Hills Little League Bylaws

Version 2022-01-16



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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 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, 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. 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 seasons 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.

## 2. Managers/Coaching Policies and Responsibilities

2.1. The selection of Managers for FHLL will be based on the FHLL President, FHLL Board Approval, and the FHLL Manager Applicant Point System (in cases where there are more manager applicants than teams available).

2.1.1. Applications for manager and coach positions will be available at registration, from the President, Secretary, Coaches Coordinator, Players Agent, or Division Coordinators as well as on the FHLL website.

2.1.2. Submitted applications shall be received by the FHLL Coaches Coordinator or Secretary. The Coaches Coordinator will interview each manager candidate and obtain the assistance when requested of the FHLL President.

2.1.3. In order to be Eligible to be a Manager in an upcoming season: (1) Be appointed by the President; (2) and then be voted on for approval by the FHLL Board of Directors, the following must be completed no later than days prior to the first tryout held for the season.

- A completed manager/coach volunteer application.
- Applicant is only applying 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 Executive Board. The President has the right to veto the approval if he or she sees the management of two teams not in the best interest of the league for that current season.
- Interview with the FHLL President or Coaches Coordinator

2.1.4. 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.

2.1.5. Nomination and Manager Approval for the Season

2.1.5.1. Each candidate is to be reviewed fairly with the focus being on the ability of the person nominated to fulfill the responsibilities of the manager.

2.1.5.2. The Coaches Coordinator will submit his or her recommendations to the FHLL President to appoint and nominate for Board approval to officially be a manager within a division.

2.1.5.2.1. A closed session to discuss manager candidates is required prior to establishing the manager approval voting process

2.1.5.2.2. FHLL Board Members authorized to vote has to be present at the board meeting where the official discussion of the manager applicants are presided by the President and Coaches Coordinator.



given coaches same Division Coordinator in order to be official.

- 2.2.3.1. When a coach is officially designated 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.
- 2.2.4. Each team is allotted 3 reserved roster positions for designated the sons or daughters of coaches (2) 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.
  - 2.2.4.1. 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 12 hrs prior to the start of the first tryout for the division.
- 2.2.5. 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
- 2.3. 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.)
- 2.4. Following selection/forming of player rosters, each Manager shall appoint one or more coaches from eligible applicants associated with his or her team.
- 2.5. Managers and coaches must be available every 2 years 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.
- 2.6. The league provides umpires, from an outside source, for the Major and Minor A divisions and during Minor B playoffs. 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.
- 2.7. 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.
- 2.8. 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.
- 2.9. 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.
- 2.10. 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. 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.

2.11. Game field preparation and cleanup

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

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

2.11.2. 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 the 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.
  - 3.1.1. Safety Equipment
    - 3.1.1.1. All protective gear shall be used during practices and games, This includes closed toed shoes
    - 3.1.1.2. Protective helmets must be worn while batting and running bases.
    - 3.1.1.3. 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.
    - 3.1.1.4. 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.
    - 3.1.1.5. 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
    - 3.1.1.6. 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.
    - 3.1.1.7. 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.
    - 4.1.1.1. 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.
    - 4.1.1.2. If a protest is present and announced, the official scorekeeper is to notate the protest along with the umpire confirming the protest.
    - 4.1.1.3. A copy of the scorebook and will be taken and it will be the responsibility of both teams to provide proof to their side
    - 4.1.1.4. The Division Coordinator and the Coaches coordinator will review the protest and through research by use of the official scorebook and the

documents, scorecards, and any other evidence presented by the managers will determine a final outcome.

4.1.1.5. If the protest results in being true, the Division Coordinator and the Coaches Coordinator 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

4.1.1.6. 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.

4.1.2. 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 a minimum 3 innings played in order for a called game due to darkness is ruled a complete game 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 (1) to five (5), 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. 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

4.3. Playoff procedures shall be determined for each division every year by the President, Player Agent, and Division Coordinators, of the division and then approved by the FHLL Executive

## Board

- 4.3.1. Playoff structure, team format and dates shall be locked once scheduled in the beginning of the season.
- 4.3.2. Playoff Formats and Structure for all Divisions
  - 4.3.2.1. Playoff format shall be determined before the season starts and put in written for all managers to have to refer to
    - 4.3.2.1.1. Determination of the Scoring Limitations (Section 4.2) and other Game Play Rules in Section 4 shall be decided on by the Division Coordinators, Coaches Coordinator and President prior to the first game of the season.
      - 4.3.2.1.2. The 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 1<sup>st</sup> game of the season otherwise all in-Season rules will apply during the playoffs.
    - 4.3.2.2. Only league games shall be counted towards the FHLL Playoff seeding
    - 4.3.2.3. 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:
      - 4.3.2.3.1. Head-to-Head. When the two teams played each other, the team with the most victories wins the tie.
      - 4.3.2.3.2. Most runs scored. The team with the most cumulative runs scored when the two teams played against each other wins the tie.
      - 4.3.2.3.3. Seasonal average runs against. The team with the lowest average runs allowed per game during the regular season wins the tie.
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    - 4.3.2.3.3. Seasonal average runs against. The team with the lowest average runs allowed per game during the regular season wins the tie.
- 4.3.3. Playoff Scheduling and Date Creation for Season
  - 4.3.3.1. Playoff dates and scheduling in general shall be created through a collaborative effort between the division coordinators, Field Maintenance Coordinator, President, and Coaches Coordinator. Final approval of the schedule shall be signed off by the President of the League.
  - 4.3.3.2. 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 Moms, or will be sent and included in the main practice and game schedule for that division
  - 4.3.3.3. 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.

- 4.3.3.4. 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.

#### **4.4. Tee Ball**

- 4.4.1. 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.
- 4.4.2. 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. All players must play in the infield each game. Each player must also bat every inning and start a minimum of every other game.
- 4.4.3. 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 – all players present. 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 baserunners may advance up to two bases. No player may advance on overthrows or errors.
- 4.4.6. 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.
- 4.4.7. 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 in Tee Ball.
- 4.4.9. 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.

- 4.4.10. 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.
- 4.4.11. 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:
- 4.4.11.1. During defensive play, any number of coaches may stand on the field with their players.
  - 4.4.11.2. During offensive play, coaches shall be placed at First Base, Third Base, and Home Plate.
  - 4.4.11.3. Base coaches must remain in foul territory. Base coaches shall also act as base umpires
- 4.4.12. 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.

#### **4.5. Rookies**

- 4.5.1. 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.
- 4.5.2. 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.
- 4.5.3. 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.
- 4.5.4. NUMBER OF PLAYERS: Defensive team – 10 players. Offensive team – all players present at game.

4.5.5. 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.

4.5.6. 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.

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

4.5.8. SLIDING: Sliding is not permitted.

4.5.9. 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 3<sup>rd</sup> 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.

4.5.10. 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:

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

4.5.10.2. 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.

4.5.10.3. Base coaches must remain in foul territory. Base coaches will also act at base umpires.

4.5.11. 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.

4.6. **Minor B** (CAPS: Player Pitching with Coach Assisted Pitching Season (partial)):

4.6.1. GAME DURATION: No inning may start 2 hours after the beginning of any Saturday game; weekday games may not start an inning after 1 hour 45 mins.

4.6.2. 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 that completes at least 4 innings,.

4.6.2.1. 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 do not pertain to this situation and call for no mandatory play for players who show up after the first pitch.

- 4.6.3. 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.
- 4.6.4. 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.
- 4.6.5. 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 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.
  - 4.6.5.1. During the time when there is coach pitch, there is no stealing of any base
- 4.6.6. 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.
- 4.6.7. 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:
  - 4.6.7.1.1. 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.
- 4.6.8. 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 4 batters by a pitch in 1 inning or 6 in one game.
- 4.5.7.2 First 3 games of season: Coach pitches to every batter.
  - 4.5.7.2.1 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.
- 4.5.7.3 Starting at Game four (4) 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.
  - 4.5.7.3.1 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.
  - 4.5.7.3.2 Batters hit by a coach pitch are not entitled to first base
  - 4.5.7.3.3 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."
  - 4.5.7.3.4 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.
  - 4.5.7.3.5 Batters are not allowed to bunt during coach pitch.
  - 4.5.7.3.6 Batters are not allowed a "walk" on a coach-pitched ball.
  - 4.5.7.3.7 Base runners are not allowed to steal during coach pitch.
- 4.5.7.4 Starting at Game six (6) of the season, all games will be player pitch up to and including playoffs.
- 4.5.7.5 Youth pitcher will pitch to a batter until the batter strikes out, hits safely, hits into an out, receives four balls, or hits a batter.

#### **4.7. Minor A**

- 4.7.1. 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.
- 4.7.2. MANDATORY PLAY: Teams bat entire roster. Each player shall play a minimum of 6 defensive outs in a six-inning game.
- 4.7.3. 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.

#### **4.8. Majors**

- 4.8.1. MANDATORY PLAY: Teams bat entire roster. Each player shall play a minimum of 6 defensive outs in a six-inning game.
- 4.8.2. Each game will have a drop-dead time of 20 minutes prior to the next scheduled game on that field.
- 4.8.3. 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.
- 4.8.4. 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.
- 5.4. Draft Position and Process related to Coach's and Manager's Sons/Daughters
  - 5.4.1. The players already reserved on a team will take up to the max players in

reserved spots. Example: If a manager has all three 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 9 players.

5.4.2. The determination of when and how the reserved spot players impact the draft round selection will be determined by an approved process by the president through a collaborative recommendation by the Player Agent, the Division Coordinators, and Coaches Coordinator. The President will make the final determination on round and draft impact revolving around the players filled in reserved spots for a team

5.4.2.1. The determination will have to be set and communicated to all managers 48 hours prior to draft for the division

## 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.

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

6.1.1.2. 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.

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. 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
  - 7.1.1. The All-Star Committee shall consist of 10 Board positions + 1 Alumni appointed position by the President: President, Treasurer, Sponsorship, Marketing & Awards Director, Player Agent, Coaches Coordinator, Umpire in Chief, + 4 other board positions.
  - 7.1.2. 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
  - 7.1.3. 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
  - 7.1.4. Each year the All-Star committee will form a special FHLL ALL-Star Selection Sub-Committee (Consist of 4 individuals on the All-Star committee + the President) who will be assigned by the President to determine and handle specialized Team and Player selection decisions for the All-Star season.
    - 7.1.4.1. This committee will also consist of the Managers of the All-Star teams once determined at the end of the season.
- 7.2. All-Star player Selection Eligibility
  - 7.2.1. All players in all divisions are eligible to apply to be an all-star and be taken serious upon their candidacy
  - 7.2.2. In order to be eligible to make an FHLL All-Star Team, the following requirements will be strictly enforced by the All-Star Selection Sub-Committee
    - 7.2.2.1. All players who apply must meet Little League Baseball Tournament Eligibility Rules
    - 7.2.2.2. 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
      - 7.2.2.2.1. All players who apply are expected and required to sign an All-Star commitment contract that states the following:
        - 7.2.2.2.1.1. 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 Selection Sub-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.
        - 7.2.2.2.1.2. If a player misses more than 1 game due to anything but a

medical emergency or an act of god they are subject to removal from the team.

7.2.2.2.1.3. 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.

7.2.3. All decisions, determinations on selection is encouraged to be done by a collaborative process by the All-Star Selection Sub-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.

7.3. 11/12 ALL-STAR TEAM (Little League) selection process will be as follows:

7.3.1. The determination to the amount of positions on the 11/12 All-Star Team shall be made by the All-Star Committee and approved by the Executive Board by the midpoint of the season.

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

7.3.2.1. Each Majors player will select or mark an “X” by the names of the players whom he or she believes has the skills and traits necessary to be an All-Star. Votes from the Majors players will all be turned in and tabulated at one time (no late or absentee votes will be accepted). 7.1.2.2 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.

7.1.2.3 The four (4) players with the greatest number of votes from the Majors players will be selected for final approval by the All-Star Player Selection Sub-Committee to the 11/12 All Star Team.

7.3.3. The remaining seven players for the 11/12 All-Star Team will be selected by the Majors Managers and Coaches. The Majors Managers and Coaches will also vote by written or electronic ballot – minus the players already selected and approved to the team by the players. – a system to select the final players will be approved by the All-Star Selection Sub-Committee. In the event of a tie for the final positions on the team, that All-Star Division Manager shall nominate their choice to the President for approval.

7.3.4. The All-Star Selection Sub-Committee board members will tabulate the 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.

7.3.4.1. 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

7.3.4.2. Once all players are confirmed by the Selection Sub-Committee and the

Manager the final roster will be sent to the All-Star Selection Sub Committee

7.3.5. The All-Star Selection Sub Committee will send the results to the President for final approval

7.4. 9/10 ALL-STAR TEAM selection process will be as follows:

7.4.1. The determination to the amount of positions on the 9/10 All-Star Team shall be made by the All-Star Committee and approved by the Executive Board by the midpoint of the season.

7.4.2. Minor A Managers and Coaches will vote for the allotted positions on the 9/10 All-Star Team. Each Minor A manager and Coach 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.

7.4.3. The All-Star Selection Sub-Committee is to also obtain names of players from the Majors Division and Minor B division who may be eligible and capable of being an All-Star and add to the list for voting for the 9/10 All-Star Team

7.4.4. 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. Voting occurs at the time of written or electronic ballot distribution. The All-Star Selection Sub-Committee Will make the determination on how to rank and rate the all-star candidates prior to the official vote. In the event of a tie for the final position on the team, the 9/10 Manager with the approval of the President can make the decision.

7.4.5. After the ballots are completed by the Managers and coaches. The manager's or the team's name will not appear on the ballot and the tabulation will commence once confirmed all voters are complete The All-Star Selection Sub-Committee Board Members will tabulate the 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. All All-Star players voted in the position to make the team must then be evaluated for their little league eligibility as as well as commitment level Once all players are confirmed by the Selection Sub-Committee and the Manager the final roster will be set.

7.4.6. The All-Star Selection Committee will send the results to the President for final approval

7.5. 9/11 ALL-STAR TEAM selection process will be as follows:

7.5.1. The determination to the amount of positions on the 9/11 All-Star Team shall be made by the All-Star Committee and approved by the Executive Board by the end of the season All-Star selection process shall be conducted by the Majors & Minor A Managers and Coaches amongst all eligible candidates by the same process as outlined above for the 9/10 All-Star Team, but in the respective age category.

7.6. 7/8 All Star Team (Little Stars)

- 7.6.1. District 41 may organize a Little Stars tournament for league age 7 and 8 year old players.
- 7.6.2. All rules and regulations will be provided by District 41.
- 7.6.3. All players, managers, and coaches wishing to be eligible for the Little Star team must sign the all-star participation agreement.
- 7.6.4. There will be 13 positions on the 7/8 All Star Team.
- 7.6.5. 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.
- 7.6.6. The Minor B managers will vote to determine which 7 and 8 year olds in Minor B will fill the remaining spots.

7.7. APPROVAL & SELECTION OF ALL-STAR MANAGERS

- 7.7.1. The Board shall notify all eligible members of the deadline to apply to become an All-Star Manager or Coach.
- 7.7.2. The expectation as a League Manager is that they are willing to make themselves available to manage an All-Star team when Tournament time approaches
- 7.7.3. Managers for each All-Star team shall be nominated by the following process:
  - 7.7.3.1. Majors Division FHLL Playoff Winning Manager is nominated for approval by the All-Star Committee as the Little League Baseball All-Stars 11/12 Division Team for FHLL
  - 7.7.3.2. Minors A Division FHLL Playoff Winning Manager is nominated for approval as by the All-Star Committee as the Little League Baseball All-Stars 9/10 Division Team for FHLL
  - 7.7.3.3. The All-Star Committee will nominate the most qualified manager of applicants for the Little League Baseball All-Stars 9/10/11 Division Team for FHLL once the 11/12 manager is confirmed and the 9/10 Manager is confirmed.
  - 7.7.3.4. The Minors B Division FHLL Playoff Final Game Winning Manager is nominated for approval as by the All-Star Committee as the Little League Baseball Little Stars Division Team for FHLL
  - 7.7.3.5. Coaches are selected and nominated to be approved as a coach by the All-Star Committee by who turns in their application to be either a Manager or Coach in All-Stars.
- 7.7.4. The All-Star Committee shall review each Manager nomination and either approve or deny the candidate by a majority vote.
- 7.7.5. All remaining approved applications will be placed on the list of eligible candidates for All-Star Coach positions or manager positions that are not accepted by division winning managers.
  - 7.7.5.1. Should a Division Winner or Nominated Manager choose not to take on the All-Star team manager role for age group, then the All-Star Committee will be

the deciding body to nominate the replacement manager and final approval will need to be given by the President.

7.7.6. The All-Star Manager in each age division will nominate their own team's coaches from the list of approved candidates. Final approval of coaches will need to be done by the President.

7.8. 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 All-Star Committee will determine if an alternate player shall be selected. If needed, the appropriate Managers, and the All-Star Selection Sub-Committee, will recommend a replacement player with President approval. This must be done before rosters are certified and play begins.

8. 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. Officials and Scorekeepers

9.1. 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.

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 is subject to suspension 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.