



# Fairfield Pacific Little League Baseball



## OPERATIONS MANUAL

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## **I. INTRODUCTION**

This Manual defines the responsibilities, conduct, and procedures of the Board of Directors, Managers, Coaches and Team Parents in conducting the field operations of Fairfield Pacific Little League ("FPLL"). The contents of this manual are intended to define the options provided to our League by Little League Baseball (LLB) rules and regulations and are intended to augment the LLB rules and regulations, not modify them. In all cases, it is the intention of FPLL to follow the rules and regulations of LLB. If there should be a conflict between the contents of this manual and the LLB Regulation and/or Rules, the LLB Regulations and/or Rules will prevail.

### ***Acronyms***

LL – Little League  
LLB – Little League Baseball Inc.  
FPLL – Fairfield Pacific Little League  
District – District 53 Little League

### ***References***

Board – Fairfield Pacific Little League Board of Directors

This manual has been approved by the FPLL Board of Directors ("Board") and hereby becomes a permanent document in the operation of FPLL. This manual will be reviewed annually and is subject to revision with the approval of the Board.

The main documents that establish the rules for FPLL besides this operations manual are: Little League Operating Manual (aka "the White Book") – current year's edition

Official Regulations and Playing Rules of Little League Baseball (aka the "Green Book") current year's edition FPLL Constitution and By-Laws

## **II. FAIRFIELD PACIFIC LITTLE LEAGUE'S MISSION**

We shall strive to provide a fun environment for all players in FPLL and teach the mechanics of baseball, good sportsmanship, and character with a community of positive volunteers supporting their development.

## **III. GENERAL RESPONSIBILITIES OF VOLUNTEERS**

Any person who volunteers and has repetitive access to or contact with players or teams must complete and submit an official "Little League Volunteer Application". This includes, but is not limited to managers, coaches, team parents, umpires, and all Board Officers.

### **Managers**

A sub-committee consisting of the President, Vice-President and the respective Division Director will interview and recommend to the Board, a list of candidates for each respective division. The entire list of candidates, by division, is then to be voted on by the Board. Upon a request from the Board, individual candidates may be removed from the candidate list for individual discussion and approval. The FPLL President then appoints managers for all divisions. The Manager is chosen for the current season and does not automatically remain a Manager for the following season.

The one season period shall begin from the date of appointment by the FPLL President and end at the conclusion of the last tournament game. Managers will sign acknowledgement of receipt of the Operating Manual.

Knowing all FPLL and LL conduct and playing rules.

- Conducting practices and managing their team during games.
- Maintain all team records, including but not limited to:
  - Player line-up cards
- Major and Triple-A Division line-ups are to be submitted to the umpire, opposing team and official scorekeeper prior to the game.
- During the regular season, Double-A and Single-A Division line-ups and player positional rotations are to be submitted to the opposing team prior to game.
- Playing time and rotation of positions (all divisions)
- Pitch count (Major Triple-A and Double A Divisions)
- Team scorebook (Major and Triple-A Divisions)
- Being a POSITIVE role model for the players and parents of their team and the opposing team.
- Be responsible for the conduct and ethics of coaches, players, parents and visitors of their team.
- Umpire games and/or ensure their team's coverage be met
- If a coach/Manager misses their assignment there will be a consequence decided upon by the disciplinary committee.
- Be responsible for the team's field keys, playing equipment, and team binder.
- Ensure that the fields are maintained before and after games.
- Conduct a preseason parent meeting to discuss the purpose of LL and review the Parent Code of Conduct.
- At this meeting, the Manager should recruit assistant coaches, team parent, team scorekeepers, and umpire volunteers to represent their team's obligations.
- Attend all FPLL sponsored training for coaching, umpires, and field maintenance.
- Maintain contact with their Division Director.
- Maintain team website or assign parent volunteers to be their team's site administrator and liaison with league's webmaster (Communications Officer).
- Positively represent, support, and promote their team and FPLL with our community through submission of team write-ups in the Daily Republic, coordination of end-of-season parties, etc.
- Any violation of general responsibilities will be subject to review by the disciplinary committee

### **Assistant Coaches**

Assistant Coaches for all divisions are to be approved by the FPLL President. Team Managers will notify the FPLL President of who they would recommend to be their assistant coaches, however only coaches approved by the FPLL President will be considered official Assistant Coaches and will be allowed on the playing fields and in the dugouts. Official Assistant Coaches must have filled out a volunteer application and must be cleared up by FPLL's Safety Officer.

The number of official assistant coaches per team assigned in each Division

Majors – (1) Manager (2) Assistant Coaches; assistant coaches may be assigned prior to Player Draft

Triple-A – (1) Manager (2) Assistant Coaches; assistant coaches may be assigned prior to Player Draft

Double-A (Coach/Player pitch) – (1) Coach (2) Assistant Coaches

Single-A (Coach pitch) – (1) Coach (4) Assistant Coaches

Assistant Coach responsibilities include, but are not limited to the following:

- Knowing all FPLL and LL conduct and playing rules.
- Assisting the manager in conducting practices, games, and maintaining team records.
- Being a POSITIVE role model for the player and parents for both their team and opposing team.
- Assist the manager with fulfilling the team's umpiring responsibilities.
- Assist the manager with field maintenance before and after games.
- Attend all FPLL sponsored training for coaching, umpiring, and field maintenance.

### **Team Parent(s)**

Each team's Manager selects team Parents for all divisions and each team will have at least one (maximum of two). The team Manager will identify the Team Parent for the Division Director. The Team Parent must have a volunteer form filled out with FPLL and be cleared by the Safety Officer. The Team Parent shall assist the Manager in maintaining communication with the other parents and conducting team responsibilities.

Team Parent responsibilities include, but are not limited to:

- Attend FPLL sponsored Team Parent training conducted by the Volunteer Officer.
- Being a POSITIVE role model for the player and parent of their team and opposing team.
- Assisting the manager in recruiting parents to help with concessions, field maintenance before and after the games and FPLL fundraisers.
- Assist or coordinate team write-ups submitted to the Daily Republic and team website (coordinate with Communications Officer or FPLL's webmaster).
- Assist in coordinating team functions, parties, etc.
- Creating a team banner or other projects to encourage team spirit.
- Assist the team in any way that will help make the season a fun and positive experience for all the players.

### **Team Scorekeeper(s) and Pitch Counters**

Team Scorekeepers and Pitch Counters are to be selected by the team's Manager. Each team should have at least two. The team Manager will identify the Team Scorekeeper and Pitch Counters for the Division Director. Team Scorekeepers and Pitch Counters do not need to have volunteer forms filled out or be cleared by the Safety Officer since they do not have repeated contact with the players, unless they are also Assistant Coaches or Team Parents. Official scores will only be kept in Major and Triple-A Divisions. However, Double-A teams will also keep scores with an official scorebook to assist FPLL and the Manager to track player participation. The scorekeeping in Double-A is non-mandatory.

Team Scorekeeper and Pitch Counter responsibilities include, but are not limited to:

- Attending FPLL sponsored training for scorekeeping/pitch counting.
- Managers and Assistant Coaches are not allowed to talk to parents or spectators during the game about game situations.

### **Official Scorekeeper**

During a game (Major & Triple-A Divisions) it shall be provided by the home team. The visiting team will provide official Pitch Counters. The following duties should be performed:

#### ***25 Minutes Before Start of the Game***

- The Official Scorekeeper and Pitch Counter should open-up the score booth. Opening up the score booth includes:
- Finding the official scorebook.

- Finding the pitching count verification forms for the two teams recorded from their last game.
- Setting up the electronic scoreboard.
- Setting up the P.A. system.
- The home team's Manager should unlock the score booth at least 30 minutes before the start of the game.

### ***15 Minutes Before Start of the Game***

- Both team Managers (or an Assistant Coach) shall give their complete team line-up card to the Official Scorekeeper so the official scorebook can be filled out.
- The Official Scorekeeper will hold onto the line-up cards until the Plate Umpire arrives and then give the 2 line-up cards to him/her.
- The Official Scorekeeper will give a copy of the home team's line-up to the visiting team and will give a copy of the visiting team's line-up to the home team.

### ***During the Game***

- Keep the official score of the game in FPLL's official scorebook, while sitting in the FPLL score booth, when their team is the home team.
- While acting as the Official Scorekeeper, the Team Scorekeeper cannot sit in the bleachers/stands or in the dugout.
- The Official Scorekeeper cannot keep their own team's scorebook at the same time they are acting as the official scorekeeper.
- The Official Scorekeeper may select one assistant to be in the score booth with them during the game to help update the electronic scoreboard. No one other than the Official Scorekeeper, his/her one assistant, and the Pitch Counter is permitted in the score booth during the game.
- If the Official Scorekeeper or the assistant needs to have their children in the score booth with them during the game then they can ask the home plate umpire for permission to have only their children in the booth with them.
- If during the game any children in the score booth is causing a distraction, then the Plate Umpire may ask them to leave the score booth and sit in the stands.
- The Official Scorekeeper and Pitch Counter will only give game information or take game changes from the Plate Umpire. At no point is the Official Scorekeeper or Pitch Counter to give any game information or take game changes to/from spectators, managers, coaches or team scorekeepers.
- The Official Scorekeeper and Pitch Counter will work together to maintain the official scorebook, maintain the pitch count records, update the pitch count indicator, keep the electronic scoreboard updated, and announce on the P.A. system the name of the players as they come to the plate along with any game changes when they occur. The assistant can keep the electronic scoreboard updated, and make announcements on the P.A., but the official scorebook and official pitch count records are to be kept by the Official Scorekeeper and Pitch Counter.

### ***Immediately Following the Game***

The Official Scorekeeper will make sure that the Plate Umpire, home team Manager, and the visiting team Manager; sign the official scorebook and the pitch count verification forms for both teams.

- Close-Up the score booth which includes:
- Putting the scorebook away.
- Filing the pitch count verifications forms in the pitch count binder.
- Putting away the electronic scoreboard control panel.
- Putting away the P.A. system.
- Cleaning up the booth and making sure it is organized for the next game:
- The electronic scoreboard control panel and P.A. system does not need to be put away if there is another game that is to be played immediately after the completed game.



## **Umpires for Major and Triple-A Divisions**

The FPLL President appoints FPLL Umpires. FPLL Umpires need to fill out a volunteer form and be cleared by the Safety Officer. All Major, Triple-A (Minors), Double-A (Coach/Player Pitch), and Single-A (T-ball/Coach Pitch) Divisions teams are required to provide umpires for the Major and Triple-A games. FPLL Umpire responsibilities include, but are not limited to the following:

- Attend all FPLL sponsored umpire training.
- Know all of the FPLL and LL conduct and playing rules.
- Enforce all FPLL and LL conduct and playing rules and, as the direct representative of the FPLL President and the Board of Directors, the Plate Umpire has the authority to eject any Manager, Coach, Player, Parent, or Spectator if they are in violation of those rules.
- If the President or a member of the Board is one of the Managers, Coaches, or Parents then they will be treated as a Manager, Coach, or Parent.
- If the President or a member of the Board is observing a game in which they are not a Manager, Coach, or Parent and have a concern about the safety of the players or the overall game then they should direct their comments to the Plate Umpire when there is a natural break in the game.
- The President or any member of the Board cannot question any Umpire call or affect any part of the game during the game.
- If the President or a member of the Board observes a game in which they question the conduct or objectivity of the Umpire then they should fill out a formal complaint after the game and give it to the Umpire-in-Chief for a formal investigation.
- If the President or a member of the Board is acting in an inappropriate manner during a game then the Umpire has the authority to eject the President or Board member.
- If an Umpire ejects someone from a game then he will file an "Incident Report" with the appropriate information and submit it to the Umpire-in-Chief for further action.
- Umpires shall personally arrange rescheduling of umpiring duties due to conflicts and notify the Umpire-in-Chief Officer of any changes.
- Manage the game in a professional, unbiased, and respectful way that will benefit all the players.

## **Umpire Games Procedures and Duties**

### ***15 Minutes Prior to the Game***

- Put on Umpire Gear that is located in the score booth.
- Plate Umpire shall have an umpire shirt and hat, chest protector, umpire mask, leg protectors, and equipment bag.
- with a plate brush, a pitch counter, and a pen to record game changes on the line-up cards.
- Base Umpire shall have an umpire shirt and pitch counter (hat is optional).
- After Umpires are ready for the game the Plate Umpire shall get the two line-up cards from the Official Scorekeeper.
- On the way to the plate, the two Umpires will conference with each other about what parts of the game each one will be responsible for calling.
- Once at the plate the Umpires will conduct the pre-game meeting with the 2 managers and go over the line-ups and review any information that needs to be discussed before the game.
- Prior to the start of the game, the Umpires will inspect each team's batting helmets and bats, which should be available in the dugouts, to ensure they are LL approved
- The Plate Umpire shall inspect the home team's equipment, and the Base Umpire shall inspect the visiting team's equipment
- Only batting helmets and bats that have been inspected by the Umpires can be used during the game.
- Any batting helmet or bat that is not LL approved or deemed unsafe, shall immediately be removed from the dugout and cannot be brought back into the dugout or playing field during the game.

### ***During the Game***

- Every effort should be made by the Umpires that the games start on time, are run efficiently, and ends when they should.
- The Umpire will notify the Official Scorekeeper of the official start time.
- If a player from either team needs to leave the dugout to use the restroom the player's Manager or Coach needs to notify the Umpire before the player leaves the dugout. Players should not leave the dugout/playing field for any reason other than to use the restroom during the game.
- In the case of a player injury, the Umpire shall stop the game for as long as they feel is necessary to properly care for the player. The health and safety of the players supersedes any concerns about the game.
- Managers will notify the Plate Umpire of any game changes and any questions about the game. The Home Plate Umpire shall then notify the Official Scorekeeper of any game changes or ask the Official Scorekeeper any questions. The Plate Umpire shall ensure that Managers, Coaches, Parents, or Spectators do not bother the Official Scorekeeper.
- During the game, should a Manager have a question about a call, they must first request a timeout. Once their request has been acknowledged by the Umpire(s), the Manager should discuss the call in question with the Umpire who made the call. A request to appeal the call in question must be requested of and granted by the Umpire who made the original call. Only after the Umpire who made the original call agrees to seek another opinion, will the other Umpire be asked for his opinion on the play.

### ***Immediately Following the Game***

- The Home Plate Umpire shall sign the official scorebook and official pitch count verification forms for both teams.
- Umpires shall return all of the Umpire equipment to the score booth.
- The Home Plate Umpire shall fill out "Incident Report" forms if needed.

### **Concession Volunteers**

Volunteers working with concessions shall be approved and trained by the Concessions Officer. Concessions' volunteers shall do their best to serve the players and their fellow parents in a professional, respectful, and kind manner.

### **Field Maintenance Volunteers**

Volunteers working on field maintenance during field maintenance workdays shall be approved and trained by the Field Maintenance Officer. Field Maintenance volunteers shall do their best to serve FPLL in a professional, respectful, and kind manner.

## **IV. ETHICS AND CONDUCT**

President, Board of Directors, Managers, Coaches, Team Parents

Due to their positions of authority and leadership, parents volunteering as League President, Board Member, Manager, Coach or Team Parent will be held to a higher standard than other parents or spectators who might not fully understand or appreciate the positive supportive environment we are trying to create for our players. All parent volunteers are responsible for conducting themselves with the pinnacle of sportsmanship and respect for others at all times before, during, and after League events as an example to the players, other parents, and as stewards of LLB.

### Managers are responsible for:

- Violation of FPLL or LL playing rules by their team.
- Ethics or conduct violations of their team's Assistant Coaches, Players, Parents or spectators that are not addressed and stopped.
- Their Players conduct on the bench and/or vocal attitude toward the opposing players or team. Bench Jockeying or heckling the other team will not be allowed at any time.
- Strongly arguing questionable Umpire calls.
- Acting or talking to players in an overly negative manner.
- Negative comments from the stands.
- Negative comments, noises, or actions towards the opposing team, umpires, or other spectators.
- Littering / leaving trash behind.
- Smoking or use of any tobacco products on FPLL grounds or near games or practices.
- Treating others or FPLL property with disrespect.

Major offenses may include, but are not limited to:

- Ejection from a game.
- Physically fighting.
- Strong negative yelling at players or belittling them.
- Physically hurting players.
- Suspected alcohol or drug use or under the influence of either on FPLL grounds, at games or at practices.
- Use of foul language towards players, Umpires, opposing team personnel, or spectators at any time.
- Damaging or destroying FPLL, city or school property.

### Parents and Guests

Parents are encouraged to attend all FPLL functions to support their child as a baseball player. Parents are also encouraged to invite as many friends and other family members to our events to support their child. While attending an FPLL event, whether it is a game, practice, or fundraiser, we expect all parents and guests to conduct themselves in a positive, polite, and respectful manner towards others. Some of these expectations are explained in FPLL's "Parent Code of Conduct" which all parents sign when registering their child. We are trying to create a positive supportive environment for not just your child, but for all the children in our league. We expect your help in maintaining this type of environment.

Minor offenses may include, but are not limited to:

- Strongly arguing questionable Umpire calls.
- Acting or talking to players in an overly negative manner.
- Negative comments from the stands.
- Negative comments, noises, or actions towards opposing teams, umpires, or other spectators.
- Littering / leaving trash behind.
- Smoking or use of any tobacco products on FPLL grounds or near games or practices.
- Treating others or FPLL property with disrespect.

Major offenses may include, but are not limited to:

- Ejection from a game.
- Physically fighting.
- Strong negative yelling at players or belittling them.
- Physically hurting players.
- Suspected alcohol or drug use or under the influence of either on FPLL grounds or near games or practices.
- Use of foul language towards players, Umpires, opposing team personnel, or spectators at any time.
- Damaging or destroying FPLL, city, or school property.

## **Adult Disciplinary Actions**

### ***President Responsibilities***

The President, at any point and for due cause, can suspend any person from all FPLL functions until a FPLL Discipline Sub-Committee or the entire Board of Directors can meet to review the incident and vote on a future course of action. The President, acting in the best interest of FPLL and its players, can give a verbal and/or written warning when he/she witnesses an offense. Prior to giving a warning, he/she will introduce himself/herself and identify himself/herself as FPLL President.

### ***Board Member, Manager, Coach, or Team Parent Responsibilities***

Any Board Member, Manager, Coach, or Team Parent, acting in the best interest of FPLL and its players can give a verbal and/or written warning when he/she witnesses an offense. Prior to giving a warning, they will introduce themselves and their role within FPLL. The FPLL President shall be notified of any verbal and/or written warnings given as soon as possible.

### ***Umpire Responsibilities***

Umpires acting as representatives of the FPLL President and Board during the game they are officiating, may give verbal and/or written warning for due cause. Umpires can also eject any person from a game for due cause. (Any person ejected from a game will automatically be suspended for one game). The ejected person must immediately leave the game site, defined as Alan Witt Little League Fields to include the playing fields, and no less than (50 ft) fifty feet on any side of the playing fields including the FPLL parking lot area. Any person who refuses to leave the game site after being ejected will automatically be suspended indefinitely until an FPLL Discipline Sub-Committee or the entire Board of Directors meets.

Umpires are to report an unsafe or unethical incident or unacceptable conduct immediately after the game by completing an "Incident Report" form. The Incident Report shall be submitted to the Umpire-in-Chief Officer. The Umpire-in-Chief shall immediately inform the FPLL President of the incident.

**First Offense:** Automatic one game suspension.

**Second Offense:** Indefinite Suspension for the remainder of the regular and/or post-season and subject to review by the FPLL Discipline Sub-Committee or the Board of Directors(including all Tournaments)

When the FPLL Discipline Sub-committee or the entire Board of Directors meet, the suspended person will be notified of the meeting and given an opportunity to speak on their behalf and provide evidence to support their position.

### ***Player Responsibilities***

Any player or parent who witnesses or is aware of an unsafe or unethical incident or unacceptable conduct shall report it to an Umpire, Board Member, or the FPLL President. The Umpire, Board Member, or the FPLL President will determine what course of investigation and action needs to be taken.

## **Adult consequences for Minor Offenses:**

**First offense:** Written warning

**Second offense:** 6-game suspension

**Third offense:** Complete suspension for the remainder of the regular and/or post-season until a review by the FPLL Discipline Sub-Committee or Board of Directors (includes all Tournaments)

Adults who commit a Major Offense will be suspended from all FPLL functions immediately and until the FPLL Discipline sub-committee or the entire Board of Directors meet to review the case and vote on future actions. When the FPLL Discipline Sub-Committee or Board of Directors meet, the suspended person will be notified of the meeting and given an opportunity to speak on their behalf and provide evidence to support their position.

## **Players**

Players at all times should demonstrate the best, positive traits of being a Little League player including:

- Encouraging teammates regardless of if they win or lose the game.
- Being a worthy opponent who, while always trying their best, never forgets to treat the other team, its players, and coaches with respect.
- Being a good student of the game who listens to their Manager and Coaches and is willing to learn the game of baseball.
- Being an honorable steward of the game who respects its rules and best traditions.

## ***Player Participation***

Players are required to actively participate in all official player functions, practices, and games scheduled by their managers and FPLL. In the event that a player is unable to participate because of prior commitments, vacations, or illness or injury, it is the player or his parents' responsibility to notify the manager, coach or Player Agent of their inability to participate.

## ***Practice Attire***

All players will report to team practices in appropriate baseball attire and equipment including baseball pants, cleats, cups, hat, and mitt. If they cannot show up with the appropriate attire and/or equipment then the player or their parent needs to communicate that to the Manager.

## ***Game Attire & Equipment***

All players will report to the playing fields for scheduled games in full uniform and equipment. Full uniform includes team hat, jersey with official Little League International patch, league pants, matching belt, matching socks, and appropriate cleats. An undershirt is optional; however, if a player wears an undershirt it needs to be of a matching color for the uniform and the same color as all the other players on the team (undershirts cannot be white).

- No unauthorized uniforms will be allowed for league players without prior approval of the Board.
- No customized jerseys and/or hats, pants, jackets, or undershirts not recognized as baseball undershirts will be allowed.
- Only uniforms approved by the Board may be worn.
- No dirty or torn uniforms or damaged hats.
- No metal cleats.
- No jewelry or necklaces.
- Pitchers cannot wear any type of wristbands, bracelets, or armbands (Majors Triple-A and Double A Divisions).
- No unauthorized helmets or bats.
- Gloves should be in good condition with no dangling straps.
- Helmets should be in good condition with no decals or paintings that are not LL approved.

## **Team Discipline**

Managers (in the Major, Triple-A and Double-A Divisions) may discipline very minor offenses that occur at practices or games, such as not hustling out of the dugout, not hustling off of the field, or being negative towards a teammate, etc., with minor actions that the child is capable of doing, such as push-ups, running extra laps, etc. (Managers should take note if a player has a medical condition, such as asthma, and assign an appropriate task accordingly). Managers should always communicate with the player and the player's parents after the practice or game and explain the situation and the action that was taken.

Parents should feel free to communicate their thoughts about the situation to the Manager and see if they can both work together to ensure that the negative behavior does not occur again. If a parent feels that the Manager or Coach's discipline was unfair or too harsh then they should tell the Manager or Coach. If they are still not satisfied then they can communicate their concerns to the Division Director.

At no time is it ever permitted for a Manager, Coach or Parent to verbally assault, belittle or physically hurt a player.

Bench Jockeying or heckling the other team will not be allowed at any time. Players are encouraged to cheer for their teammates, but if any comments, gestures, or noises are directed towards the other team, and an Umpire, deems them negative in nature the game will be stopped, and the Manager of the team will be given a warning. The Manager at that time should give a warning to their team and notify the players of the appropriate consequences if it happens again.

Being excessively late or not showing up to practices or games without prior notification given to the Manager.

Major Offenses may be but are not limited to:

- Willfully destroying or stealing FPLL property.
- Use of foul language or obscene gestures amongst players or teammates.
- Arguing with an Umpire, FPLL Official, Manager, or Coach during a game. In addition to further action, his/her manager will immediately remove the player from the game.
- Instigating disruptions amongst players or teammates.
- Fighting.
- Use of any tobacco products.
- Use of Alcohol or Drugs or being under the influence.

## **V. PLAYER DISCIPLINARY ACTIONS**

### **President Responsibilities**

The President, at any point and for due cause, can suspend any player from all FPLL functions until a FPLL Discipline Sub-Committee or the entire Board of Directors can meet to review the incident and vote on a future course of action. The President, acting in the best interest of FPLL and the players, can give a verbal and/or written warning when he/she witnesses an offense. Prior to giving a warning, he/she will introduce and identify himself/herself as the FPLL President.

### **Board Member, Manager, Coach, or Team Parent Responsibilities**

Any Board Member, Manager, Coach, or Team Parent acting in the best interest of FPLL and the players, can give a verbal and/or written warning when he/she witnesses an offense. Prior to giving a warning, they will introduce and identify themselves and identify themselves. The FPLL President shall be notified of any verbal and/or written warnings given as soon as possible.

## **Umpire Responsibilities**

Umpires, acting as representatives of the FPLL President and Board during the game they are officiating, may give verbal and/or written warning for due cause. Umpires can also eject any person from a game for due cause. Being ejected from a game will result in an immediate suspension from all FPLL functions until an FPLL Discipline Sub-Committee or the entire Board of Directors can meet. Umpires are to report on game incidents right after the completion of the game by filling out an "Incident Report" form and submitting it to the Umpire in-Chief Officer who in turn will immediately inform the FPLL President.

## **Player or Parent Responsibilities**

Any player or parent who witnesses or is aware of an unethical, unsafe, or unacceptable conduct shall report it to an Umpire, Board Member, or the FPLL President. The Umpire, Board Member, or FPLL President will determine what course of investigation and action needs to be taken.

For minor offenses, the player's Manager shall notify the Division Director at least 24 hours in advance (if possible) of game time regarding any player to be disciplined. This notification will be in the form of a letter or e-mail from the Manager or Coach to the Division Director. Managers should have already talked with the player and the parents about the offense and given verbal warnings.

Prior to notifying the Division Director, the player's Manager shall notify the player's parents about the consequences. Once the Division Director receives the written notice from the Manager, a copy will be forwarded to the parents of the player along with the Player Agent and the FPLL President.

Discipline actions from the notice are as follows:

**1<sup>st</sup> Notice:** Player to play only minimum required time

**2<sup>nd</sup> Notice:** Player will not play the next scheduled game.

**3<sup>rd</sup> Notice:** A referral to the Board will be made to determine the player's eligibility to continue participation in the program.

Players who commit a Major Offense will be suspended from all league functions immediately and until the FPLL Discipline sub-committee or the entire Board of Directors can meet to review the case and vote on future actions. When the FPLL Discipline Sub-Committee or Board of Directors meet the suspended person will be notified of the meeting and given an opportunity to speak on their behalf and provide evidence to support their position.

## **VI. DIVISION ELIGIBILITY**

Little League age is determined by the Little League International age chart of the current season. The Player Agent or the Player Agent Committee on an individual player basis must approve any exceptions to the conditions listed below. *The Board will make safety the primary factor in its decision.*

### **Single-A (4-6 years old): Introduction to Baseball**

Players are placed on teams, generally grouped by neighborhood and possibly by special request of the parents. Managers may submit a team (or partial team) of players they would like to coach. FPLL will consider all requests when forming teams but will not guarantee all requests will be honored. If a player is 4 years old they are required to play Single-A for 2 years. If a player is 5 years old, and has never played baseball before, they are required to play Single-A for 2 years or coach/parent/board's approval to move up to Double-A. If a player is 6 years old and has never played baseball before then they are required to play Single A, unless demonstrated size or baseball skill warrants placement in the Double-A Division or at the board's discretion.

While at practices, Managers and Coaches will develop the players' abilities to hit off of a tee and against pitching by the Manager/Coach. Games will be played with coaches pitching the ball and the batting tee being used when needed.

### **Double-A: Player Pitch/Coach Pitch (6-8 years old)**

Players are placed on teams, generally grouped by neighborhood and possibly by special request of the parents. Managers may submit a team (or partial team) of players they would like to coach. FPLL will consider all requests when forming teams but cannot guarantee that all requests will be honored. This division is geared for some 6 and 7-year olds who have played for one year in the Single-A Division and already have developed baseball skills or board approved. 8 year old Players will be eligible to try out for Triple-A and being drafted up to Triple-A if a roster spot opens up based on evaluation completed by the Player Agent.

Managers and Coaches should teach the players how to pitch the ball and hit the ball when a player is pitching.

### **Triple-A: Intro to Competitive Play – Player Pitch (8 –10 years old)**

A player's ability will be evaluated at a FPLL approved tryout in order to be drafted in this division. Players are selected on teams based on a draft. Ten (10) year olds who did not tryout will be placed on a team in this division. For an Eight(8) year old to be considered for Triple-A, that player must have played FPLL Double-A the previous year. They must be evaluated at an FPLL-approved tryout.

Ten (10), Eleven (11), and Twelve (12) year olds who were evaluated at an FPLL-approved tryout will be eligible for being drafted up to Majors if a roster spot opens up.

Eleven (11) and Twelve (12) year olds can play Triple A with a safety waiver. Each Triple A manager must identify at least 3 alternate players immediately following the draft, before the season starts for potential call ups to Majors.

All games are played with players pitching to the other team.

### **Majors: Advanced Competitive Division – Player Pitch (9-12 years old)**

A player's ability will be evaluated at an FPLL-approved tryout in order to be drafted in this division. Players are selected on teams based on a draft. All players, eligible by age, will be available to be drafted. 11 and 12- year olds who were not evaluated at an FPLL-approved tryout will be a random draw by a manager and placed on that team in this division.

9-year olds will be eligible for the Majors Division Draft if they have met the following conditions:

1. It has been verified that they have played one or more years of Triple A, and
2. participated in a FPLL-approved tryout and been approved by the Independent Evaluation Committee, and
3. have the consent of their parents and/or legal guardian.

All games are played with players pitching to the other team.

### **Juniors: Advanced Competitive Division – Player Pitch (13 - 15 years old)**

A player's ability will be evaluated at an FPLL-approved tryout in order to be drafted in this division. The Board



also reserves the option for the Player Agent to place players on teams depending on the overall turnout in the Junior Division.

An Inter-league Agreement executed by the various District 53 leagues that offer Junior Division programs will guide the procedures by which the Junior Division will be operated. The current Inter-league Agreement envisions a “modified” Junior Program comprised of eligible 13 – 15 years old during the season. However, the All-Star team will revert back to the 13 – 14 year age group.

All games are played with players pitching to the other team.

### **Challenger: For Youth with Physical and/or Mental Disabilities (4 – 18 years old)**

FPLL The number of teams and games played will be a function of the interest shown. The Challenger Division Director will develop game rules. Players will be teamed with a “Buddy” who will assist the player during the course of the game. The Challenger Division is open to those who have special needs.

## **VII. REGISTRATION**

Registration shall be the primary responsibility of the Player Agent/Division Director; however, the entire Board supports this very important process. Our primary goal is to register as many players as we can to help all the children of our community enjoy a season of LL baseball. Registration will primarily take place during the month of November and December with the specific dates to be set by the Board. Registration locations shall be in various areas, which are representative of FPLL. The Board shall set registration and participation fees. FPLL is an all-volunteer organization; none of the parents who help our league are paid a salary. FPLL fees are used to pay our operational costs. A player is officially registered in FPLL once all of the registration fees are paid in full.

### **Publicity**

The promotion of registration shall be the primary responsibility of the Communications Officer; however, the entire Board should help in making our community aware of registration. Various methods should be utilized to inform the community of our registration dates and locations including but not limited to:

- Update our website with all the current registration information.
- Mass e-mails sent to the parents/guardians of all returning players.
- Fliers, approved by the school district and/or private institution, delivered to all elementary schools within our boundaries for distribution to age-eligible students.
- Other methods may be used to help “get the word” out to all the parents in our area.

### **Format**

The Board will use the registration dates to inform the parents of our community about FPLL. All Board Members will participate in the different registration stations to communicate information about FPLL. The different stations may include but are not limited to:

- **Check-In:** Parents will be given the necessary paperwork, and their addresses will be verified to ensure that they live within FPLL boundaries. Residency shall be established and supported by documents dated between the previous and current year.

- Three or more of the following categories are needed to determine residency:
  - **Group 1** - Driver's License, School records, Vehicle Records, Employment Records, Insurance Documents.
  - **Group 2** - Welfare/childcare records, Federal records (Federal Tax, Social Security), State records, Local Municipal records, Support payment records, Homeowner or tenant records, Military Records.
  - **Group 3** - Voter registration, Utility bills (i.e. Gas, Electric, Water/Sewer, phone, mobile phone, heating, waste disposal), Financial (loan, credit, investments, etc.) records, Medical records, Internet, cable or satellite records

***Note: three documents from one category count as one proof.***

- **Age Verification:** Players' original birth certificates will be checked and copied to determine their LL age. LL age is determined by the player's age as of April 30<sup>th</sup> of the current season.
- **Divisions:** Players and Parents will have an opportunity to speak with, and ask questions to a Division Director or other Board member regarding the division of play the player will most likely participate in.
- **Volunteers:** Parents will have the opportunity to sign up to volunteer to be an important part of making the baseball season happen for all the children of our community. Some of the ways parents can volunteer are by becoming a Manager, Assistant Coach, Umpire, organizing/assisting with various FPLL fundraisers, working Concessions, or helping Field Maintenance in the preparation of our fields both prior to and during the season. Each FPLL family will be expected to volunteer their time to these and other volunteer opportunities throughout the year. Parents will be asked to fill out a volunteer form and provide a volunteer check to be given back or shredded at the end of the season once predefined hours have been met. If they are volunteering as a Manager or Assistant Coach the individual will need to provide personal information including SSN, DOB and DL number to be cleared via a background check since they will have repetitive contact with our players. The Safety Officer, President or Secretary will be the only Board Members who will have access to the volunteer forms and will be the person conducting the background checks. All confidential material will be shredded at the end of the baseball season.
- **Uniforms:** Parents/players will be given an opportunity to see the sizes of hats and jerseys that will be available for the upcoming season. Parents will fill out the appropriate sizes for their player on the registration forms.
- **Sponsors:** Parents who would like to help support FPLL can become a team or FPLL sponsor. We encourage local businesses that want to support the youth and families of our community to become sponsors.
- **Copies:** Copies made by FPLL will be assessed as a charge to be determined by the Board of Directors.
- **Checkout:** Parents will pay their registration fees.

### **Late Registration**

FPLL may have additional registration dates leading up to our tryouts. The dates and locations of these additional registration dates will be advertised through the FPLL website, banners, and other methods. These late registration dates will have an abbreviated format. Any parents wanting to register their child after FPLL's tryout dates will have to contact FPLL's Player Agent or President about making a special exception for them. Parents wanting to sign up their child on or after Opening Day will be placed on a waiting list, but there will be no guarantees that their child will be able to play during the current season. A \$25.00 service fee will be added to the cost of each player's registration.

### **Scholarship Program**

One of FPLL's goals is to have as many children as possible in our community playing LL baseball. We do not turn away any players due to their family's legitimate inability to pay our fees. To ensure that all children can share in the LL experience, FPLL has set up a Scholarship Program to assist families who are not able to afford all or part of our fees.

Families in need of a scholarship are asked to fill out a Scholarship Application. This application asks for general contact information, reasons why a scholarship is needed, other ways in which the family can help FPLL by volunteering, and what part of the fees they are able to pay. If parents have any documentation to support their application, copies should be attached to the application. The scholarship application will be reviewed by the FPLL President for initial approval. After the application is initially approved and all other registration paperwork has been submitted, the player will be placed on FPLL’s waiting list until final approval. FPLL Board will review all Scholarship Applications for final approval. Once a player’s Scholarship Application has been given final approval they will be placed in the general pool of players for placement on a team or inclusion in the player draft.

Parents who can pay the registration fees but need to defer full payment will be asked to fill out a Scholarship Application explaining their situation and when they will be able to pay the fees in full. These players will be placed on FPLL’s waiting list until the fees are paid in full and then placed in the general pool for placement on a team or player draft.

All Scholarship Application information will be confidential and shared only by members of the Scholarship Sub-Committee. Parents will be notified by the Board as to their child’s scholarship status once the Scholarship Sub-Committee meets.

**Refund Policy**

If a family asks for a refund after registration, the following policy will be adhered to and once any part of the refunds is provided to the parents/guardians of the player, then that player’s season is finished, and they cannot be re-admitted into FPLL until the following season. The following guidelines shall be as follows :

Time of Season	Amount of Refund
Registration – Prior to Drafting or Selection of Team	100%
Drafting or Selection of Team – 2 weeks following draft	50%
Opening Day – Mid-Season 2	0%
Mid-Season – End of Season	0%

Fundraisers, team sponsors, league sponsors, and other donations to FPLL are non-refundable. Mid-season is defined as the point when 50% of the originally scheduled games would have been completed.

**VIII. TRYOUTS**

Tryouts will be scheduled by the Board to take place in January and will be held for all FPLL players aged 9 to 12 (and for 8 year olds interested in being eligible for Triple A). Tryouts are designed to help FPLL and the Manager/Coaches for the upcoming season, determining which division of play would be best for the on-going development of the player. It is our goal to have players of relatively equal ability playing in the same division. All players, regardless of ability, will be placed on a team.

## **Expectations**

Players are expected to attend the time slot at which their age group is being evaluated and should be wearing proper clothing and have appropriate equipment. At the assigned time, all players will be asked to report to one of the dugouts of the field being used. A member of the Board will place them in proper order in the dugout and coordinate their participation during the tryout. If a player is acting in an inappropriate manner they may be asked to leave the dugout and possibly miss the tryout. Players will be released to their parents at the end of their evaluations. Parents at no time should leave the field area during their child's tryout. Parents are encouraged not to speak with their child during the tryout or do anything else that might distract them from doing their best. Parents are strongly encouraged to be very positive about their child's performance.

## **Clothing and Equipment**

It is recommended that players wear cleats, baseball pants or sweatpants, a baseball cup for protection, some type of t-shirt or uniform jersey, and a baseball hat. Players may still participate if they do not have the recommended attire, unless what they are wearing is deemed unsafe. Players will not be allowed to wear any jewelry. It is recommended that players bring their own baseball glove and bat that they have used before; however, if they do not bring their glove and bat, they may be able to borrow one.

## **Skills Evaluated**

Players will be evaluated on the following skills: catching fly-balls, throwing from both an outfield and infield position, fielding ground balls, catching a throw, hitting, and running the bases.

## ***Managers, Coaches, and Independent Evaluators***

Managers are expected to attend all the evaluations for the age groups playing in their division. Managers and coaches will be asked to locate themselves somewhere in the right field area of the field being used, out of the way of the action. Managers may have one coach with them on the field of play; the coach should be identified and approved by the FPLL President prior to tryout. Managers and guests on the field of play will not be allowed to speak with or distract the players during their tryout. Managers are to refrain from loud talking or other distracting behavior during a player's evaluation. Managers and their guests may have their children with them on the field as long as the children are not playing or otherwise distracting the player's during the tryout.

An Independent Evaluation Committee made-up of three (3) individuals appointed by the FPLL President will, separately and independently from the Managers/Coaches, evaluate all players to determine their readiness for the division for which they are trying out. At the conclusion of the tryouts, the Independent Evaluation Committee will confidentially share its views with the FPLL President and the Managers on players they feel may benefit from playing in another division either due to safety issues or consideration for the individual's playing experience. Managers, coaches, and independent evaluators will be asked to keep any and all evaluations associated with FPLL confidential. The evaluations for FPLL are to be turned into the FPLL President at the conclusion of the evaluations.

## **IX. TEAM SELECTION AND PLAYER PLACEMENT**

### **Team Selection for, Single-A (Coach Pitch), & Double-A (Coach/Player Pitch Divisions)**

Following tryouts, teams for Single-A and Double-A Divisions will be determined by the Player Agent/Division Director/President. All teams in these divisions will have a minimum of 10 players. The Player Agent will consider the following when selecting the teams, players' addresses, parent requests, and manager requests. Requests by parents and/or managers will be considered, but it is not a guarantee that all requests will be honored.

*The following options will be honored:*

Siblings playing in the same division may be placed on the same team. A

Managers or Coach's child may play on the Managers or Coaches team.

**The following will be the age breakdown of the teams based on their Division:**

***Single-A (Tee Ball)***

Available 6-year olds with no prior experience playing baseball.

All 4-6-year olds

***Double-A (Player Pitch/Coach Pitch)***

Available 8-year olds

Available 7-year olds having at least one year prior playing experience

Available 6-year olds having one year prior playing experience or approved by the player agent/division director/president.

***Triple-A (Minor) Division Draft***

Once the Major division rosters have been filled, on a date to be announced, the Player Agent, League President, League Vice-President, League Secretary, Triple-A Division Director, and Triple-A Managers will meet for the purpose of selecting the Triple-A Division teams. No other person(s) will be allowed in the meeting. Each team shall be comprised of 12 players. All players aged 12, 11, 10, 9, and 8 that are not already on a Major division team roster are eligible for the draft with the following exceptions:

12-year olds with a parental waiver to not play in the Major Division and who are then not drafted to Majors, 11, and 10-year olds must be on a Triple-A team. Once there are the same number of open roster spots as the number of 12, 11, and 10-year olds still available, the draft will officially stop and the remaining 12, 11 and 10-year old players will be selected by the teams with open roster spots.

If an 8-year old is a sibling option of a drafted player, then they will be drafted on the Triple-A team that their sibling is on due to the sibling option.

A Manager's child will be placed on the Manager's team according to the guidelines in the white book:

Age	Round
12	3
11	4
9-10	5
8	6

If the manager has another child playing in the same division, the youngest child must be drafted the following round after the oldest child is drafted. No more than 2 players will be allowed per team using this option. Managers may decide which Coaches and Manager's children are taken.

Sibling Options will be honored. If a player with a sibling is selected by a Manager, then the sibling of the player will automatically be picked by the same Manager in the next round of the draft unless the parent has requested that the siblings play in a different division.

No Manager may select more than 8 players in any one age group

The draft process is confidential and no person in attendance should disclose to anyone the draft order or what was discussed at the meeting.

The draft order will be determined by a random method and will reverse in the even numbered rounds. Just prior to their first round pick, the Manager who is number 4 in draft order will inform the Player Agent as to their selection of a team name first, then 3rd manager in order is next to select team name, and then 2nd and 1st in that order. Managers will only have the use of their notes including notes from the Tryouts to make their selections. Managers will not be allowed to have phone call discussions about the draft while the draft is taking place. There will be a minimum of 10 Rounds of the draft.

9 and 10-year olds who did not attend player evaluations maybe placed on a Triple A team as a “hat pick.”

Once the teams have been selected, the Managers will be given their players’ information to include in their team binders. All documentation of the draft order will be destroyed and all present at the meeting will be reminded not to disclose any information about the draft order or what was discussed at the meeting. Managers are encouraged to notify their players once the coaches’ meeting and binder with team information has been given. Managers may then arrange a parent/team meeting to introduce/meet players and provide all the information about upcoming events, rules, expectations, etc. No practice should occur prior to having a parent/player team meeting or before Feb. 1st. If you have any early practices prior to Feb.1st, the manager will be suspended from their 1st game.

### **Major Division Draft**

FPLL will be exercising Plan A under Player Selection Systems: Methods for Existing Leagues contained in the Little League International Operating Manual. A blind draw for draft order by managers to be completed with board members noted above in attendance. The manager who is last in the draft order gets to select team name first. (Ex: 4,3,2,1, in that order.)Expansion teams will be developed using the matrix below.

(The Property Player rule for previous Majors players has been dissolved. All new and returning players must try out to be drafted.)

Following tryouts, on a date to be announced, the Player Agent, FPLL President, FPLL Vice-President, FPLL Secretary, Major Division Director, and Major Managers will meet for the purpose of selecting the Major Division teams. No other person(s) will be allowed in the meeting. Each team shall be comprised of 12 players. All players aged 12, 11, and 10 (and age 9 if they meet the qualification outlined in Section V – E) who attended the player evaluation are eligible for the draft with the following exceptions:

12 and 11-year olds who did not attend player evaluations will be placed on a Major team as a “hat pick.” 12 and 11-year olds who were evaluated by the Independent Evaluation Committee at the tryouts and determined to be more appropriately placed in the Triple-A Division (parents of 12-year olds must agree to their child playing in the lower division), will not be eligible.

If an eligible 9 or 10-year old is a sibling option of a 12 or 11-year old that was drafted, then they will be drafted on

the Major team their sibling is on due to the sibling option (see below) unless their parent specifically requests that the siblings play in different divisions.

A Manager's child will be placed on the Manager's team according to the guidelines in the white book:

Age	Round
12	3
11	4
9-10	5
8	6

If the Manager has more than one child in the same division, the older player to be drafted in the above round and the younger player to be drafted in the next round. No more than 2 players will be allowed per team using this option. Managers may decide which Coaches and Manager's children are drafted. Sibling Options will be honored. If a player with a sibling is selected by a Manager, then the sibling of the player will automatically be picked by the same Manager in the next round of the draft (exception: 9 year olds will be picked in the 5<sup>th</sup> round) unless the parent requests the siblings to play in different divisions. No Manager may select more than 8 players in any one age group. The draft process is confidential and no person in attendance should disclose to anyone the draft order or what was discussed at the meeting.

No later than prior to their first round pick, the Manager will inform the Player Agent as to their selection of a team name. Managers will only have the use of their notes, including notes from the Tryouts, to make their selections. Managers will not be allowed to have phone call discussions about the draft while the draft is taking place. There will be 12 Rounds of drafts. After the 8<sup>th</sup> round and each subsequent round up to the start of the 12<sup>th</sup> and final round, the number of 12-year olds still eligible to be drafted will be counted and identified. At such a point where the number of eligible 12-year olds equals the number of remaining draft spots, only the remaining 12-year olds will be eligible for the draft.

Once the teams have been selected, the Managers will be given their players' information to include in their team binders. All documentation of the draft order will be destroyed and all present at the meeting will be reminded not to disclose any information about the draft order or what was discussed at the meeting. Managers are encouraged to notify their players as soon as possible and inform the parents of when and where the 1<sup>st</sup> team meeting will take place. No practice should occur prior to having a parent and player team meeting.

## **X. EXPANSION TEAM DEVELOPMENT**

In the event that the number of players in the Majors Division exceeds the number of roster spots available on returning teams, an expansion team or teams will be developed.

During the draft, each new team or teams will select the number of players equal to the returning team with the least amount of returning players. As the expansion team reaches a commensurate level of players as another returning team, that returning team will enter the draft process noted above. The draft will continue, incorporating each existing team until all teams drafting have an equal number of players. As teams enter the

draft, their draft order will be maintained based on previous season's standings while the expansion team will be seeded first. Expansion teams will be held to the same standard as all existing teams with regard to drafting Manager and Coach's children and sibling drafts. In the event that multiple teams are expanded simultaneously, the draft order of the expansion teams will be determined by a blind draw of numbers.

Expansion teams will be developed using the following guidelines and matrix:

Order	Team Ranking	Round 1	Round 2	Round 3	Round 4	Round 5	Round 6	Round 7	Round 8	Round 9	Round 10	Round 11	Round 12
1	Team A Expansion Team	pick	pick	pick	pick	pick	pick	pick	pick	pick	pick	pick	pick
2	Team B (5th place from previous season)	returning	returning	returning	returning	returning	returning	returning	pick	pick	pick	pick	pick
3	Team C (4th place from previous season)	returning	returning	returning	returning	returning	returning	pick	pick	pick	pick	pick	pick
4	Team D (3rd place from previous season)	returning	returning	returning	returning	returning	returning	returning	pick	pick	pick	pick	pick
5	Team E (2nd place from previous season)	returning	returning	returning	returning	returning	returning	returning	pick	pick	pick	pick	pick
6	Team F (1st place from previous season)	returning	returning	returning	returning	returning	returning	returning	returning	returning	returning	pick	pick

As illustrated in the sample matrix:

Rounds 1-6: Team A (including Manager/Coach child pick).

Round 7: Teams C, A

Round 8: Teams A, B, C, and E

Round 9: Teams E, D, C, B, A

Round 10: Teams A, B, C, D, and E

Round 11: Teams F, E, D, C, B, A

Round 12: Teams A, B, C, D, E, and F

## XI. TEAM TRANSFERS, POOL PLAYERS, AND TRADES

One of the goals of LL is to maintain a competitive Major division with complete teams. The following procedures are in place to ensure a smooth and quick transition for the player and the team that also allows our FPLL to maintain a competitive and complete Major division.

### **Team Transfers (total time: 1 to 3 days)**

Managers in the Major and Triple-A divisions may replace a player who has moved, quit, or becomes injured to a degree which would prohibit his or her return during the remainder of the season. The following steps and timelines shall be followed:

### **Reporting a Loss of a Player (total time: 1 to 2 days)**

The Manager of the team losing a player due to injury or moving shall notify the Player Agent and the Division Director within 24 hours of a first missed game or two, consecutive *missed* practices (without being given prior notification) and/or notification of an injury to the player.

The Player Agent will have 24 hours to research the reason for the loss and either approve or deny the loss of the player. The Player Agent will notify the Manager, FPLL President and the Division Director of their decision. If the loss of the player is approved, then the FPLL President shall send a letter, by certified mail, of release to the player and the parents. This action creates an opening for replacement on the roster.

### **If a Player is "Quitting"**

If a player misses one game or two consecutive practices, without notification to the Manager, the Manager shall attempt to contact said player within 24 hours to determine the player's participation status.



The Manager shall notify the Division Director within 24 hours of the first missed game, or second consecutive missed practice if he is unable to contact the player.

The Division Director shall attempt to contact the said player within 24 hours of being notified by the Manager. The Division Director will then investigate the status of the player and report their findings to the Player Agent within 24 hours.

If the Player Agent determines the player has abandoned his/her participation status, the Manager will be notified within 48 hours that his team has an official vacancy, and it will be reported as a loss of a player.

### ***Selecting a New Player (1 to 12 hours)***

Once the Player Agent determines that a team has a vacancy, when he/she is officially notifying the Manager the Player Agent shall also give the Manager the list of available players from the next Division that may be selected. The Manager shall select a player from the Transfer List and notify the Player Agent of their top 3 selections, identifying their 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> preferences, within one hour of being directly contacted or 12 hours of being left a message or e-mail.

Managers are not permitted to contact any players or their family on the List in any way, directly or through a third party, during this process. The Player Agent will contact the players on the list and their families during the selection process.

If a player or their family on the list is contacted by a Manager during the selection process, the Manager will immediately be suspended from all FPLL activities until the next Board meeting where the Board may take appropriate disciplinary action.

Players shall be on the Transfer List based on the following:

Triple-A (Minor) Division Transfer List

10, 11 and/or 9-year olds who participated in the FPLL evaluations.

### ***Exceptions:***

Managers and Official Assistant Coaches children shall not be on the list. If there are no other players in the division on the List, the children of Assistant Coaches shall be placed on the list.

If a Triple-A team has already lost a player due to transfer then no other player shall be selected from said team until all other teams in the same division with players on the list have lost one player due to transfer.

Sibling Options shall not be on the list

### ***Double-A (Player Pitch/Coach Pitch) Division Transfer List***

Any 9 or 8year olds who participated in the FPLL evaluation shall be selected first.

### ***Exceptions:***

Managers and Official Assistant Coaches children shall not be on the list

If there are no other players in the division on the List, then the children of Assistant Coaches shall be placed on the list

If a Double-A team has already lost a player due to transfer then no other player shall be selected from said team until all other teams in the same division with players on the list have lost one player due to transfer.

Sibling Options shall not be on the list

### ***Single-A (Coach Pitch) Division Transfer List***

Any 8 or 7-year olds shall be selected first

#### ***Exceptions:***

Managers and Official Assistant Coaches children shall not be on the list. If there are no other players in the division on the list, the children of Assistant Coaches shall be placed on the list.

If a Single-A team has already lost a player due to transfer then no other player shall be selected from said team until all other teams in the same division with players on the list have lost one player due to transfer.

Sibling Options shall not be on the list

### **Notifying a Transferred Player (1 to 12 hours)**

Once the Manager notifies the Player Agent of their selection, the Player Agent shall immediately contact the family of the player selected and notify them of the proposed player transfer. Once the transfer has been agreed upon, the Player Agent will give the family the contact information of their new Manager and the Manager will contact the family. The Player Agent and Uniforms Officer shall ensure the family will be provided their child's uniform and size as needed. Once the family of the player selected has been notified, then that player becomes a permanent member of their new team.

### ***Refusal of Transfer***

If a Manager's 1st choice refuses the transfer, then the Player Agent will contact the Manager's 2nd selection and follow the same player notification process. If the Manager's 2nd selection refuses the transfer, then the Player Agent will contact the Manager's 3rd selection and follow the same player notification process. If the Manager's top 3 selections all refuse a transfer, the Player Agent shall contact the Manager for his next three preferred choices and the notification process will begin again until the family of a player agrees to the transfer. The first player who agrees to the transfer will be placed on the team with a vacancy.

**New Rule:** If the Manager's 1st choice refuses to move and the Manager's 2nd choice decides to move up, then the Manager's 1st choice will be transferred to the team of the Manager's 2nd choice. If the Manager's 1st choice and 2nd choice refuses to move and the Manager's 3rd choice accepts the position, then the Manager's 1st choice will be moved to fill the vacancy of the Manager's 3rd choice's team. This process will continue until we fill the vacancy in the Majors.

*Note: Little League International says: A league may adopt a local rule prohibiting replacement from the Minor League Division to the Major League Division team during the last two weeks of the regular season schedule. FPLL has adopted this policy.*

### **Pool Players**

In the Single-A and Double-A divisions, players will have the opportunity to play more games by becoming Pool

Players. A pool of players from existing regular-season teams can be created with players that are willing to participate in extra games during the regular season when teams face a shortage of roster players for a regular season game.

### ***Guidelines***

- FPLL's Player Agent will create and run the pool.
- FPLL's Player Agent will use the pool to assign players to teams that are short of players on a rotating basis.
- Managers and/or coaches will not have the right to randomly pick and choose players from the pool.
- Players used from the pool will not be allowed to pitch, except during the player's own regular season scheduled game.
- Pool players that are called and show up at the game site must play at least nine consecutive defensive outs and bat once.

### **Trade's**

In the Major and Triple-A divisions, trades may be allowed between the end of the draft and the time that the draft meeting for the specific division is officially concluded. Trades need to be approved by the Player Agent. Once the draft meeting is over there will be no more trades during the rest of the season.

In the Double-A and Single-A divisions trades may be allowed at the end of the team notification meeting for Managers. Trades need to be approved by the Player Agent. Once the meeting is over there will be no more trades during the rest of the season.

## **XII. FPLL PLAYING TIME RULES**

### **Majors, Triple A & Double A:**

#### ***Games with no "Follower"***

No new innings start after 2 hours and 10 minutes from the start of the game during regular season (unless it is a tie game or fewer than four innings have been played).

#### ***Games with a "Follower"***

If a Triple-A Division game is scheduled on a day in which there are multiple league games scheduled at the same field location, and the Triple-A Division game is not the last scheduled league game at that field on that day, then no new innings shall be started after 1 hour 50 minutes from the start of the game.

## **XIII. EQUIPMENT**

### **Before the Season**

Managers will be given their Team Binders and their Team Equipment Bags at the Pre-Season Managers Meeting. The Division Directors shall make sure the Team Binders are updated and complete. The Equipment Officer shall make sure the Team Equipment Bags are updated and complete. Once Managers sign for their Team Binders and Bags they are responsible for its contents during the season.

### **During the Season**

If there are any issues with the Team Equipment Bags the Manager shall contact the Equipment Officer.

## **Return of Equipment after Final Game**

Upon the conclusion of the team's final game the Manager shall turn in their Team Binder and Bags to the Equipment Manager at time to be determined. The Equipment Manager shall check to make sure the Team Binders and Bags are complete. Once a complete Team Binder and Bag is returned, the Manager may pick up their team's end of the season trophies and/or pins. Managers failing to return all the contents of the Team Binders and Equipment Bags may be facing suspension from FPLL and further action if necessary.

## **XIV. GAME OPERATIONS**

### **Game Schedules**

The FPLL President in coordination with the Division Directors will create all division game schedules based on field availability. The game schedules should be ready by the Manager's Meeting and placed in the Team Binders. Game changes due to rainouts, etc. will be coordinated through the Division Directors and FPLL President and based upon field and team availability.

### **Suspended Games, Make-Up Games, & Forfeited Games Policy Official LL Rules**

The following guidelines are contained in the current year's Official Regulations and Playing Rules (aka "Green Book") published by Little League International and will be followed by FPLL:

**4.16:** If a game cannot be played because of the inability of either team to place nine players on the field before the game begins, this shall not be grounds for automatic forfeiture but shall be referred to the Board of Directors for a decision. Note: a game may not start with less than nine (9) players on each team.

**4.17:** If during a game either team is unable to place nine (9) players on the field due to injury or ejection, the opposing manager shall select a player to re-enter the line-up. A player ejected from the game is not eligible for re-entry. If no players are available for re-entry, or if a team refuses to place nine (9) players on the field, this shall not be grounds for automatic forfeiture but shall be referred to the Board of Directors for a decision. Note: A game may not be continued with less than nine (9) players on each team.

**4.18:** Forfeited games shall be recorded in the scorebook and the book signed by the umpire-in-chief. A written report stating the reason for the forfeiture shall be sent to the FPLL president within 24 hours, but failure of the umpire to file this report shall not affect the forfeiture.

### **FPLL Procedures for Make-Up and Forfeited Games**

The Plate Umpire, Field Maintenance Officer, or FPLL President shall determine if the fields are unplayable on account of weather. If weather conditions change during a game the Plate Umpire will determine if there should be a weather time-out or if the rest of the game needs to be delayed and/or stopped.

If a team is unable to place nine (9) players on the field for whatever reason the following guidelines should be followed:

#### ***During a game:***

#### ***Major and Triple-A (Minor) Divisions***

If a team cannot place 9 players on the field after the first pitch has already been thrown, see Rule 4.17.

### ***Double-A (Player Pitch/ Coach Pitch) and Single-A (Coach Pitch) Divisions***

If a team cannot place 9 players on the field after the game has started and there is a Pool Player available to play then they can activate said Pool Player. If no Pool Player is available then the game may continue with less than 9 players.

### ***At the start of the game:***

#### ***Major and Triple-A (Minor) Divisions***

If a team cannot place 9 players on the field at the start of the game, then the game shall be delayed 10 minutes to allow the team to field 9 players. After 10 minutes if the team still does not have 9 players, see Rule 4.16.

### ***Double-A (Player Pitch/ Coach Pitch) and Single-A (Coach Pitch) Divisions***

If a team cannot place 9 players on the field at the start of the game, the game shall be delayed 10 minutes to allow the team to field 9 players. Managers may contact their Pool Players to check if they are available. After 10 minutes if the team still does not have 9 players then the game will be played with less than 9 players. If any players show up late after the first pitch, then they will be allowed to play unless a Pool Player has already taken their place in the line-up.

### ***Within 24 hours from the start of the game***

#### ***Major and Triple-A Divisions***

If a Manager is notified within 24 hours from the start of the game that their team cannot place 9 players on the field then they are to contact their Division Director and the FPLL President and explain the situation. The Division Director and FPLL President will refer the situation to the Board, per Rule 4.16. The Division Director will notify the Managers of both teams impacted of the Board's decision and the date/time of the make-up game if required.

### ***Double-A (Player Pitch/ Coach Pitch and Single-A (Coach Pitch) Divisions***

If a Manager is notified within 24 hours from the start of the game that their team cannot place 9 players on the field then they are to contact as many of their Pool Players that they will need to field a team of 9 players. If they are still not able to field a team of 9 players, then they are to contact their Division Director and the FPLL President and explain the situation. The Division Director and FPLL President shall decide what action should be taken. The Division Director shall notify both teams of the decision and the date/time of the make-up game if required.

#### ***Single A (Coach Pitch) Division***

If a Manager is notified within 24 hours from the start of the game that their team cannot place 9 players on the field then they are to contact their Division Director and FPLL President. The Division Director and FPLL President shall decide what action should be taken. The Division Director shall notify both teams of the decision and the date/time of the make-up game if required.

### ***24-hours or more from the start of the game***

#### ***Major and Triple-A (Minor) Divisions***

If a Manager has prior knowledge that their team cannot place 9 players on the field then they are to contact the opposing Manager, the Division Director, and the FPLL President as soon as possible. The Division Director and the FPLL President shall reschedule the game using the following procedure:

Rescheduled games will first be re-scheduled for an open date based upon field availability and the affected team's schedule. Doubleheaders will be avoided but may be necessary depending upon field availability,

schedules, and whether it is toward the end of the regularly scheduled season.

The teams that will play will be given at least 10 days' notice prior to a rescheduled game (in order to plan pitching rotations).

If a team cannot play a rescheduled game, they must inform the Division Director and the FPLL President at least 7 days prior to the game.

Each team will be given one free "rescheduling" pass of a make-up game. After that, if a team cannot make the game, they will forfeit the rescheduled game. If a team fails to notify the Division Director and the FPLL President at least 7 days in advance that they cannot make the rescheduled game then they forfeit the rescheduled game and lose their free "rescheduling" pass.

If during the last two weeks of the season the Division Director and FPLL President cannot find a time to reschedule the game that is convenient for both teams, then the team that cannot field a team of 9 players on the date of the make-up game will forfeit the game. If a date is available to reschedule a game there will be no "rescheduling" passes for either team. If a team cannot make the rescheduled game they forfeit that game.

### ***Double-A (Coach/Player Pitch) and Single-A (Coach Pitch) Divisions***

If a Manager has prior knowledge that their team cannot place 9 players on the field then they are to contact as many of their Pool Players as they need to field a team of 9 players. If they are still not able to field a team of nine players, they are to contact the opposing Manager, the Division Director, and the FPLL President as soon as possible. The Division Director and the FPLL President shall make a decision about the game. The Division Director shall notify both teams of the decision and the date/time of the make-up game if required.

## **Suspended Games**

### ***Major and Triple-A (Minor) Divisions***

If a game is suspended on account of time, rain, or darkness, and the game is not an official game based on official definition of LL (see Rule 4.10 in the Green Book), then the Division Director and the FPLL President shall be notified and will reschedule the remainder of the game. The procedure for rescheduling games will be followed. The Division Director shall notify both teams of the decision and the date/time of the make-up game should one be scheduled.

If the game can be called an official game it will not be rescheduled.

### ***Double-A (Coach/Player Pitch) and Single-A (Coach Pitch) Divisions***

If a game is suspended on account of time, rain, or darkness, then the Division Director and the FPLL President shall be notified and make a decision on any further action. The Division Director shall notify the Managers of the decision and the date/time of the make-up game.

### ***Tied Games (Major and Triple-A Divisions Only)***

Games in the Major and Triple-A Divisions shall not end in a tie. Games will continue until there is a winner based on rules for winning in the Green Book (see Rule 4.12 in the Green Book). If a tied game needs to be suspended due to time, weather, or darkness, then the procedures for suspended games will be followed.

### ***Tournament / Playoff Games***

If a team cannot place 9 players (from its team roster) on the field for a game then that team forfeits the game. Both teams will be allotted 10 minutes after the scheduled start time to place 9 players.

### **Managers and Coaches not attending regular season games**

It is expected that Managers and all official Assistant Coaches attend every game. However, if a Manager and/or Assistant Coach cannot attend a game, the game will still be played as scheduled as long as one official Manager and/or Assistant Coach can attend the game. If the Manager and all the official Assistant Coaches cannot attend a game then the Division Director and the FPLL President will forward the issue to the Board for a decision.

### **Local Rules (for each division from Single-A to Major)**

The rules cited here are local rules and do not take precedence over those in the official LL rule book, which otherwise prevail under all circumstances as the official rules. Any Manager, official Assistant Coach, Team Parent, League Officer, or Parent who does not follow these FPLL rules may be warned and/or face further consequences.

## **XV. APPLICABLE RULES FOR ALL DIVISIONS:**

### **Supervision of Players**

The following FPLL rules about the supervision of our players are for their safety:

Managers and official Assistant Coaches

All players must be supervised by a Manager or an official Assistant Coach at all times from the moment the family brings the player to a practice or game to the time the player is picked up by their family after a practice or game. Players should never be left alone after a practice or game. If a player is left unsupervised, the Manager may be suspended until the Division Director conducts a full investigation as to why the player was left unsupervised.

Managers and/or official Assistant Coaches shall not transport players to/from practices or games unless they have the approval of the family in advance.

### **Families/Parents of Players**

Baseball practices and games are not childcare opportunities. FPLL strongly encourages all families to have one adult-age family member at all practices and games. If a child needs to be left at a practice or game without an adult-age family member present due to time conflicts or work schedules, they need to notify the Manager in advance. Parents should walk their child to the practice or game area and not drop them off on the edge of the park or school.

If the family is regularly late picking up their child from practices or games, and the Manager has already talked with the player's family about this pattern, the Division Director may be called to investigate the situation and determine any further action.

### **Distribution of Information**

The Manager or an official Assistant Coach will notify all players and their families regarding practices, game

schedules, FPLL field maintenance days, rescheduled or make-up games and other FPLL business.

The Manager, an official Assistant Coach, or the Team Parent may maintain the team website with all current information as a resource for families to use.

The Manager, an official Assistant Coach, or the Team Parent shall write written summaries of their team's games for the Daily Republic, our FPLL website, and their team website.

## **Practices**

Managers and/or official Assistant Coaches are required to hold regularly scheduled practices with their teams to prepare for games. A maximum of 3 scheduled full team practices are to be held from Sunday through Saturday.

*Further restrictions on practices and practice times are as follows:*

- All practices are limited to a maximum of 2 hours.
- Major and Triple-A Division practices are not to go past 8:00 PM.
- Double-A and Single-A Division practices are to not go past 7:30 PM.

**Pre-season:** 3 practices per week.

### **Regular season:**

1 game/week = maximum of 3 practices/week;

2 games week = maximum of 2 practices/week;

3 games/week = 1 practice week

## **Mini-Practices**

Managers may have "mini practices" with no more than 2 or 3 players, to go over specific skills if the Manager has the approval of the player's family and if a member of the family is present at all times. Mini practices should not last for more than 30 minutes. These mini practices are not required, and families should not feel pressured to agree to them.

## **Home Run Line on Outfield Fence**

On the Allan Witt field nearest to the skate park, any batted ball that hits the fence on the fly and above the line of the lower fence is deemed to be a home run. The ball must clearly be over the line of the lower fence; the umpire makes this determination.

## **Single A (Coach Pitch) Division**

The single-A Division is a developmental division that should focus on instruction, learning and fun. There will be no standings or scores kept in this division. The infield fly rule shall not be used in this division. Bases shall be set at 50 feet instead of the normal 60 feet once the new fields are built. There will be no food or seeds in the dugouts or on the field before, during, or after the games.

- ***Smoking or any use of tobacco products is prohibited during FPLL functions.***
- ***Dogs are prohibited at FPLL functions.***

### ***Pre-Game: Both Teams***

Both teams should arrive at the playing field at least 30 minutes before game time and begin their pre-game routines, including but not limited to stretching, warm-up run and warm-up throwing/catching.



## ***Home Team***

The Home team is responsible for marking the lines, putting out the bases, providing 2 game balls, and providing the batting tee.

## ***Defense***

- All Managers and official Assistant Coaches shall be out on the field spread out among their players but shall not interfere with the defensive plays.
- Each team shall field all players on defense including catcher. Catchers must wear league-sanctioned catcher's gear. There will be only one player at each infield position, including the pitcher. All other players will play an outfield position.
- If the Defensive team makes an out, the offensive player is allowed to remain on the base.
- The Defense shall throw the ball to the Manager or official Assistant Coach standing at home plate at the end of the defensive play.

## ***Offense***

- A Manager or official Assistant Coach from the Offensive Team shall "pitch" the ball to his or her own batters. If a batter wants to hit off of the tee they will follow the same rules as outlined for the 1<sup>st</sup> half of the season.
- Each batter shall have 3 swings in an at-bat. Once a batter hits the ball in fair territory then said player will advance to 1<sup>st</sup> base.
- If a batter has not hit the ball after 3 swings, then the player will be given 3 chances to hit the ball off the tee. If a batter has not hit the ball after 3 chances off the tee then the batter will be handed the ball and asked to throw the ball as hard as they can in fair territory.
- One Manager or official Assistant Coach of the hitting team shall be at the home plate assisting the batters, at first base, at third base and in the dugout of their team.
- There will be no on deck circle for batter warm-ups and players should not have a bat in their hands until they are out of the dugout.
- Players shall stay in the dugout until it is their turn at-bat.
- There is no limit to the number of outs in an inning.
- Each player will bat in each inning based upon a batting order determined by the Manager. The last batter up in each ½ inning shall be called the "Home-Run Hitter" and shall be allowed to "hit" a home run and score regardless of where the ball is hit or how it is fielded.
- Runners must avoid collisions at all bases by sliding or other means. Runners are out if they do not avoid collisions.
- The maximum number of bases on a hit is two.
- There is no base stealing or leading.
- Players should wear a baseball helmet at all times when batting or running the bases.

## ***Designated Dugouts***

The home team will occupy the 3<sup>rd</sup> base dugout, and the visiting team will occupy the 1<sup>st</sup> base dugout. Where there are no formal dugouts, the home team will be on the 3<sup>rd</sup> base side and the visiting team will be on the 1<sup>st</sup> base side.

## ***League Playing Time Rules***

All games are a minimum of 2 innings and a maximum of 3 innings. The total game time should not exceed 1 hour 15 minutes.

Managers shall rotate the batting order after every game to ensure that every player has an opportunity to be the first batter and the last batter during the course of the season.

Managers shall rotate the defensive positions after each inning during the game to ensure that each player has an opportunity to play an infield position and outfield position in each game. Managers shall make every effort to ensure that all players at the end of the season have an equal amount of time playing in the infield and outfield.

Managers shall rotate the infield and outfield positions of the players during the season to ensure that each player gets an opportunity to play every position. Managers shall make every effort to ensure that all players at the end of the season have an equal amount of time playing in all defensive positions.

All players shall bat once in each inning and must bat 2 times and no more than three times per game. Managers must use the FPLL approved rotational matrix to schedule their Defensive and Batting rotations.

No other matrix or "lineup" will be allowed. A copy of this must be given to the opposing Manager and Umpire prior to game time.

### ***Post-Game: Both Teams***

At the end of the game, each team shall gather outside their dugout and give a cheer for the opposing team. The home team shall line up along the 3<sup>rd</sup> base line and the visiting team shall line up along the 1<sup>st</sup> base line. Once both teams are lined up, they shall cross each other at home plate and congratulate the other by either shaking hands or giving "high-fives" in a respectful way.

- Each team is responsible for cleaning out their dugouts of any equipment and garbage.
- Each team shall sweep out their dugout.
- The families and spectators of each team are responsible for cleaning around their own bleacher area of all trash and personal items.

### ***Visiting Team***

The Visiting Team is responsible for putting away the bases, raking all the dirt on the playing field, reforming the pitcher's mound and pounding it down, and watering down the field dirt.

If the Visiting Team is the last team at the fields for the day, they shall make sure that all storage sheds, score booths, and fields are locked up and trash is taken to the dumpster.

### **Double-A (Coach/Player Pitch) Division Amended April 19, 2025**

Double-A is a developmental division that should focus on instruction, learning, and fun. All regular season games count toward season record for seeding of end of the year tournament. In this division, boys shall wear athletic cups. The infield fly rule shall not be used in this division. There will be no food or seeds in the dugouts or on the field before, during, or after the games.

- ***Smoking or any use of tobacco products is prohibited during FPLL functions.***
- ***Dogs are prohibited at FPLL functions.***

### ***Pre-Game: Both Teams***

Both teams should arrive at the playing field at least 30 minutes before game time and begin their pre-game routines, including but not limited to stretching, warm-up run and warm-up throwing/catching.

## ***Home Team***

The Home team is responsible for marking the lines, putting out the bases, providing 3 game balls. Scorekeeping is encouraged for practice but shall not be released to the players.

## ***FPLL Game Rules***

### ***Defense***

Up to two Managers or coaches may be on the field (not counting coach behind C) between the foul lines for defensive positioning purposes but shall not interfere with the defensive plays for the first half of the season. Only one manager or official assistant coach may be on the field between the foul lines for defensive position for the second half of the season.

When a team is playing defense a coach/manager from the defense side will be stationed behind the catcher to speed up the game but must not aid in a play or touch a live ball. This coach should only be there for this purpose and to instruct the catcher.

Each team shall field 10 players on defense. There will be only one player at each infield position, and 4 outfielders. Outfielders must be positioned on the outfield grass or at the edge of the outfield grass. If the Defensive team makes an out, the runner is out and must return to their dugout.

Play shall stop

- Once the ball has entered or passed through a pitching area (10 feet around the pitching mound) in an attempt to throw the ball to the pitcher, and as long as a defensive player is in the immediate area. It does not matter if the ball is actually caught, the play will stop
- Once a defensive player has control of the ball, in or near the pitching area, with the intent to stop playing.
- Runners who are more than halfway to the next base may proceed to that base. Those runners, who have yet to cross the halfway point, should return to the previous base.

### ***Offense***

- One Manager or official Assistant Coach of the hitting team shall be at the 36' pitching to their team's batter. The Manager or official Assistant Coach may be standing or kneeling when "pitching." The Manager or official Assistant Coach "pitching" to their team must make every effort not to interfere with the Defensive Team.
- The Manager or official Assistant Coach pitching should refrain from coaching the base runners during the game. We want the kids to learn to see and listen to the 1st and/or 3rd base coaches.
  - The batters will have 5 pitches to put the ball into play. Strikes are only foul balls or swings and misses. 3 strikes and the batter is out. On the 5th pitch, if the batter hits a foul ball, they get one additional pitch to put the ball into play. Multiple foul balls can result in multiple additional pitches. There is no minimum distance the ball must travel. There will be no on deck circle for batter warmups and players shall not have a bat in their hands until they are out of the dugout.
- Regular season games will last no more than 6 innings or 1 hour and 30 minutes. A new inning cannot be started after 1 hour and 15 minutes from the start of the game, unless agreed upon by both managers and no other game scheduled next.
- Players shall stay in the dugout until it is their turn at bat.
- A team can score a maximum of 5 runs per inning. The ½ inning is over after 3 outs are made or 5 runs are scored, whichever comes first.
- Bunting is not allowed.

- Runners must avoid collisions at all bases by sliding or other means. Runners are out if they do not avoid collisions.
- Batters may take as many bases as possible on a batted ball subject to the rules listed herein.
- One maximum base allowed on all overthrows (the base the runner is already approaching plus one base) This does not mean an automatic base will be awarded on all overthrows, just a maximum of one base on an overthrow. Example: ball is overthrown trying to throw out a runner going to 1b. Runner can try to advance to 2b but can advance no further in the play even if the ball is overthrown at an attempt to 2b.
- There is no base stealing or leading off.

## ***Umpires***

Umpires are only to be used in tournament play.

## ***Scoreboards***

The scoreboards may be used during the game.

## ***Additional Rules***

Continuous batting order in effect. Managers must submit player rotation and batting order to the opposing team prior to the start of game. Players must rotate from outfield to infield positions throughout the game.

Infield positions: 1B, 2B, 3B, SS, P and C.

Outfield positions: LF, LCF, RCF and RF.

Players may not play an infield or outfield position in consecutive innings. Players may not play the same position more than once in each game.

Managers shall rotate the defensive positions after each inning during the game to ensure that each player has an opportunity to play an infield position and outfield position in each game.

Managers shall make every effort to ensure that all players at the end of the season have an equal number of innings playing in the infield and outfield.

Managers shall make every effort to ensure that all players at the end of the season have had an equal number of innings playing all defensive positions.

The exceptions are the pitcher, catcher, and 1<sup>st</sup> base positions which may be limited in the 1<sup>st</sup> half of the season only due to safety reasons if a player does not yet possess the necessary skill level for those positions.

For players identified as safety issues, the Manager should notify the Division Director at the beginning of the season with the names of these individuals; it is FPLL's expectation that by the second half of the regular season, all players will have been developed to play the pitcher and 1<sup>st</sup> base positions at a minimum.

The Division Director will notify all of the opposing managers as to the player and the positions that are deemed safety issues.

We encourage managers to track positions played and lineup tracker like the below example:

<https://www.youtube.com/watch?v=x1JaB763Dbw>

### ***Post-Game: Both Teams***

At the end of the game, each team shall gather outside their dugout and give a cheer for the opposing team the home team shall line up along the 3<sup>rd</sup> base line and the visiting team shall line up along the 1<sup>st</sup> base line. Once both teams are lined up, they shall cross each other at home plate and congratulate the other by either shaking hands or giving “high-fives” in a respectful way.

- Each team is responsible for cleaning out their dugouts of any equipment and garbage.
- Each team shall sweep out their dugout.
- The families and spectators of each team are responsible for cleaning around their own bleacher area of all trash and personal items.

### ***Visiting Teams***

The Visiting Team is responsible for putting the bases away, raking all the dirt on the playing field, reforming and pounding down the pitcher’s mound, and watering the field dirt.

If the Visiting Team is the last team at the fields for the day, they shall make sure that all storage sheds, score booths, and fields are locked up and trash is taken to the dumpster.

### **Triple-A (Minor) Division**

The Triple-A Division is an introduction to competitive play division, but should still focus on instruction, learning and fun. Players pitch to the opposing team. No more than 3 adults per team (Manager and 2 official Assistant Coaches) are to be in the dugout or on the field during the pre-game routine or during the game. All parents are encouraged to lend a hand with the post-game routine. There will be no food or seeds in the dugouts or on the field before, during, or after the games.

- ***Smoking or any use of tobacco products is prohibited during FPLL functions.***
- ***Dogs are prohibited at FPLL functions.***

### ***Pre-Game: Both Teams***

Both teams should arrive at the playing field at least 30 minutes before game time and begin their pre-game routines, including but not limited to stretching, warm-up run and warm-up throwing/catching.

### ***Home Team***

The Home team is responsible for marking the lines, putting out the bases, and providing 2 game balls.

### ***FPLL Playing Rules***

- If the Home team is ahead by 10 runs or more in the bottom of the 4<sup>th</sup> inning or any subsequent bottom inning, the game is over.
- If the Visiting team is ahead by 10 runs or more at the top of an inning in the 5<sup>th</sup> inning or later, the game is over unless a 10 run lead was established during the top of that inning. In this case, the Home team would be allowed to have their at bat for that inning.
- The 5-run rule (Rule 5.07), with the exception of the last inning, shall be in effect. The last inning will be the 6<sup>th</sup> and subsequent innings, or any inning as determined by the Umpire to be the last inning due to time constraints, lighting, weather, etc. Teams are allowed to score as many runs as possible until 3 outs are made or the offensive team has gone through its batting order once (based on the rostered players available at the field on the day of the game). *Amended March 4, 2012*

- All players must play at least 6 defensive outs and have one at bat during a game of 5 or fewer Innings. If the game continues to the 6<sup>th</sup> inning, all players must play at least 9 total defensive outs (6 consecutive) and 1 at bat. A 2-3-1 rotation is suggested.
- Managers will determine the batting order and defensive positions for each player.
- Managers should notify the Division Director if they plan on deviating from the play requirement, identifying the player and reason (i.e. discipline issues, missed practices, etc.)

### ***Post-Game: Both Teams***

At the end of the game, each team shall gather outside their dugout and give a cheer for the opposing team. The home team shall line up along the 3<sup>rd</sup> base line and the visiting team shall line up along the 1<sup>st</sup> base line. Once both teams are lined up, they shall cross each other at home plate and congratulate the other by either shaking hands or giving “high-fives” in a respectful way.

- Each team is responsible for cleaning out their dugouts of any equipment and garbage.
- Each team shall sweep out their dugout.
- The families and spectators of each team are responsible for cleaning around their own bleacher area of all trash and personal items.

### ***Visiting Teams***

The Visiting Team is responsible for putting the bases away, raking all the dirt on the playing field, reforming the pitcher’s mound and pounding it down, and watering down the field dirt.

If the Visiting Team is the last team at the fields for the day, they shall make sure that all storage sheds, score booths, and fields are locked up and all the trash is taken to the dumpster.

### **Major Division**

The Major’s Division is FPLL’s competitive division made up of the most advanced players in FPLL. At this level of play there should still be a focus on instruction, learning, and fun. Players pitch to the opposing team. No more than 3 adults per team (Manager and 2 official Assistant Coaches) are to be in the dugout or on the field during the pre-game routine or during the game. All parents are encouraged to lend a hand with the post-game routine. There will be no food or seeds in the dugouts or on the field before, during, or after the games.

- ***Smoking or any use of tobacco products is prohibited during FPLL functions.***
- ***Dogs are prohibited at FPLL functions.***

### ***Pre-Game: Both Teams***

Both teams should arrive at the playing field at least 30 minutes before game time and begin their pre-game routines, including but not limited to stretching, warm-up run and warm-up throwing/catching.

### ***Home Team***

The Home team is responsible for marking the lines, putting out the bases, and providing 2 game balls.

### ***FPLL Playing Rules***

- If the Home team is ahead by 10 runs or more in the bottom of the 4<sup>th</sup>inning or any subsequent bottom inning, the game is over.
- If the Visiting team is ahead by 10 runs or more at the top of an inning in the 5<sup>th</sup>inning or later, the game is over unless a 10 run lead was established during the top of that inning. In this case, the Home team would be allowed to have their at bat for that inning.
- All players must play at least 6 consecutive defensive outs and have one at bat during each game. Managers will determine the batting order and defensive positions for each player.
- Managers should notify the Division Director if they plan on deviating from the play requirement, identifying the player and reason (i.e. discipline issues, injuries, etc.)

### ***Post-Game: Both Teams***

At the end of the game, each team shall gather outside their dugout and give a cheer for the opposing team. The home team shall line up along the 3<sup>rd</sup> base line and the visiting team shall line up along the 1<sup>st</sup> base line. Once both teams are lined up, they shall cross each other at home plate and congratulate the other by either shaking hands or giving “high-fives” in a respectful way.

- Each team is responsible for cleaning out their dugouts of any equipment and garbage.
- Each team shall sweep out their dugout.
- The families and spectators of each team are responsible for cleaning around their own bleacher area of all trash and personal items.

### ***Visiting Teams***

The Visiting Team is responsible for putting the bases away, raking all the dirt on the playing field, reforming the pitcher’s mound and pounding it down, and watering down the field dirt.

If the Visiting Team is the last team at the fields for the day, they shall make sure that all storage sheds, score booths, and fields are locked up and all the trash is taken to the dumpster.

## **XVI. END-OF-SEASON TOURNAMENT PROCEDURES**

All divisions, except for Single A, will participate in an End-of-Season Tournament for their Division. The End-of-Season Tournaments should be used by the teams to demonstrate how much they have come together as a team and developed as baseball players.

### **Seeding and Format**

Seeding for Double-A Divisions’ End-of-Season Tournaments will be determined by a “hat- pick”. Seeding for the Triple-A and Major Divisions End-of-Season Tournaments will be determined by points accumulated based upon the regular season win-loss record. Two (2) points will be awarded for a win. For games that end in a tie or due to time restraints cannot be completed to determine a winner, each team will be awarded one (1) point.

## Tiebreaker Criteria for Major and Triple-A Divisions

If there is a tie, the following criteria will be used to break the tie and to seed the teams:

- Head-to-Head record
- Head-to-Head runs allowed (least allowed wins)
- Cumulative runs allowed (least allowed wins)
- Cumulative runs scored (most wins)
- Coin Toss

### **Tournament Format**

Majors and Triple-A Tournaments will be double elimination in format in which each team must lose twice to be eliminated.

Major, Triple-A, and Double-A will be scheduled for 6-innings in length (however, the 10-run rule in the Major, Triple-A and Double-A games will be utilized).

#### ***Even number of teams in the division***

If there is an even number of teams in the division the following format will be used:

1<sup>st</sup> Round – 1<sup>st</sup> place team vs. last place team, 2<sup>nd</sup> place team vs. 2<sup>nd</sup> to last place team, etc.

2<sup>nd</sup> Round – winning teams will be placed in the winning team's bracket and losing teams will be placed in the losing teams bracket. Games will continue until teams are left.

#### ***Odd number of teams in the division***

The team with the best win-loss record in the Majors and Triple-A divisions will receive a 1st round bye. For the Double-A and Single-A divisions, the team awarded the #1 seed via the "hat pick" will receive a 1<sup>st</sup> round bye.

### **Tournament Rules**

#### ***Major Division***

- No time limit.
- 1<sup>st</sup> and 2<sup>nd</sup> place teams play in the TOCs.
- Minimum play rules per the Green Book.
- Home team shall be the team with the best record.
- Umpires working Major Division playoff games shall not have any relatives playing or coaching in the Major Division.

Any manager, coach, player or parent who is behaving in a manner, which is not in the spirit of Little League in the opinion of the President, may be suspended from the rest of the tournament.

#### ***Triple-A Division***

- No time limit.
- 1<sup>st</sup> and 2<sup>nd</sup> place teams play in the TOCs.
- FPLL minimum play rules of 6 & 1 or 9 & 1 per the Green Book.
- Home team shall be the team with the higher tournament seeding.
- The 5-run rule, with the exception of the last inning, shall be in effect.



Any manager, coach, player or parent who is behaving in a manner, which is not in the spirit of Little League in the opinion of the President, may be suspended from the rest of the tournament.

Continuous batting order in effect.

### ***Double-A Division***

- Seeding will be determined by random draw.
- No time limit: 6 inning games unless game tied at end of the 6th.
- Continuous batting order in effect. Managers must submit player rotation and batting order to opposing team prior to the start of game (catcher is considered an outfield position). Players may not play an infield or outfield position in consecutive innings. Players may not play the same position more than once in each game.
- Over the course of two games, each player should have played in each defensive position. You are NOT allowed to use the same defensive rotation in each game.
- Players get 5 hittable pitches. If a player accumulates 3 strikes (foul ball on 3rd strike counts as a hittable pitch but not the 3rd strike) prior to 5 hittable pitches, they are out. A foul ball on the 5th hittable pitch is treated as a foul ball and the player continues to hit until either swinging and missing or putting the ball in play.

The 5-run rule, with the exception of the last inning, shall be in effect during the tournament. In the last inning (including extra innings if needed), teams are allowed to score as many runs as possible until 3 outs are made or the offensive team has gone through its batting order once (based on the rostered players available at the field on the day of the game).

Upon arriving at the fields, teams may take either dugout. The plate umpire shall do a coin flip once the plate umpire and both managers have arrived at the fields. This shall be done no earlier than 1 hour prior to game time and no later than 15 minutes before game time. The Home team will be the official scorekeeper (teams should communicate between innings to ensure accuracy).

Any manager, coach, player or parent who is behaving in a manner, which is not in the spirit of Little League in the opinion of the President, may be suspended from the rest of the tournament.

### **Trophies & Awards**

Trophies will be provided for teams finishing 1st, 2nd, and 3rd place.

### **Tournament of Champions (TOC)**

The 1st and 2nd place teams, based on the results of the End-of-Season Tournament in the Major and Triple-A Divisions, shall represent FPLL in the District Tournament of Champions (TOCs).

## **XVII. ALL-STAR POLICY**

All rules that pertain to Tournament at any level as outlined by LL Baseball, Inc., either in the Official Regulations & Playing Rules, the Operating Manual or any other official publication will supersede any FPLL policy.

### **Player Eligibility**

A player must have played in at least 60% of the scheduled regular season games to be eligible. A player must not have entered stage 3 of the disciplinary process or committed any major offenses.

Only eligible players who have completed the below referenced “Post Season Player Information Letter” will be considered. Completion of this form does not guarantee selection for an All Star team.

### **Manager – Assistant Coach Selection**

The FPLL President shall select the Managers and Assistant Coaches for the All-Star teams. All regular season Managers and official Assistant Coaches are eligible to be an All-Star Manager or Assistant Coach. The FPLL President shall ask the Manager their preference for Assistant Coaches, but the FPLL President shall make the final selection.

### **Teams**

FPLL may have up to All-Star teams to be voted on by the board each season.

### **Player Selection**

The All-Star teams are intended to represent the best players available in each age group to represent FPLL in All-Star play. Thirteen (13) players will be selected for each of the three teams.

The following format shall be used to select the players for the All-Star teams:

Prior to the selection, and approximately 2-4 weeks prior to the end of the regular season, FPLL will provide each eligible player’s family with a questionnaire (“Post Season Player Information Letter”) similar to that shown in Appendix B.

This questionnaire will ask the family to provide answers, which in general will answer the following questions:

- Is the player available for All-Star practices?
- Is the player available for All-Star games?
- If the player is not available, please provide a list of dates when the player is not available.

Participation on the All-Star teams requires a great deal of commitment from the Manager, Coaches, Players and their families. FPLL wants to ensure that the players selected are available so that the team(s) does not find themselves at a disadvantage.

The meeting to select the 12 and 11-year old All-Star teams will have in attendance Major Division Managers, Major Division Director, FPLL President, FPLL Vice-President and the Player Agent.

The Majors Division Director will act as the moderator.

Only the Major Division Managers will be voting on the players and only they will represent the FPLL Selection Committee (“Committee”). The only exception will be if a Manager knows they will be absent from the meeting; in that case the Manager can assign one of his official Assistant Coaches to take their place. For the purpose of this meeting only the official Assistant Coach taking the place of the Manager will be considered the team’s Manager.

Once the meeting starts only the individuals identified above will be allowed to stay. There will be no substitutions for team representatives at any point during the meeting.

There will be no use of cell phones or any other communication devices during the meeting.

All issues discussed at the meeting are to remain confidential and the only statement released from the meeting will be the final rosters for the All-Star teams. This assurance of privacy is important if the individuals in the meeting are to feel comfortable speaking freely about the players.

When the meeting begins the moderator will read the selection process, so the Committee is clear as to how the teams are to be selected. The moderator will be the one to officiate any disagreements about the process during the meeting and the moderator and one designated reviewer (the FPLL President, FPLL Vice President, or the Player Agent) will be the only individuals to view the ballots.

There will be a piece of chart paper or other visual aid with all of the eligible 12, 11 and 10 and 9-year olds listed in alphabetical order with their age and team designated.

As the players are selected their names will be noted on the chart paper or other visual aid by the moderator for everyone to see.

Each Manager will be given several ballots with their team's name at the top and ten blank lines.

Managers will be allowed to bring their team's scorebook.

The moderator may give warnings or remove any Manager for not following the ground rules or acting in an inappropriate way.

The task of the Committee is to select the best team possible to represent FPLL in the All-Star tournament. To that end, the only criteria that should be used in determining which players are selected to the All-Star team is their performance during the games of the FPLL baseball season.

The following are some examples of reasons that are not acceptable for selecting a player:

- The player is the child of my neighbor or friend.
- The player had a great season last year or was on the All-Star team last year.
- The player's parents are on the Board and/or are a Manager/Coach.
- The player is a friend of my child.
- If you pick my child, I will pick your child.

The following are some examples of reasons that are unacceptable for not selecting a player:

- I don't like the players' parents.
- I don't like the player.
- I don't like the team that the players played on this year.
- I managed/coached that player before, and I didn't like him/her and/or thought that they weren't good.

The Committee is entrusted by FPLL to do what is right. The Committee will be judged based on how fairly they complete their task.

### **The Selection Process**

- At the start of the process of picking the 12-year old team each Manager will be given time to talk about the players on his/her team that he/she feels has had a great season and deserves to be on the All-Star team. Other Managers will be free to ask questions.
- After every Manager has had a chance to talk, they will be given a ballot labeled with his/her team's name and with 10 spaces for players' names. They will fill out the ballot with the 10 players they feel should be on the team. Managers cannot vote for anyone on their own team. They are free to consider or ignore the comments the other Managers made. However, no one can make any comments while the voting is taking place, and they shall keep their votes private. The Committee will eventually be selecting 13 players for each team; however, for the first ballot we are limiting the names to 10.

- When the Managers are done listing the players on their ballot they will fold the ballots in half and hand them to the moderator. The moderator shall count the votes and ask the designated reviewer to confirm the moderator's count. If a player receives all eligible votes (i.e. if all of the Managers, except that player's Manager who cannot vote them, vote for the player) then they are on the All-Star team on the first ballot. If for some reason there is a team that is not represented then the number of votes needed to be selected will be the number of Managers (excluding the player's Manager) present minus one since the player's own Manager cannot vote for them.
- After the results of the first ballot are posted the Managers will have a short discussion about the results and then we will follow the same process for a second ballot. The Managers will vote for the number of open spots remaining plus one. Managers will still not be able to vote for anyone on their own team.
- If there are still less than 12 players that receive all eligible votes then the managers will have a third ballot and follow the process that they did for the second ballot.
- After the third ballot, if the team is still not complete, the moderator will be allowed to reduce the required eligible votes by one (i.e. all eligible votes minus one).
- Once the 12-year old All-Star team is selected then we will follow the same format for the 11-year old All-Star team.

The Major and Triple-A Managers will follow the same format in selecting the 9 to 10-year old team. 9 and 10-year olds playing in the Major Division will not automatically be on the 9 to 10-year old All-Star team. Because the Managers will most likely not be as familiar with the players outside of their division, the following format will be used to select the 9 to 10-year old roster:

The Major Managers will start by providing their views and perspectives on the 9 to 10-year old player(s) from their respective teams. Triple-A Managers will be in the room for this conversation. Other Major Managers are free to ask questions about the players.

After this discussion has been completed, each Manager will be provided with a ballot and ask to list the 9 and 10-year old players they feel deserve to be on the All-Star team.

Managers may not vote for a player from their own team.

Players, who are a unanimous selection after the 1<sup>st</sup> round from the Major Managers, will be placed on the 9 to 10-Year Old All-Star team.

After the 1<sup>st</sup> round of voting, Major Managers will be able to discuss the results, the players and ask additional questions.

A 2<sup>nd</sup> and final round of voting will occur by the Major Managers. The votes required to make the team will be reduced by one.

After this 2<sup>nd</sup> round of voting, the Major Managers will leave the room, and the Triple-A Managers will decide the remaining roster spots. Any 9 to 10-year old players, who played Majors but were not selected by the Major Managers, are still eligible to be voted on to the 9 to 10-year old team by the Triple A Managers.

The Triple A Managers will follow the same procedure for the selection of the 12 and 11-year old teams.

## **XVIII. TOURNAMENT PLAY POLICY**

FPLL hopes to provide other post-season opportunities for FPLL players not selected to one of its All-Star teams. There are many post-Little League season tournaments ("Tournament") throughout Northern California that provide opportunities for children to play organized baseball in a Tournament environment where they further their baseball skills and compete against other children their age.

The number of Tournaments (and their location) that FPLL will support is unknown and is subject to Board approval.

### **Player Eligibility**

A player must have played in at least 60% of the scheduled regular season games to be eligible. A player must not have entered stage 3 of the disciplinary process or committed any major offenses. Only eligible players who have completed the above referenced "Post Season Player Information Letter" will be considered. Completion of this form does not guarantee selection to a tournament team.

### **Manager – Assistant Coach Selections**

The FPLL President shall select the Managers and Assistant Coaches for the Tournament teams. All regular season Managers and official Assistant Coaches are eligible to be a Tournament Manager or Assistant Coach. The FPLL President shall ask the Manager for their preference on Assistant Coaches, but the FPLL President shall make the final selection.

### **Player Selection**

The Manager and Assistant Coaches for the Tournament teams will be responsible for selecting the players for the Tournament team(s). Players will be selected based upon their availability, commitment, and performance during the FPLL season.

# Appendix A

## Post Season Player Information Letter

### FAIRFIELD PACIFIC LITTLE LEAGUE POST SEASON PLAYER INFORMATION LETTER

Fairfield Pacific Little League (FPLL) Parents and Players:

DISTRICT ALL STAR TEAMS – Teams are voted on by the managers at the end of May/beginning of June and are intended to be the best thirteen (13) players in each age group to represent FPLL in the District, Sections and Divisions tournaments. This involves a large commitment of time as teams may begin practicing in mid-June (after the end of the FPLL tournament or TOCs) and may practice five to seven times per week with games starting in late June or early July. Each tournament is a double elimination tournament (if we win, we move on).

To ensure that we have enough players committed to participating in these events, we are asking that you fill out the attached form expressing your interest and commitment to participating should your child be selected (the completion of the form is no guarantee of selection). Once we have compiled a list of interested players/families, FPLL along with the manager/coach for the team will select a team of 13 players to represent FPLL.

UNIFORMS – FPLL will order uniforms for the All-star Players. Please be aware that you are expected to pay for these uniforms, they are not included in our registration fees. Scholarships are available if requested and approved by the Board of Directors.

Player's name

Player's Date of Birth

League age

E-mail address

Home Phone

Alternate Phone

Season Division

Team Name

YES - available for practices and games

NO - available all days EXCEPT the following dates (dates of other commitments)

Uniform Size (Adult or Youth S, M, L, XL):

Jersey:

Jersey Number Preference (no guarantee):

PLAYER'S SIGNATURE DATE:

PARENT/GUARDIAN SIGNATURE DATE:

PARENT PRINT NAME:

Please return NO LATER than \_\_\_\_\_ to:

Current Triple A and/or Major Manager

Or E-mail to: [info@ffpll.org](mailto:info@ffpll.org)