

# FIRST COLONY LITTLE LEAGUE HANDBOOK



# Little League Pledge

I TRUST IN GOD  
I LOVE MY COUNTRY  
AND WILL RESPECT ITS LAWS  
I WILL PLAY FAIR  
AND STRIVE TO WIN  
BUT WIN OR LOSE  
I WILL ALWAYS  
DO MY BEST



## The Little League Parent/Volunteer Pledge

I will teach all children to play fair and do their best  
I will positively support all managers, coaches and players  
I will respect the decisions of the umpires  
I will praise a good effort despite the outcome of the game



**PLEASE REMEMBER:**

1. THESE ARE KIDS.
2. THIS IS A GAME.
3. COACHES ARE VOLUNTEERS.
4. UMPIRES ARE HUMAN.
5. YOU DO NOT PLAY FOR THE YANKEES.

*Thank You.*

**MEXICO LITTLE LEAGUE  
BASEBALL**

## **Table of Contents**

Purpose	5
Divisions of Play at First Colony Little League	6
Responsibility of the Manager/Coach	7
Responsibility of the Team Parent	9
Park Rules	10
League Provided Equipment	10
Player Provided Equipment	10
Batting Cages / Infield Warm-ups	11
FCLL General Rules	12
(Applies to all divisions except Rookie and Tee Ball)	22
Special Rules for the Senior, Junior and Intermediate Division	23
Special Rules for Major and Minor-AAA Division	24
Special Rules for Minor – AA, A Divisions	25
Special Rules for Varsity and Junior Varsity Divisions	26
Special Rules for Rookie Division	29
Fall Season Differences – None	31
Special Rules for Tee ball Division	32
Post-Season Tournament	35
All-Star/All-Division/Blue-Gray Selection Process	36
Code of Conduct / Disciplinary Measures	41
In Case of Injury or Accident	44
Contact Information	45
Change History	46

## **Purpose**

This document details the FCLL-specific rules and other important information for parents, managers, coaches, and players.

The purpose of First Colony Little League Baseball is to have a sports program that teaches boys and girls the game of baseball, fair play, sportsmanship, how to be competitive, how to cooperate with others, how to win or lose with dignity, and how to respect authorities.

The Little League player is who we work to teach and lead. These players should be mindful of the Little League Pledge.

As parents and managers, we prepare ourselves to serve the kids in our community. We should be mindful of the Little League Parent Pledge.

The program also provides an atmosphere conducive to wholesome community participation for family, friends and other members of the community. For these things to come about, an atmosphere of cooperation, patience, good will and sportsmanship must exist. All spectators, managers and players are expected to conduct themselves in a manner that is above reproach.

Teams that display camaraderie and positive feelings among the parents will have a successful season. The players share those same positive feelings, almost without fail. Youngsters really enjoy having the support of parents and friends. Positive encouragement is ever so important as it leads to good team spirit and high player morale.

First Colony Little League encourages positive adult participation. Although one person usually heads a team, many people are important in providing a fun experience, and the cooperation of the parents is essential. Parents are encouraged to help at practices, games and on the phone. Adults should behave in a way that sets a good example to the players. Good sportsmanship can only be learned from coaches and parents willing to set a good example. Both sides should appreciate good play. Please do not become upset with calls made by the umpires. Accept and respect the job the umpires are doing.

Kids place a great deal of pressure on themselves, as do their peer groups. There is no need to add any additional pressure. Encouragement and constructive criticism bring out the best in these kids.

## **Divisions of Play at First Colony Little League**

FCLL offers several divisions of play to accommodate players of various ages and skill level. Little League has an official division designations of which FCLL further breaks up to offer the best developmental options for our players. The table below shows the FCLL divisions and how they are divided. Players are primarily assigned to a division based on league age as shown in the table below. Players will register by age. For a given season, the FCLL board may decide to consolidate divisions based on registration numbers. The decision on whether to consolidate divisions will be made by player evaluations. Examples would be, combining league age 11- and 12-year-olds into one Major division or combining league age 9- and 10-year-olds into one Minor-AA division.

While players are defaulted and primarily assigned to divisions based on league age, there are situations where players may play outside of their primary age assigned division. In rare occasions, a player may play down a division if the player agent and parents agree due to safety concerns the player is better served at a lower division. However, players may attempt to “play-up” to a higher division based on procedures outlined in the “Player Drafts and FCLL Play-Up Guidelines” section of this document. Absolute min/max age of divisions are defined in “Possible Age Range” column in the table below.

Table 1: FCLL Divisions

Division	Abr	Primary Age	Possible Age Range	Little League Division	Pitching Style	Mound / Base Dist (ft)
Tee Ball	TB	4-5	4-6	Tee Ball	Tee Ball	46/60
Rookie	RK	6	5-6	Minors	Coach Pitch	46/60
Junior Varsity	JV	7	6-8	Minors	Coach Pitch	46/60
Varsity	VAR	8	6-9	Minors	Coach Pitch	46/60
Minor-A	A	9	8-9	Minors	Kid Pitch – closed	46/60
Minors-AA	AA	10	8-11	Minors	Kid Pitch – closed	46/60
Minors-AAA	AAA	11	9-11	Minors	Kid Pitch – closed	46/60
Majors	MJ	12	10-12	Majors	Kid Pitch – closed	46/60
Intermediate	INT	13	11-13	Intermediate	Kid Pitch – open	50/70
Junior	JR	14	12-14	Junior	Kid Pitch – open	60.5/90
Senior	SR	15-16	13-16	Senior	Kid Pitch – open	60.5/90

In the table above, closed pitching style refers to closed bases mean that runners can not lead off or attempt to steal until the ball has reached the batter. Open pitching style means that runners can lead off and steal at their own discretion.

A player's league age is defined by Little League as the player's age on Sept 1 for the subject year. The Fall season primarily uses the next calendar year as basis for league age. For example, Fall 2024 uses 2025 Little League Ages. See the current age chart and divisions of play on FCLL website at: <https://fcll.net/content/18757/Divisions-of-Play>

### **Responsibility of the Manager/Coach**

Managers and Coaches must possess leadership abilities and the know-how to work with kids. Training players in the rudiments of teamwork, good sportsmanship and discipline are the goals of the program. It is an important responsibility to lead young people and for managers and coaches to not take this responsibility lightly.

Responsibilities of the Manager include:

1. Plan and run practices
2. Prepare lineups and lead the team during games
3. Know the rules by reading the Little League Rulebook (this is also referred to as the Green Book), the FCLL Handbook (for FCLL general rules and division-specific rules), the FCLL Safety Handbook (<https://fcll.net/content/2867/Safety>), and attend the FCLL Rules Clinic.
4. Learn the best practices of First Colony Little League with respect to communication, teaching of baseball mechanics, and on-the-field leadership, as detailed in the FCLL Coaching Guide ([https://fcll.net/Assets/1332/FCLL\\_Coaching\\_Guide.pdf](https://fcll.net/Assets/1332/FCLL_Coaching_Guide.pdf)) and the FCLL Coaching Clinic
5. Complete an FCLL volunteer application seasonally.
6. Complete required FCLL Safety Training. Training expires annually on August 1. Managers must complete Concussion Training, Abuse Awareness for Adults, Basic First Aid as well as submit an FCLL Background Check. Training course information will be provided by Player Agents. Background Checks will be distributed by the FCLL Board.
7. Hold a pre-season team meeting with parents to communicate necessary information and to establish expectations for players, parents, and coaches
8. Ensure safety of players at practices and games by mandating safety equipment (e.g., helmets) and by exercising good judgment
9. Recruit an official Coach of Record and unofficial coaches of record to assist at practices and games
10. Recruit parent volunteers to assist at games (e.g., umpires, scorekeeper, base coaches) and have the Parents attend the Rules Clinic. Any and ALL volunteers should register on the FCLL web page. After registering, they will be sent all training material (as required by Little League) and information on how to fill out and submit a full background check. ALL Managers/Coaches and any volunteers are **REQUIRED** to have this training and background check.
11. Work with a Team Parent to ensure proper coordination for parent communication,

fund raising, photos, and other off-the-field team functions

12. Care for the FCLL-provided playing equipment and then promptly return to the Equipment Manager upon completion of the season.
13. Maintain communication with the League, including addressing problems/situations with the respective division's Player Agent
14. Lead the team in the area of sportsmanship. Players and parents will follow your example. Explain to all players and parents the Code of Conduct.
15. Volunteer to assist the league in a variety of ways
16. Managers/Coaches should follow any and all directives from an FCLL board member, umpire, or umpire in chief, even if they disagree with that directive. Managers/Coaches should also inform their parents that FCLL board members and the league umpire in chief has any and ALL authority over the rules and park regulations and the umpire has any and ALL authority inside the field of play.



## **Responsibility of the Team Parent**

The Team Parent is the liaison between the Manager and the team parents and allows the Manager to focus solely on leading the ballplayers.

Team Parents are not expected to handle all the details, although Team Parents often follow up because they don't want to see something dropped. Many times the Manager will do some of the tasks because of his/her keen interest.

Team Parents have the following responsibilities, while coordinating with the team manager:

1. Stay in constant communication with the parents about things they need to know (rainouts, reschedules, photos, team party, money owed).
2. ***Don't unilaterally decide*** to spend money and then tell the parents at the end of the season to cough it up, communicate your intentions.
3. Decide what uniform customization, if any, will be done. In the spring, teams typically have the players name printed on the back on the jersey (first name in Tee ball/Rookie; first or last name in Junior Varsity and up) and sewn on to the back or side of the cap. Coach caps are usually monogrammed as well. Local monogram stores or trophy stores will do this work. In the Fall season, this customization is sometimes done, certainly less often than in the Spring. Decide whether keepsake pennants will be purchased for each kid. If so, these have the players name printed on the pennant. There are local companies which offer jersey/cap/pennant personalization as a package deal. This is done less often in the fall.
4. To build team spirit, possibly make a team banner to be hung from the fence. Another popular option is to string the kid's pennants together and hang them from the fence.
5. Ensure the Little League patch is sewn on the ***left*** sleeve of the jersey (Spring season)
6. Ensure snacks are made available after each game. This should be a drink and a small snack. This responsibility should rotate among each player.
7. Coordinate with the League photographer about team/individual photos (Spring season)
8. Plan a team party at the end of the season. This can be held at a local restaurant or at someone's house. A pool party at the end of the spring season is a big hit. Try to plan the party after a Saturday game or at a time when most people can attend.
9. Plan and purchase player trophies and manager/coach appreciation gifts. Present these trophies and gifts at the team party. The League does present trophies to 1<sup>st</sup> and 2<sup>nd</sup> place league champions in the spring and fall, Junior Varsity and above. Note that managers/coaches appreciate gifts that remind them of the team (photos, signed balls, shirts, etc.) instead of gift certificates to a local restaurant.

## Park Rules

First Colony Park is a city park and we must adhere to the laws of Sugar Land regarding the use of the facilities.

Alcoholic beverages are prohibited at all practices and games regardless of where a practice or game is held. The use of tobacco in any form is also prohibited at any location at the First Colony Little League fields or at any location where a practice is held. The Fields are a designated City of Sugar Land public park and pursuant to Article VIII, Section 3-140, the use of all forms of tobacco is specifically prohibited.

As per City of Sugar Land Regulations, all bikes, rollerblades, roller-skates, scooters, etc. are not permitted in spectator areas around the fields.

A concession building is located in the center of the cluster of playing fields. Soft drinks, hot dogs and candy are sold at the concession stand. Please help keep the park clean and deposit any trash in the trash receptacles, as the park will only stay as clean as you keep it.

## League Provided Equipment

First Colony Little League provides certain playing equipment to the manager of each team. This is to ensure that each team is properly equipped with the necessary safety equipment. Each manager receives:

1. An equipment bag
2. Catcher's protective gear and catcher's mitt.
3. Baseballs for practices and games. **Home teams must provide new balls for each game.**
4. Batting tee (for Tee ball & RK-6 only)
5. At the games and practices, the league provides additional equipment. For divisions where the score/standings are kept, FCLL provides an official scorebook.

At the end of the season, the manager is responsible for promptly returning the playing equipment. You may keep the balls or return them and we will gladly recycle practice balls for other teams. Inspect the equipment, complete the Equipment Return form, and turn the equipment in to the FCLL Equipment Manager. You may not simply drop off your equipment bag at the shed, concession stand, etc. The manager is financially responsible for the playing equipment entrusted to him.

## Player Provided Equipment

1. Baseball glove and bat
2. A batting helmet that meets NOACSAE (National Operating Committee in Standards for Athletic Equipment). A full-face mask or C-flap is highly recommended for all batters. See facemask rules below under safety.
3. Cleats are optional but players usually wear them. Baseball or soccer-style cleats are ok. Metal cleats are not allowed anywhere at FCLL.
4. Catchers **must** wear a cup. Cups are highly recommended for other players also.

## **Batting Cages / Infield Warm-ups**

The park has six batting cages available for use. Each batting cage corresponds to a field.

- Field 1: Batting cage located on left field side of field 1
- Field 2: Batting cage located on right field side of field 2
- Field 3: Batting cage located on left field side of field 4
- Field 4: Batting cage located on right field side of field 4
- Field 5: Closest batting cage located behind center field of field 5
- Field 6: Batting cage located of left field side of field 9, but closest to field 6
- Field 7: Furthest batting cage located behind center field of field 5.
- Field 8: No cage available. Managers should utilize alternate means for pre-game batting practice such as nets and weighted balls.
- Field 9: Batting cage located on left field side of field 9, but furthest from field 6

Because two teams must share the batting cage and the infield for pre-game warm-up, FCLL has established the following schedule. Note that managers may work things out to swap time. Pre-game practice must be supervised by a manager/coach, and appropriate safety equipment (e.g., batting helmet, catcher's helmet) must be used. Outside of the times listed below, batting cages are first come first serve in the following order: League Teams, Select Teams, individuals. A team utilizing the field for an assigned practice takes precedence over all other teams or individuals.

### 1. Batting Cage Times

- a. Home team gets the batting cage from Fifty to Thirty minutes prior to a game.
- b. Visiting team gets the batting cage from Thirty minutes to Ten minutes prior to a game.
- c. For Rookie 6 games on field 7 or 8: Teams hold batting practice on the infield using same times from (1a) and (1b) and with batting team coaches shagging batted balls to protect outfield warm-ups.

### 2. Infield Warm-up

- a. Weeknight games, 1<sup>st</sup> game of the evening or first game of the day on the weekend:
  - i. The home team gets the infield from Thirty to Ten minutes prior to game time.
  - ii. The visiting team gets the Fifty minutes to Thirty minutes prior to game time.
  - iii. For Rookie 6 games on field 7 or 8: Teams holds infield warm-ups in the outfield using same times from (i) and (ii)
- b. 2<sup>nd</sup> game of the evening on weeknight and weekend games:
  - i. Teams shall divide infield warm-up time if there is any to spare.

## FCLL General Rules

All divisions shall be governed by the official Regulations and Playing Rules of Little League Baseball (aka the Green Book) except for the exceptions provided by the following FCLL general rules and division-specific rules.

### 1. Safety

- a. **Batting Helmet:** All batters must wear a batting helmet. The batting helmet must meet NOCSAE (National Operating Committee on Standards for Athletic Equipment). **First Colony Little League highly recommends a full-face mask or C-flap at all levels of play for every batter.** A batting helmet with a full-face mask is required for players playing the position of pitcher in all coach pitch and Tee Ball divisions. In addition, all base runners and player base coaches must wear a batting helmet. Any batter/runner who, in the umpire's judgment, purposely removes a protective batting helmet before returning to the dugout is subject to being removed from the game at the discretion of the umpire.
- b. **Catchers Gear:** The catcher must wear a chest protector and a catcher's mask with a dangling type throat guard for all games and practices. The catcher's mask and chest protector must also be worn during all infield practices and while warming up the pitcher. It is common for players and coaches to forget the need for a catcher's helmet during infield warm-up. It is one of the most dangerous times for a catcher.
- c. **No Jewelry:** Players may not wear any jewelry, including hat-pins, during a practice or game. The **ONLY** exception to this is for medical reasons.
- d. **Tag Plays:** As per Little League rules, runners shall slide, give up, or attempt to get around a fielder who has the ball. Intentional or unintentional crashing into a player is grounds for possible ejection from the game. This does not mean that a given collision has a player at fault for interference or obstruction or that the runner is ejected. The ejection decision is the judgment of the umpire.
- e. **No On-Deck Area:** Players must remain in the dugout until it is their turn to bat. On-deck practice swings are not allowed. In addition, players in the dugout or bullpen area shall not hold or swing a bat. This is very unsafe, and it is the responsibility of the manager and coaches to hand the bat to the batter. The on-deck circle is allowed for the Senior, Junior and Intermediate (50-70) division and the "on-deck" batter must remain on their Team side.

- f. **Bunting:**
- i. Bunt or fake bunt is allowed in Varsity and above. Bunt or fake bunt is not allowed in Tee Ball and coach pitch divisions.
  - ii. Batters may not square around to bunt and then hit away. If batter violates this rule, the batter shall be declared out and the ball shall be declared dead. Any subsequent violation of this rule by the same or other player of that team shall result in a one game suspension of that team's manager from the next scheduled and played game. Violation of this rule is a judgment call reserved solely to the umpire(s). An umpire shall make every effort to notify the division's Player Agent directly or through the head umpire of any violations of this rule. This rule does not apply for junior/senior divisions.
- g. **Head First Slide:** A player may not do a head-first slide into a base except in the Intermediate, Junior and Senior divisions. If in the umpire's judgment a player is guilty of this, the player will be declared out. Diving back into a base is within the rules (but only recommended for more advanced players).
- h. **Thrown Bat:** If, in the umpire's judgment, a player throws a bat after swinging, then that player will be issued a warning by the umpire. This is the time for the coach/manager/umpire to reinforce the importance of bat safety. Thereafter, if that same player, in the umpire's judgment, is guilty again of throwing a bat, then the manager of that player will be asked to remove the player from the game at the end of the play. A player removed from the game is **NOT** subject to any further disciplinary action for the thrown-bat violation. No out is recorded for the thrown-bat safety violation. The removed player must stay on the bench and not reenter the game. If the Manager will not remove the player, then the umpire shall eject the player and Manager. All ejection rules apply.
- i. **Soft Toss:** Soft toss (batting practice against the fence) using anything other than plastic balls will not be permitted at any time on the game fields, practice fields, or batting cages. Soft toss is not allowed in the grassy area behind home plate for safety reasons.
- j. **Warm up Areas:** Players may not warm up in the common grass areas or around the concession stand.
- k. **Safety Violations:** Safety violations prior to a game should be reported to the Board Member on Duty. The issue will be referred to the disciplinary committee for any action.

- l. **Player Health:** For all divisions, coaches and umpires must provide for the safety of the players and ensure that they have sufficient time for transitioning to either offense or defense (get a drink, get properly equipped, etc.)
- m. **Dugout Cleanliness:** Each team is responsible for cleaning the dugout after each game or practice. For back to back games, please let the team playing completely exit the dugout before entering.

## 2. Line up and Run Limits

- a. **Continuous Batting Order:** In *all* divisions, teams will bat a continuous batting order.
- b. **Number of batters:** In Junior Varsity, Varsity, and Minor, the maximum number of batters is the lineup. No batter may bat twice in an inning.
- c. **5 Run Limit:**
  - i. In Varsity and Minor divisions, there shall be a 5-run limit per half-inning, per team, through the 3<sup>rd</sup> inning. After the 3<sup>rd</sup> inning there is no limit except as stated in #2b above. Note: continuation scoring will not be allowed past 5 runs. If the batter hits the ball to score the 5<sup>th</sup> run, the play will stop and side is retired. The only way more than 5 runs can be scored is on a home run (over the fence) in which case all runs scored count.
  - ii. In Junior Varsity divisions, there shall be a 5-run limit per half-inning, per team, through the 4<sup>th</sup> inning. After the 4<sup>th</sup> inning there is no limit except as stated in #2b above. Note: continuation scoring will not be allowed past 5 runs. If the batter hits the ball to score the 5<sup>th</sup> run, the play will stop and side is retired. The only way more than 5 runs can be scored is on a home run (over the fence) in which case all runs scored count.

### 3. Number of Players to start or complete a game:

- a. In all divisions Junior Varsity and above, an official game cannot start or continue where one team has less than 8 players. If during the game, a team can no longer field 8 players, the game will be resumed per the green book. If the game cannot be resumed it will be cancelled.

If the opposing Manager agrees, a player may be borrowed and play outfield while the team is on defense. Usually, this player is the last recorded out of the previous at-bat. A team may bat with less than 8 and no out is recorded for the missing batter.

Pool players may also be requested for teams that know in advance that they will have less than 8 players in attendance at a game. See the Pool Players section of this document for details on the pool player process.

- b. In the Rookie and Tee ball divisions, there is no minimum number of players.
- c. If a team cannot field the minimum number of players due to a known religious or school reason, the manager shall notify the Player Agent at least 48 hours prior to the scheduled game time. The Player Agent will determine whether the game will be rescheduled. If 48 hours' notice is not given, or if absences are due to a non-religious or non-school reason, the game may be declared a forfeit at the discretion of the Player Agent and the score registered as 6-0.

### 4. Time Limits - Mercy Rules – Ties

- a. **Time Limits:**
  - i. The game clock will begin promptly at the conclusion of the plate meeting.
  - ii. A new inning officially begins as soon as the last one ends.
  - iii. An inning may not start after the time limit shown below.
  - iv. Any inning started will be completed even if a team can't catch up due to lineup limits or 5 run rule, unless the home team is leading in the bottom half of the inning. The visiting team will always finish their at-bat and the home team finishes their at bat unless they are winning and time has expired.

- v. All games are time limit games and do not require a minimum number of innings. Once the time limit is reached, the inning will complete as required. A batter will be allowed to finish their at-bat.

Senior, Junior	2 hours Fall Season – 1:50
Intermediate	1 hour and 50 minutes Fall Season – 1:40
Major, Minor AAA	1 hour and 45 minutes. Fall Season – 1:35
Minor AA, A	1 Hour and 40 Minutes. Fall Season – 1:30
Varsity	1 Hour and 30 Minutes.
Junior Varsity	1 Hour and 20 minutes.
Rookie	1 Hour and 15 Minutes (every batter should bat at least twice)
Tee Ball	1 Hour (every batter should bat at least twice)

- b. **Curfew:** Little League curfew rules specify that a game may not start a new inning after 10 pm. The City of Sugar Land requires that park activities must end by 10 pm. If a game is suspended due to the time curfew before becoming a regulation game, it will be resumed at a future date from the point of its suspension.
- c. **Mercy (Run) Rule:** Green book.
- d. **Tie Games:** All regular season games may end in a tie. EXCEPTION: If regulation innings are met (Majors = 6 innings, Intermediate and above = 7 innings) and game is tied and the time limit has not been reached, then proceed to extra innings until the time limit and then finish that inning and ties stand if still tied. Extra innings play as one regular extra inning followed by International Tie Breaker (last out starts on 2B) until time limit (regular season) or until tie broken (playoffs).
- e. **Regulation Game:** Green book



## 5. Pitching Rules

The safety of the players is of paramount importance to FCLL. Accordingly, all pitching rules will be strictly enforced. It is the responsibility of the manager to remove the pitcher when he/she is no longer eligible. Any player can pitch. It is the manager's responsibility to know and follow any and **ALL** Pitching rules as covered in the "Green Book". These can be found under Regulation VI and Playing rules 8.00 and here: <https://www.littleleague.org/playing-rules/pitch-count/#14>

Managers are responsible for their team following all the Pitcher and Catcher participation rules, even for games when the Manager is not present. All reported violations of these rules will be brought to the FCLL Board for consideration and such resulting penalty may include game forfeiture, manager suspension or other penalty deemed worthy by the FCLL Board for the specific violation.

- a. **Pitcher Warm Up:** Managers and Coaches may warm up their pitchers anytime to keep the games moving. For a new pitcher, 8 warm up pitches shall be given when a pitcher takes the mound. For a returning pitcher, 5 warm up pitches are allowed or 1 minute between innings, whichever comes first. Please keep the games moving.

## 6. Practices

- a. No team shall have more than four (4) combined practices and/or games per week counted from Sunday through Saturday. Any meeting of three or more team members for instruction of any kind with the manager or coach constitutes a practice. Even if a manager calls a practice optional, it counts towards the total. Sunday practices are discouraged. Managers shall not make Sunday practice attendance mandatory, and players shall not be penalized solely upon failure to participate in Sunday practices.
- b. Practicing on game fields is permitted unless a field has been previously lined/chalked for a game to be played later that same day or next morning.
- c. Field use for practice is on a first come first serve basis through the weekly practice field reservation process. Please coordinate requests for practice through the league scheduler.
- d. At times, the scheduler may request two teams utilize the same practice field.

## 7. Games

- a. **Pre-Game Meeting:** Umpires shall call for the Managers meeting any time. This is usually 10 minutes prior to game time. The umpire's authority begins at this time.
- b. **Home team responsibilities:**
  - i. Removal and covering the mound with the tarp after a game. If a subsequent game is scheduled on the same night, the tarp may be left off the mound in coordination with the next game's home team manager.
  - ii. Providing the official game scorekeeper. The scorekeeper is responsible for recording the game in the official FCLL scorebook
  - iii. Operate the scoreboard.
  - iv. Enter the game score on the FCLL website.
  - v. Providing new game balls for each game
  - vi. Sits in the 3<sup>rd</sup> base dugout
- c. **Visiting team responsibilities:**
  - i. From the designated area, pick up and install the scoreboard controller, official scorebook and if applicable, the pitching log.
  - ii. Return scoreboard controller, official scorebook and pitch log to the designated area.
  - iii. The pitch count monitor is responsible for tallying the number of pitches for all pitchers in the game on the official pitch count sheet. In addition, the pitch count monitor must obtain the signature of the managers upon completion of the game and promptly return the scorebook and the pitch count book to the concession stand or to the FCLL Board member on duty.
  - iv. Sits in the 1<sup>st</sup> base dugout
- d. **Little League Rulebook:** All Managers and Coaches should have an official Little League Rulebook (aka the Green Book). In addition, it can be downloaded electronically on several e-reader sites.
- e. **Protests:** All protests, in addition to meeting the requirements of Rule 4.19 of the Green Book shall be delivered to the FCLL President within 24 hours. Disagreement with FCLL general rules or FCLL division-specific rules is not grounds for protest.
- f. **Number of Coaches:** Per Little League rules:
  - i. For Major and above there are a maximum of three coaches allowed in the dugout.

- ii. For Minor, Varsity, and Junior Varsity games there are a maximum of four coaches are allowed in the dugout.
  - iii. For Rookie and T-ball there are as many coaches as needed to maintain control.
  - iv. As per the “Green Book”, **ABSOLUTELY NO** parents, siblings, or other persons shall be permitted anywhere in the field of play. This includes the dugout, bullpen, and playing field. **It is the Managers responsibility to enforce this rule. The Board members and the Umpire-In-Chief will enforce this rule.**
- g. **Base Coaches:** Adults serve as base coaches at first base and third base. In the Minors and above divisions, either an adult coach or uniformed player (with helmet) may coach the bases. There must always be at least one adult coach in the dugout. The first base coach may be a player and an adult coach, with the adult coach teaching the player how to be a base coach.
- h. **Leaving the Dugout:** A manager or coach may not leave the dugout and enter the field of play for any reason without receiving permission from an umpire. Remember that only the umpire may call timeout -- managers, coaches and players can only request timeout. Players, managers and coaches shall remain within the fenced area of the playing field once the game has begun. The on-deck batter shall remain behind the protective screen of the dugout (without a bat).
- i. **Unsportsmanlike Conduct:** Negative cheering is not allowed. Players/coaches/fans cheer for their team, not against their opponents and not when the opponent pitcher is ready to pitch. Cheers or chants referring to the other team are not permitted. Offenders can be warned and/or removed by the umpire. Noisemakers and air horns are not permitted.
- j. **Infield Fly Rule:** Is in effect on all kid pitch divisions. The rule is not in effect for coach pitch or T-ball.
- k. **Standings:** In divisions where scores are recorded, standings are also kept. The determining order of the standings is based on each team’s winning percentage.
- If teams are tied in winning percentage, the following tiebreakers apply:
1. Head-to-Head (unless 3 or more teams are tied then this is removed)
  2. Total runs allowed.
  3. Total runs forced.
  4. Coin flip
- Tiebreakers can be complicated and confusing, especially when more than two teams are involved. The Player Agent will be the final arbiter of standings with respect to tiebreakers.

## **8. Umpires**

- a. The League will attempt to furnish volunteer umpires for Junior Varsity through Senior division games. Providing the plate umpire for Major and Senior division games is a League priority.
- b. In all divisions,
  - i. If a League-provided plate umpire is not present, the home team is responsible for supplying the volunteer plate umpire. Umpire gear is available in the FCLL League Office.
  - ii. If a League-provided field umpire is not present, the visiting team is responsible for supplying a volunteer field umpire, but only if a field umpire is needed and requested by the league-assigned plate umpire.
- c. Managers, coaches, parents, spectators and players must respect the authority of the umpires.

## **Player Drafts and FCLL Play-Up Guidelines**

1. Drafts will be conducted in all divisions and facilitated by the Player Agent. Draft order will be randomly drawn and proceed in a snake order reversed round by round with the manager drafting first in the first round, then drafting last in the second round and so forth. Manager's kid will be placed into the draft round that is fairly agreed by other managers and the Player Agent. The Player Agent runs and has presiding authority during drafts.
2. Players will be given the opportunity/option to try out for a division above their assigned primary division for that season. However, player must still fall into possible age based on FCLL Division Table. Players trying out to play-up are not guaranteed to play in the higher division. Players must be evaluated by higher age division managers to be eligible for the higher age division draft and must also be evaluated for their default division.
3. Players drafted up to the higher divisions are responsible for paying the difference, if any, in division fees.
4. The number of players allowed to be drafted to play up will be determined by the president, vice president and player agents.
5. A Player trying out to play up must be selected no later than the 4<sup>th</sup> round of that draft. For players not drafted by the 4<sup>th</sup> round, they will remain in their age defined division. Players trying out to play up to Intermediates and above may be drafted in any round, but on a space available basis only as determined by FCLL based on registration numbers.
6. Making a higher division team is not guaranteed. If not making a higher division, a player will be placed in their default division. It is extremely discouraged to withdraw from league if not making a higher division. Registration refunds will not be given when withdrawing after a draft have started.
7. If player registration is such that no play up spots are available for drafting with 11 player rosters, a manager may elect to carry 12 players on a team and select a player who has met the above criteria (this will be called a manager pick)
8. If a Manager decides not to draft a play-up player, then the team could have one fewer player than other teams.
9. The parent of a child that wishes to play up cannot be a Manager of a team within the higher division unless no other FCLL approved Manager candidates exist. This parent can be a Coach of Record (COR), but only if this child is drafted according to the rules in this section for the higher division.
10. FCLL does not take the duties and responsibilities of Managers and CORs lightly. Due to this, a parent that submits to manage a team in the age defined division of their child, and then backs out due to their child being drafted into the higher division, will be subject to disciplinary action from the FCLL board. This action can be up to

suspension of the right to be Manager or COR at FCLL.

11. Coach of Records will be decided after the draft. No (CORs) before the draft are allowed.

### **Pool Players Guidelines**

#### **(Applies to all divisions except Rookie and Tee Ball)**

1. If a team will not have enough players for a game, the Team Manager may request to the division's Player Agent the use of not more than one pool player not to exceed eight (8) total players (Exception: Junior/Senior may use up to 2 pool players and not to exceed nine (9) total players) on the requesting team. Every request for a pool player must include the reason for absence, and the right to obtain a pool player must be approved by the Player Agent of the division in which the pool player is requested or his designee. No games will be rescheduled due to an absence of a player other than as outlined in this FCLL Handbook.
2. Team Manager must use all efforts to notify the Player Agent no later than noon the day of the game regarding need to use a pool player(s). If you are aware of the need in advance, submit the request early.
3. The assignment of the pool player shall be made by the Player Agent without input from any Manager or COR. The assignment of the pool player will be made without regard to skill level and will merely be made in the order they appear on the Pool Player list, as maintained by the Player Agent. The pool player list shall be compiled in no manner other than being a list of interested participants and compiled at the beginning of each season. A pool player cannot be utilized twice during a season unless all other pool players are asked in the order they appear on the list and found to be unavailable. Any use of a pool player or substitute player that has not been assigned by the Player Agent shall result in a 6-0 forfeit by the offending team.
4. The pool player must play the outfield and bat last. (Exception: Junior/Senior pool players can play any position except pitcher).
5. The pool player must play at least nine (9) consecutive outs and bat at least one time. In the event a "rostered" player shows up after the start of a game, the pool player must meet this rule and then the regular player must be inserted into the lineup and the pool player removed. Consecutive outs are considered as total outs recorded by both teams.
6. For Majors, if a player(s) is permanently unable to attend (move, injury, etc.), the team Manager may call up a player from the lower division to replace the lost player or obtain the next available player from a wait list should one exist? Any call up must be communicated to the League Player Agent and League VP. All players that are requested to be called up must agree to the request.
7. Pool players are only allowed to avoid a reschedule by fielding the minimum of 8

players. Pool players are not allowed if it means the team will have extra players on the bench or to just add batters to your lineup.

8. No pool players are allowed for post-season tournament play. If a team has less than the required minimum number of players, the game will be rescheduled. If a team permanently has 7 or less players due to injury or other, an extra player may be assigned by the President and Player Agent to complete that playoff game. If more than one game is required, the pool player may be different for each game.

The First Colony Little League divisions shall be governed by these rules, and all the other official Regulations and Playing Rules of Little League Baseball except for the exceptions provided by the FCLL general rules and the following division-specific rules.

### **Special Rules for the Senior, Junior and Intermediate Division**

#### **1. General**

- a. No player can sit on the bench more than two complete innings in a game. No player may sit on the bench in consecutive innings.
- b. A player that arrives after a game has started shall be placed last in their team's batting lineup and this should be adjusted at the plate meeting as required. All substitution rules for that player shall only apply from the time of arrival until the end of the game. Once the late player arrives, the Manager should immediately notify the opposing manager, umpire and scorekeeper.

Managers are responsible for their team following the participation rules, even for games when the Manager is not present. All reported violations of these rules will be brought to the FCLL Board for consideration and such resulting penalty may include game forfeiture, manager suspension or other penalty deemed worthy by the FCLL Board for the specific violation.

#### **2. Fall Season Differences**

- a. Fall time limit is 1:50 for Junior/Senior and 1:40 for Intermediate

## **Special Rules for Major and Minor-AAA Division**

### **1. General**

- a. No player can sit on the bench more than two complete innings in a game. No player may sit on the bench in consecutive innings.
- b. A player that arrives after a game has started shall be placed last in their team's batting lineup and this should be adjusted at the plate meeting as required. All substitution rules for that player shall only apply from the time of arrival until the end of the game. Once the late player arrives, the Manager should immediately notify the opposing manager, umpire and scorekeeper.
- c. If Minor-AAA division exist, it will play by the same rules as the Majors division.

Managers are responsible for their team following the participation rules, even for games when the Manager is not present. All reported violations of these rules will be brought to the FCLL Board for consideration and such resulting penalty may include game forfeiture, manager suspension or other penalty deemed worthy by the FCLL Board for the specific violation.

- d. Three conditions exist under which a manager may request a call-up of a lower division player or obtain a player off a wait list during the regular Spring season: a player is injured and out for the remainder of the season; a player quits playing altogether and is no longer eligible to return; a player moves from the district and the player's parents provide a letter stating that the player is no longer interested in continuing with FCLL.
- e. The manager must appear before the Player Agent or the FCLL Board of Directors to explain the reasons for the requested call-up. All communication between the Major division manager and the player's parents, the player or the Minor division manager shall be facilitated through the Player Agent. Once a call-up has been completed, the player becomes a permanent member of the Major division.
- f. All call-ups must be done within 48 hours after one of the three conditions listed in section above are known.
- g. A player may not be called up to the Major division within two weeks of the conclusion of that player's Minor team's regular season.

### **2. Fall Season Differences**

- a. Fall time limit is 1:35 for Majors and Minors-AAA.



## Special Rules for Minor – AA, A Divisions

### 1. General

- a. No player can sit on the bench more than two complete innings during any game. No player may sit consecutive innings in a game.
- b. **All** players are required to play a minimum of one inning (three consecutive outs) in the infield, within the first **three** innings of every game. The only exception to this rule is if a parent writes a letter to the Board requesting that their child not play the infield. If a manager is not adhering to the infield play requirements, that manager will be suspended for the team's next game (including any playoff games).
- c. A player that arrives after a game has started shall be placed last in their team's batting lineup and this should be adjusted at the plate meeting as required. All substitution rules for that player shall only apply from the time of arrival until the end of the game. In Minors and below, the player must still meet the requirement of playing infield if the player arrives before the 3<sup>rd</sup> innings of their team taking the field on defense. Once the late player arrives, the Manager should immediately notify the opposing manager, umpire and scorekeeper.

Managers are responsible for their team following the participation rules, even for games when the Manager is not present. All reported violations of these rules will be brought to the FCLL Board for consideration and such resulting penalty may include game forfeiture, manager suspension or other penalty deemed worthy by the FCLL Board for the specific violation.

### 2. Fall Season Differences

- a. All games are scored, but game results will not count in the division standings until the team's 5<sup>th</sup> game. If teams have uneven scored games at the end of the regular season, then teams will be seeded randomly for the post season tournament. Should rainouts occur mid-season, the scheduler must consider in the revised schedule if the affected teams are playing in either a counted or non-counted game.
- b. Fall Time Limit is 1:30 for Minors

## **Special Rules for Varsity and Junior Varsity Divisions**

1. Rules from previous sections apply unless superseded by the following rules.
2. Pitching distance - The coach pitcher must release the ball no closer than 35' from the tip of home plate (near the front of the mound)
3. A coach pitcher is prohibited from coaching or communicating with the batter, runner, or coaches at any time. One warning will be allowed. Two violations will result in immediate removal from the mound.
4. A coach shagger is not allowed in the Varsity division. For the JV and JV/V combined divisions, a coach shagger is allowed as the objective is to ensure the catcher is in a safe position to catch the ball (check for equipment being loose, correct distance from behind the plate, etc..) from the coach pitcher
  - a) Coach Shagger should be from the defensive team
  - b) Communication to the catcher is OK to help with their positioning before the pitch is thrown. Once the ball is in play, communication from the Coach Shagger is not allowed to the catcher. Once the ball is in play, communication to the catcher should be left to the Managers and assistant coaches from the dugout)
  - c) Communication to the rest of the defensive team is not allowed (this should be left to the Managers and assistant coaches from the dugout)
  - d) First time offense where a coach shagger violates the rule - verbal warning. Second offense - the team will forego a coach shagger for the rest of the game.
5. Each batter is allowed six pitches, or three strikes. If a batter hits a foul ball on the sixth pitch, batter is allowed to continue batting until batter does not make contact with the ball or puts the ball in play. A strike is defined as a batter offering at a ball with a swing or check swing and missing, or fouling a pitch. A batter can strikeout if they offer at a ball and miss on the third strike, or if the catcher catches the ball on a foul tip for the third strike. Everything else will be called a ball regardless of location. No walks are permitted.
6. A fair batted ball hitting a coach pitcher is declared a foul ball if the umpire rules that the coach pitcher's contact with the ball was unintentional. If, in the umpire's judgment, a coach pitcher intentionally makes contact with a batted ball, the batter is out, and no runner can advance. A second violation will result in immediate removal from the mound.
7. Bunting or fake bunting is not be allowed

8. Umpires call time after every play and declare the ball dead (only the umpire can call time). The umpire will call time as soon as all three of the following occur:

- a) The lead runner stops attempting to advance.
- b) The ball is in the possession of an infield player inside the base paths.
- c) No defensive play is imminent.

9. Teams will play 10 players defensively. With 10 players, there will be 4 outfielders who shall play no closer than 30 feet to the infield dirt. No “rovers” are allowed.

10. Pitchers must be positioned behind the coach pitcher on either side of them and must have at least one foot inside the pitcher mound. If a pitcher charges in front of the coach before the ball reaches the plate, the umpire shall rule a dead ball and direct base runners to advance one base. The pitcher’s mound will be defined as the dirt area’s surrounding the pitcher’s rubber or a circle inclosing the 46 foot pitcher rubber on a total grass field.

11. Stealing is not permitted in Coach Pitch.

12. The infield fly rule is not in effect.

13. No player shall sit the bench more than 2 complete innings per game and no player may sit consecutive innings in a game. All players are required to play a minimum of one inning (three consecutive outs) in the infield, within the first **three** innings of every game. The only exception to this rule is if a parent writes a letter to the Board requesting that their child not play the infield. If a manager is not adhering to the infield play requirements, that manager will be suspended for the team’s next game (including any playoff games).

14. A player that arrives after a game has started shall be placed last in their team’s batting lineup and this should be adjusted at the plate meeting as required. All substitution rules for that player shall only apply from the time of arrival until the end of the game. In Minors and below, the player must still meet the requirement of playing infield if the player arrives before the 3<sup>rd</sup> innings of their team taking the field on defense. Once the late player arrives, the Manager should immediately notify the opposing manager, umpire and scorekeeper.

Managers are responsible for their team following the participation rules, even for games when the Manager is not present. All reported violations of these rules will be brought to the FCLL Board for consideration and such resulting penalty may include game forfeiture, manager suspension or other penalty deemed worthy by the FCLL Board for the specific violation

15. Managers should minimize the time between half-innings. Plan the defensive assignments instead of deciding when the players should be taking the field. Keep the incoming catcher ready. Keep the games moving!

16. The Coach Pitcher must be at least 16 years old and is not required to be related to any rostered player. However, the Coach Pitcher must be a registered FCLL volunteer and will count towards one official coach for the game.

### F.A.Q.'s

*The topics below are NOT an inclusive list and mainly apply to coach pitch divisions. Once the game begins, the Umpire will make all final decisions.*

- A. Can a runner score on an overthrow from catcher to the pitcher in between pitches? *No.*
- B. Can a runner score from 3rd on an overthrow? *Yes.*
- C. What if the 6th pitch is a ball, is the player out? *If the batter takes the pitch (doesn't swing), then yes, they are out.*
- D. Can an outfielder make an unassisted play at any base? *Yes.*
- E. Can a runner on 3rd base score on a passed ball by the catcher (coach pitcher pitch to catcher)? *No.*
- F. How many bases can a runner advance on an overthrow? *Unlimited.*
- G. Can time be called by the throwing the ball to the pitcher / coach pitcher on the mound? *No – only the umpire can call time (see above for when time can be called).*
- H. If the umpire calls time on the lead runner and the trailing runner has not reached the next base, what base is the trailing runner awarded? *If the trailing runner is more than halfway towards the next base, and is running towards the next base when time is called, the runner will be awarded the next base. Otherwise, the runner will be sent back to the previous base. This is a judgement call by the umpires – respect their decision.*

**Fall Season Differences** - All games are scored, but game results will not count in the division standings until the team's 5<sup>th</sup> game. If teams have uneven scored games at the end of the regular season, then teams will be seeded randomly for the post season tournament. Should rainouts occur mid-season, the scheduler must consider in the revised schedule if the affected teams are playing in either a counted or non-counted game.

## **Special Rules for Rookie Division**

### **1. General**

- a. There will be no score kept or standings kept.
- b. All players will play defensively, with 6 infielders to include a pitcher and catcher. The rest of the players on the team will be outfielders behind the 30-foot arc.
- c. All players shall play a minimum of one inning in the infield if two or three innings are played and 2 innings in the infield if 4 innings are played.
- d. The pitcher must be positioned behind the coach pitcher on either side of them and must have at least one foot inside the pitcher's mound. If a pitcher charges in front of the coach before the ball reaches the plate, the umpire shall rule a dead ball and direct base runners to advance one base. The pitcher's mound will be defined as the dirt area's surrounding the pitcher's rubber or a circle inclosing the 46 foot pitcher rubber on a total grass field.
- e. The catcher may throw the ball back to the Coach Pitcher or have the Coach Shagger return the ball to speed up play.
- f. A half-inning will be considered over when all players present have batted.

### **2. Coaches / Umpires**

- a. A Coach Shagger (from the fielding team) is positioned behind the catcher to help retrieve loose balls and return pitched balls back to the Coach Pitcher.
- b. The defensive team may provide two Defensive Coaches, each of which is positioned in the outfield outside the corresponding foul line. Each Defensive Coach must be positioned 30 feet beyond the base coaches from the offensive team to avoid confusion.
- c. The Coach Pitcher also serves as umpire. This umpire is responsible for:
  - i. Safe/out calls at first base, second base, and third base.
  - ii. End of play / dead ball call.
- d. The Coach Shagger also serves as umpire. This umpire is responsible for:
  - i. Fair/foul calls down the baselines
  - ii. Safe/out calls at home plate
  - iii. Counting the number of pitches
- e. The offensive base coaches may not make any calls of out and safe. The goal is for a call to be made by the Coach Shagger and coach Pitcher respected by players, coaches, and parents as the umpires on the field.

- f. The Coach Pitcher must be at least 16 years old and is not required to be related to any rostered player. However the Coach Pitcher must be a registered FCLL volunteer.

### **3. Game Situations**

- a. Rules from previous sections apply unless superseded by the following rules.
- b. Pitching distance - The coach pitcher must release the ball no closer than 35' from the tip of home plate (near the front of the mound)
- c. A coach pitcher can coach or communicate to the batter, runner, or other coaches from the mound.
- d. A batter shall receive a maximum of five (5) pitches from the coach pitcher. Balls and strikes will not be called by the plate umpire. Walks are not allowed.
- e. If the fifth and/or last pitch is fouled off, the batter shall receive another pitch. After receiving these pitches and not putting the ball in play, the tee is brought out for the batter to hit off of. Even if a batter swings and misses 3 times, this is not a strikeout.
- f. Players are called safe and out. Outs can occur as a result of a force out, fly ball caught, or a tag out. We want kids to learn that baseball has disappointments. At this level, the disappointment should be very minor. Coaches do have discretion by giving kids opportunities to succeed. This should not be done at the expense of the rules though. A coach/umpire occasionally calling a phantom foul ball on the last pitch has been known to happen (the batter gets another swing). That is ok. The umpire's ruling stands. But if a runner is called out, the runner should return to the dugout. Be sure players learn how to handle being called out.
- g. An overthrow is defined as any throw that gets past a player no matter how short the distance. Any overthrow to a base or to the pitcher will result in a maximum of one base advancement for each base runner per play (not per throw). The runners will advance at their own risk. If the fielding team makes the play on the runner advancing and tags the runner out, the out will stand. If the fielding team makes a play on a runner advancing on an overthrow and then makes another overthrow, the runners may not advance any additional bases. If the fielding team does not make a play on the runner after an overthrow, but instead attempts to return the ball to the pitcher and makes an overthrow to the pitcher, the runners may not advance any additional bases.
- h. The ball shall be considered dead when the defensive player/pitcher has the ball in his/her possession and is inside the pitcher's circle OR when, in the judgment of the umpire, all play has stopped. Once time is declared by the Coach Pitcher and/or Coach Shagger, the runner's position relative to the

base shall determine if the runner is eligible to advance or return to the last base touched safely.

- i. Bunting shall not be allowed.
- j. Stealing bases in Rookie 6 is prohibited.
- k. A fair batted ball hitting a coach pitcher is declared a foul ball if the umpire rules that the coach pitcher's contact with the ball was unintentional. If, in the umpire's judgment, a coach pitcher intentionally makes contact with a batted ball, the batter is out, and no runner can advance.
- l. A batter cannot advance past second base (double) on a hit ball, whether there have been overthrows or not. A base runner may only advance up to two bases, including overthrows. The only exception is when it is the last batter of the half-inning. This batter, and all the runners on base, will run the bases until they reach home.

#### F.A.Q.'s

*The topics below are NOT an inclusive list and mainly apply to coach pitch divisions. Once the game begins, the Umpire will make all final decisions.*

- A. Can a runner score on an overthrow back to the pitcher? *No.*
- B. What if the 5th pitch is a ball, is the player out? *If the batter takes the pitch (doesn't swing), they are not out. The tee is brought out for them to hit off of. There are no strikeouts in RK6.*
- C. Can an outfielder make an unassisted play at any base? *Yes.*
- D. Can a runner on 3rd base score on a passed ball by the catcher (coach pitcher pitch to catcher)? *No.*
- E. How many bases can a runner advance on an overthrow? *One per play (not per throw).*
- F. Can time be called by the throwing the ball to the pitcher / coach pitcher on the mound? *Yes – if the pitcher has the possession of the ball within the pitcher's mound, time is granted when this happens.*
- G. If the umpire calls time on the lead runner and the trailing runner has not reached the next base, what base is the trailing runner awarded? *If the trailing runner is more than halfway towards the next base, and is running towards the next base when time is called, the runner will be awarded the next base. Otherwise, the runner will be sent back to the previous base. This is a judgement call by the umpires – respect their decision.*

**Fall Season Differences – None**

## **Special Rules for Tee ball Division**

### **1. Score**

- a. There will be no score or standings kept.

### **2. Lineup**

- a. All players will play defensively, with 5 infielders (**no** catcher) and the rest as outfielders.
- b. All players must play a minimum of two complete innings in the infield. If a game only goes three innings, all players must play a minimum of one complete inning in the infield.
- c. A player may not play a defensive position more than two times per game. This allows all players to rotate defensively.
- d. All players will bat in a half-inning. Using a lineup, the batters will bat in order from first-to-last in the first inning. In the second inning, the batters will bat last-to-first. This alternates every inning. The entire lineup bats without regards to runs or outs.
- e. The players fielding the outfield positions must play the normal outfield positions, distributed appropriately across the outfield. Outfielders shall not be positioned within 10 feet of the infield dirt. Outfielders are not allowed to come into the infield and make a play (force or tag) on a runner. If this happens, the runner is considered safe.

### **3. Coaches / Umpires**

- a. Each team must have at least one coach in the dugout when the team is batting. There may be an unlimited number of coaches in the dugout. Use as many as you need to maintain control!
- b. A Coach from the batting team is responsible for teeing the ball, calling strikes, fair/foul, safe/out at home, and removing the tee from home plate to avoid runner contact.
- c. Two Coaches from the fielding team are placed anywhere in the outfield to assist in positioning players.
- d. Adult base coaches shall coach first base and third base. These base coaches will call safe/out at first base, second base, and third base. When these coaches/umpires make the call, no one should question the call. The goal is for a call to be made and respected by players, coaches, and parents. The goal is not to have coaches getting a call by yelling the loudest and intimidating the umpires.
- e. Coaches are allowed and even encouraged to enter the field of play to position players, instruct, coach, or encourage. If a kid stops a grounder and throws to first base and gets the out, feel free to run out and give him a high-five!



#### 4. Game Situations

- a. The tee will not be placed higher than the midway point between the hitter's belt line and armpit.
- b. A batter will be allowed up to five (5) swings. If a struck ball does not advance past the quarter circle approximately eight (8) feet from the plate, it is considered a foul ball. If the fifth and/or last attempt to hit the ball results in a foul ball (outside the foul lines or inside the quarter circle), another attempt to hit the ball into fair territory will be allowed. After all these swings and not putting the ball in play, the batter is out.
- c. Even if a batter swings and cleanly misses 3 times, this is not a strikeout. The rules in (4b) define when a batter is called out.
- d. Players are called safe and out. Outs can occur as a result of strikeout, force out, flyout or tag out. We want kids to learn that baseball (and life) has disappointments. At this level, the disappointment should be very minor. Coaches do have discretion by giving kids opportunities to succeed. This should not be done at the expense of the rules though. A coach/umpire occasionally calling a phantom foul ball on the last swing has been known to happen (the batter gets another swing). A coach/umpire occasionally calling a base runner safe has been known to happen and the runner gets to stay on base and that is ok. The umpires ruling stands.
- e. Batters can remain on base and run bases even if they make an out.
- f. An overthrow is defined as any throw that gets past a player no matter how short the distance. Any overthrow to a base or to the pitcher will result in a maximum of one base for each runner. The base runners may advance at their own risk. If the fielding team makes the play on the runner advancing and tags the runner out, the out will stand. If the fielding team makes a play on a runner advancing on an overthrow and makes another overthrow, the batting team cannot advance any additional bases. If the fielding team does not make a play on the runner after an overthrow, but instead attempts to return the ball to the pitcher and makes an overthrow to the pitcher, the runners may not advance any additional bases.
- g. Fielders should be encouraged to attempt to make a play and not simply hold the ball due to fear of an overthrow.
- h. A batter cannot advance past second base (a double) on a hit ball, whether there have been overthrows or not. A base runner may only advance up to two bases, including any overthrows.
- i. At this age, a team could run with total abandon and be safe 99% of the time. However, we want to instruct kids (and even coaches/parents) the right way to run bases. It is ok to have a kid advance on an overthrow. It is ok to have a kid score from second base on a hit to the outfield. It is **not** ok to have the base coaches always sending the base runners. It is **not** ok to send a base

runner to second base when the ball is on the ground a foot away from the first baseman. It is ok and even quite sportsmanlike to cool your jets and back off from constant aggressive base running. That said, we don't want to encourage simply going station-to-station, one base at a time, no matter what has happened. Base runners should want to run and should get their stop/go signs from the base coaches, not simply stop at a base out of habit.

**5. General Comments**

- a. Please be sure to stress fundamentals, sportsmanship, teamwork, and most of all HAVING FUN!
- b. We want Tee ball players to learn how much fun baseball can be, even if they don't understand everything that's going on.
- c. When in doubt, coaches should use their discretion to make decisions that benefit the kids.
- d. Coaches and parents should put their competitive nature in storage until the players get a little older. Enjoy this time for what it is... the innocence of youth!

**6. Fall Season Differences - None**

## **Post-Season Tournament**

At the end of the Regular Season for the Senior, Junior, Intermediate, Major, Minor, Varsity, and Junior Varsity Divisions, the League will have for each division a Post Season Championship Tournament for eligible teams ending with a Championship game for the final two teams. Such a post-season tournament will occur in both the Spring and Fall seasons. Some divisions may be combined in the Fall season.

Per Little League rules, the post-season tournament must be administered under the same rules as the regular season. Therefore, regular season rules will apply with the exception that there will be no ties. If time permits, games will be played out until a winner is decided. If time or other circumstances does not permit the game to continue then the game will be resumed from the exact point of suspension on the next possible date and time. For extra inning playoff games, the first extra inning will be played normally, but if the game remains tied, then subsequent innings will be played with the batter that made the last out starting on 2<sup>nd</sup> base. The other exception is that the Championship game will be a full 6 innings (7 innings for Intermediates and above) and not bound by the time limit imposed during the regular season.

In the Spring season, teams will be seeded per their winning percentage. In the Fall season, teams will be seeded randomly if there are no standings kept or if teams play a different number of scored games.

In the Spring and Fall seasons, championship awards will be awarded to each participant of the championship game.

## All-Star/All-Division/Blue-Gray Selection Process

For the Spring season, FCLL will name an All-Division team, form age based All-Star teams and form age based Blue-Gray teams.

The All-Star Team is a team of players based on age (starting at 9U) formed to compete in the official Little League Baseball tournament against other leagues after the Spring season concludes. All-Star teams are formed for each eligible age group.

The All-Division Team is a ceremonial list of players voted by both players and managers to publicly recognize those players from each division at the end of the season that excelled during the Spring season. There is no age or position criteria.

The Blue-Gray Team is a team of players based on age (starting at 7U) formed to compete in local Blue-Gray tournaments against other league after the Spring season concludes. Blue-Gray is classified as a Little League Baseball special games tournament.

Players are only eligible to be selected to a post season team of their Little League age. Any player wishing to play-up during postseason must be approved by the FCLL Board.

### All-Star Teams

FCLL believes it is important to form All-Star teams in keeping with the spirit of Little League Baseball. In the Spring Season, players in the Senior, Junior, Intermediate, Major, Minor-AAA, AA, A, and Varsity Divisions are eligible to be considered for All-Stars. Everyone participating in the All-Star selection process must remember that this is a high honor and reward for excellent play and sportsmanship. These teams will represent FCLL in district play and beyond.

FCLL is adamant that the players involved in the All-Star selection process **MUST NOT** be manipulated by other players, parents, coaches, and managers. Adults should understand that the children within FCLL are impressionable and that we set an example for them. So, please adhere to this policy.

- 1. ALL-STAR ELIGIBILITY:** Players may be ruled ineligible for all-star ballots if they do not reside within the FCLL boundary or attend a school within the FCLL boundary unless a Little League waiver is approved.
- 2. ALL-STAR SELECTION:** The All-Star Manager will identify the minimum number of players per Little League rules he will carry on the roster up to the Little League limit of fourteen (14) players. He will choose his roster of players from all eligible league players of the respective age plus any players that he deems worthy of bringing up from the lower level age groups. The 12-yr old All-Star Manager may choose to include 11-yr old All-Stars on the roster, but must make this request to the FCLL Board of Directors for approval. This will continue down in Age Divisions through 9-yr

old.

The All-Star Manager shall adhere to the following when choosing the Roster:

- The All-Star Manager must meet with all League Managers (either individually or as a group) for the specific age group to solicit evaluations. This meeting should focus on the skills, strengths, and stats of individual players and shall not be a discussion of the ultimate makeup of the Roster. If a League Manager is not available, Coach of Record may be substituted.
  - Each player shall be evaluated based upon their performance during the current year, including skill/ability and sportsmanship. Previous All-Star experience or performance from previous years should have no bearing on the selection.
  - The All-Star Manager should consult with the other All-Star Coaches to attempt to reach unanimous agreement for the Roster.
  - The All-Star Manager may consider whether a player can/will be available during the period of All-Star Tournament practices and games.
  - Each player selected must provide proof of residence and affidavit for eligibility. If a player is not in the correct division based upon residency, the player will be deemed ineligible for Tournament Team based upon LL rules. FCLL will do the best to police this prior to the start of the season, but the ultimate responsibility rests with the parent at the time of registration (see league boundaries at [www.fcll.net](http://www.fcll.net)).
3. **ALL-STAR ANNOUNCEMENTS:** The FCLL Board will publicize the list of All-Stars in accordance with Little League rules.

### All-Division Teams

1. **ALL-DIVISION ELECTION COMMITTEE:** The current Board shall create and appoint an All-Division Election Committee, which can consist of FCLL Board Members and/or other Members of FCLL. The Committee is charged with implementing the election procedures below, which have been established by the FCLL Board of Directors. The All-Division Election Committee will regularly inform the FCLL Board of Directors of its activities and of the final outcome of the All-Division teams.
2. **AVOIDING CONFLICTS OF INTEREST:** Any FCLL Board Member or All-Division Election Committee Member who has a child/player in the eligible Divisions shall not participate in the balloting or election process for the potential All-Division players or Coaches. Decisions requiring the involvement of the FCLL Board will warrant any member with a player or who is a Manager/Coach within that Division, to be recused

from voting.

3. **ALL-DIVISION BALLOTS:** All players for each League Division Varsity through Senior will be automatically placed on their league division ballot by the All-Division Election Committee.
4. **VOTING BY PLAYERS:** All players League Division Varsity through Senior and present on their team's designated voting date will vote for All-Division for their Division only. The voting date will be set by the All-Division Election Committee (which will be prior to the 2<sup>nd</sup> to last regular season Spring Game). The only persons present during the voting process will be All-Division Election Committee members and team players/managers. No other persons shall be allowed in the voting area.
5. **BALLOT PROCEDURE:**
  - a. Each player receives the division-appropriate league ballot.
  - b. Player may vote for a minimum of four (4) players and a maximum of fourteen (14) players on each ballot. There are no write-in votes. The FCLL Board reserves the right to reduce the maximum number of votes if deemed necessary
  - c. Voting will be via secret ballot at each team's allotted time as per the All-Division Election Committee.
6. **VOTING BY MANAGERS:**
  - a. Each Manager will receive a ballot with all players from their division only.
  - b. Each Manager is encouraged to consult with their Coaches of Record prior to casting their vote. Each Manager shall cast exactly fourteen (14) votes. There are no write-in votes.
7. **ELECTION RESULTS FOR ALL-DIVISION PLAYERS:** The All-Division Election Committee shall tabulate the results of all voting. If deemed necessary by the Committee, and with approval from the FCLL Board of Directors, an independent CPA (not a member of FCLL) may be brought in to tabulate results. The player votes will be tabulated and will represent 75% of the weighted vote. The Manager votes will be tabulated and will represent 25% of the weighted vote. Rounding will occur on tabulations where necessary.

The formula to be used is:

$[\text{Player Votes} / \text{Player Count}] * 75\% + [\text{Manager Votes} / \text{Manager Count}] * 25\%$ .

Where:

Player Votes = Total number of votes a player received from player ballots

Player Count = Total number of players that voted.

Manager Votes = Total number of votes a player received from manager ballots

Manager Count = Total number of managers that voted

**Example**

- 48 player ballots
- 4 Managers voting
- Player Abel receives 4 of 4 votes from Managers and 36 of 48 from Players
- Player Charlie receives 3 of 4 votes from Managers and 24 of 48 from Players
- Abel =  $(36/48) * .75 + 4/4 * .25 * 52$  total voters = 42.25 votes
- Charlie =  $(24/48) * .75 + 3/4 * .25 * 52$  total voters = 29.25 votes

For each Division, the elected All-Division team is the players that receive the top 25% of votes, This includes players that are tied for the final spot.

**8. ELECTION PROCESS FOR ALL-STAR MANAGER & COACHES:**

Each Manager and Coach of Record (COR) may apply to the FCLL Board to be considered as a nominee for any all-star age division except for 12U and 13U, and must have been present and involved with their team for at least 60% of the games and practices. For 12U and 13U, the All-Star Manager and Assistant Coaches must be from either the Majors or Intermediate Division.

Eligibility will be considered upon completion and submission of a written application that will solicit the following criteria:

1. Would you be willing to coach or manage the All-Star team?
2. Would you be willing to coach or manage if your son/daughter is not selected to the All-Star team pool of players?
3. If selected, would you desire to be All-Star Manager? If yes, why?
4. Other than yourself, who would you recommend to Manage the All-Star Team and why?

The All-Star Managers and Coach of Records represent First Colony Little League, therefore the FCLL Board of Directors reserves the right to reject a manager or COR nominee, especially for conduct inconsistent with Little League Baseball and FCLL Policies.

The FCLL Board shall solicit, via a written application, the input of all Managers and Coaches in the Varsity through Senior divisions to determine which Manager/Coach has applied to be considered eligible for All-Star Coach.

From the eligible candidates, the FCLL President, League VP, and Division Player Agent will select and present (2) two Coaches per division to the All-Star Election Committee and FCLL Board of Directors for approval. This process can include an interview of the eligible candidates with the parties listed above. Factors considered

in this recommendation will be commitment to FCLL and players, attitude and behavior at FCLL and with parents/players. This is an important decision on behalf of the FCLL Board and these persons will represent First Colony Little League. The All-Star Manager will notify the FCLL President of the requested 3<sup>rd</sup> All-Star Coach for Board approval.

It is the goal of FCLL to make this approval of all the All-Star Managers and Coaches by the **7<sup>th</sup> Spring Season Game** to allow the All-Star Managers and Coaches the opportunity to actively evaluate players within their division.

**9. DETERMINATION OF THE ALL-STAR MANAGER:**

- a. The two (2) elected All-Star Coaches will decide amongst themselves who shall be the All-Star Manager. This decision MUST be unanimous. If this decision is not made unanimously, the FCLL Board of Directors, with input from the FCLL President, League VP, and Player Agent will make the decision on who will be named the All-Star Manager
- b. The All-Star Manager may appoint as many helper dad coaches as necessary. League and District rules determine the number of coaches that are allowed on the field at ALL levels during games.

**Blue-Gray Team:**

FCLL, in conjunction with other leagues, may participate in Blue-Gray tournaments. These teams can be comprised of coaches and players that are not a part of the All-Star team in their respective age group. The league's involvement will be determined by the level of interest of the coaches and players for each eligible division levels on a year-to-year basis. The FCLL President and player agents will present Blue-Gray Managers to the Board for approval. The Blue-Gray managers will select participants from a list of all remaining players in the respective age after the All-Star Team is formed and players confirmed.

**MODIFICATION OF ALL-STAR, BLUE-GRAY AND ALL-DIVISION PROCESS:**

The FCLL Board of Directors reserves the right to adjust these procedures if deemed necessary.

The FCLL Board of Directors retains the right to ask All-Star and Blue-Gray players to participate in programs that help raise funds to defray the costs of teams. This includes a league all-star fee for uniforms and supplies.



## **Code of Conduct / Disciplinary Measures**

Regulation XIV of Little League Baseball says the actions of players, managers, coaches, umpires and League officials shall be above reproach. All First Colony Little League parents, managers, coaches, and players are expected to conduct themselves with the highest character. Sometimes people fall short and violate certain rules and regulations. Such violations require corresponding and appropriate disciplinary measures.

The disciplinary steps listed below are not the exclusive means for dealing with offenders, nor does this document include all First Colony Little League or Little League Baseball, Inc. rules and regulations for which offenders may be disciplined. The rules and regulations concerning conduct are found in several sources: The Little League Rulebook, the First Colony Little League Constitution and Bylaws, and the First Colony Little League Handbook.

The purpose is to maintain objectivity in administering discipline. Since the offenses may be of varying degree, first or second offenses of a serious nature may be dealt with under Article 3, Section 4 of the League's Constitution and Bylaws.

### **1. Physical Abuse**

Physical abuse by any person toward any other manager, coach, player, umpire, or spectator will not be tolerated. The offender's penalty shall be immediate removal from the area under First Colony Little League jurisdiction including both playing fields and practice fields. A subsequent hearing for discipline will be held pursuant to Article 3, Section 4.

### **2. Use of Profanity**

Persons shall not use profanity directed to or overheard by umpires, managers, coaches, players, or spectators. Such misconduct, when confirmed by the Board of Directors, will result in the following penalties for the offender:

First Offense: Written warning by the League

Second Offense: One-week suspension from all League activities

Third Offense: Subsequent hearing for discipline under Article 3, Section 4

### **3. Umpire Abuse**

Umpire abuse as defined by (1) repeated or uncontrolled questioning of an umpire's ruling, or (2) repeated heckling of the umpire during play. The umpire shall eject the offender from the game and report the incident to the Board of Directors for action. If the offender is a spectator, the umpire shall call time. That umpire shall summon either the Board Member on Duty or the Umpire in Chief. The Board member or UIC shall remove the offender or have him/her removed. If a spectator is removed, they shall follow any and all ejection rules as any Player, Manager, or Coach. Such misconduct will result in the following penalties for the offender:

Any Offense: Little League rules dictate that the ejected person must leave the playing field but may remain in the parking lot. Little League rules further require that an ejected person may not attend the subsequent game in any capacity (manager, player, or fan). Does not attend means nowhere on the park property. Sitting on the back of the fence will mandate a second suspension.

First Offense: Written warning by the League

Second Offense: One-week suspension from all League activities

Third Offense: Subsequent hearing for discipline under Article 3, Section 4

### **4. Equipment Abuse**

Umpires are instructed to immediately remove any player or coach who throws a helmet, glove, baseball, or other potentially dangerous item in an apparent act of frustration or protest. The umpire shall eject the offender from the game and report the incident to the Board of Directors for action. Such misconduct will result in the following penalties for the offender:

Any Offense: Little League rules dictate that the ejected person must leave the playing field but may remain in the parking lot. Little League rules further require that an ejected person may not attend the subsequent game in any capacity (manager, player, or fan).

First Offense: Written warning by the League

Second Offense: One-week suspension from all League activities

Third Offense: Subsequent hearing for discipline under Article 3, Section 4

## 5. Practice Abuse

FCLL general rules specify the amount of practice a team may have. Failure to follow these rules will result in the following penalties:

First Offense: Written warning by the League

Second Offense: One-week suspension from all League activities

Third Offense: Subsequent hearing for discipline under Article 3, Section 4

Any other complaints of misconduct which are brought to the attention of the Board of Directors will be interpreted for action based on the regulations noted in Article 3, Section 4 of the League's Constitution and Bylaws. The following is an excerpt from the current League Constitution and Bylaws that are approved by Little League Baseball, Inc. prior to granting our League Charter:

### FCLL Bylaws: Article 3, Section 4 Suspension or Termination

- A. *Membership may be terminated by resignation or by action of the Board of Directors.*
- B. *The Board of Directors, by a two-thirds vote of the Directors present at any duly constituted meeting, shall have the authority to discipline, suspend or terminate the membership of any member of any class when the conduct of the member is found by the Board of Directors to have been detrimental to the best interests of the League and/or Little League Baseball.*
- C. *The member involved shall be notified of the meeting, informed of the general nature of the charges, and be given an opportunity to appear at the meeting to answer the charges.*
- D. *In the case of a player member, the Board of Directors shall notify the player's team manager. As an advisor, the manager shall appear with the player before a duly appointed committee of the Board of Directors. This committee shall have full power to discipline, suspend or revoke the player's participation in the League.*

First Colony Little League has agreed to notify the parent(s) of a player member of any conduct issue before the Board of Directors and of any Board hearing for review of that issue.

## **In Case of Injury or Accident**

Medical Release forms must be on hand in the event of an emergency. Medical personnel will not be able to treat or transport an injured child without a medical release if a parent is not available. Therefore, a copy of each player's medical release form must be on file with FCLL, and with the manager/coach during all practices or team meetings.

Managers/Coaches must have their team forms completed, signed and turned into the Safety Officer before any equipment is issued or practices are begun.

Basic knowledge of first aid and CPR training is highly recommended for all managers and coaches. A First Aid kit is available in the concession stand during games and practices held at First Colony Park. It is also recommended that one be available at practices held away from the FCLL complex.

Injuries and accidents do happen. In the event of an emergency, follow these steps:

1. Provide immediate emergency care.
2. Send a parent to alert a FCLL Board member on duty that an injury has occurred.
3. If necessary, send someone to call 911 to ask for an ambulance to be dispatched. When calling for help, know the following information:
  - a. Where the emergency situation is located. (If at the FCLL complex, the street address is 3232 Austin Parkway).
  - b. The phone number you are calling from.
  - c. What happened and a description of apparent injuries.
  - d. How many people need help?
  - e. What is being done for the injured person(s)
4. Send someone to clear a path for the ambulance and direct it to the scene of the emergency. Ambulances should use the driveway from Austin Parkway (near the marquee sign) up to the concession stand. If an ambulance must enter the field, open the appropriate gates in the outfield.

For insurance purposes, the FCLL Safety Officer must be contacted when an injury has occurred. Please have as much information as possible about the accident/injury available when you call. Contact a FCLL Board member on duty to be put in touch with the Safety Officer.

First Colony Little League provides accident insurance for all participants in the league including players, coaches, spectators and league officials. Each parent is required to have their own insurance for their child. First Colony's Little League insurance works in conjunction with your own insurance.

Any player, league official or volunteer incurring a baseball related injury at the First Colony Little League game fields or practice fields should promptly notify the Safety Officer or FCLL Board member official on duty at the time of the accident. An accident is officially reported when the Safety Officer has been notified. At that point the appropriate paperwork can be initiated.

**Contact Information**

First Colony Little League  
P.O. Box 17565  
Sugar Land, TX 77496

First Colony Park (the fields)  
3232 Austin Parkway  
Sugar Land, TX 77479

Website: [www.fcll.net](http://www.fcll.net)  
Email: [administrator@fcll.net](mailto:administrator@fcll.net)

## Change History

<b>Date</b>	<b>Author</b>	<b>Description</b>
1/11/2024	Brandon Sisley	Changed FCLL Division names and updated that entire section. Updated the play up section to be based on possible age range as defined in Division Table. Updated the document throughout to use new divisions names, and provided formatting to changes to make document more readable.
8/7/2023	Jim Linehan	Clarified Intermediate games are 1:50 and Junior/Senior are 2:00. Subtracted 10 minutes for all games in Fall. Clarified how ties in Majors and above are handled if regulation innings are completed before time limit. Junior/Senior pool player exception up to 9 players, but can still legally play with 8. Clarified game clock starts at conclusion of plate meeting. Stated that a Coach Pitcher can be 16+ and not related to team member. Removed PW from all-star voting as this was an error. Stated play-ups for post season must be approved by Board.
1/16/2023	Jim Linehan	Added All-Division voting to replace All-Star voting and removed all references to Top 20 lists and all-star pool of players. Clarified that All-Star managers for ages 12U and 13U must be from Majors or Intermediates. General cleanup.
10/20/2022	Jim Linehan, Aaron Powell, Chris Reyes, Ryan Morehead	Added Jr/Sr, cleaned up manager responsibilities, allowed ties for Spring, adopted green book option for time limits, defined Coach Shagger requirements, removed team umpire requirements, allowed coaches to warmup pitchers, defined subbing for late arriving players, documented all-star vote calculation, allowed any division coach to be selected to any all-star age team.
12/10/2021	Jim Linehan	Added Varsity division, changed play-ups to be drafted in 4 <sup>th</sup> round.

08/09/2021	Jim Linehan, Hypte Correa, Brandon Sisley	Changed RK6, RK7 and PW to Coach Pitch, more specific pre-game cage assignments, standardize warmup times, minimum players is 8, reset pitch count rules to Green Book, unlimited overthrows for RK7/PW, removed team allstar voting, specified how rule violations will be handled, set Fall season to not have unscored games, disallowed metal cleats for all and miscellaneous edits and typo fixes.
02/08/2020	Tony Gibson, Scott Ruffing and Lawrence Duhon	Pitch count rules based on actual age deleted to conform to the Little League Baseball 2020 Rule Book. Added additional exception to Pitching Rules
1/20/2020	Tony Gibson, Scott Ruffing and Lawrence Duhon	Pitch count rules based on actual age. Removed restriction on stealing home for RK7 & combined RK7/PW in the Fall. Removed force requirement for runners to advance when a batted ball hits the pitching machine (RK7 & PW). Numerous clarifications of existing rules
8/11/19	Tony Gibson, Scott Ruffing and Lawrence Duhon	Numerous clarifications, Eliminate references to Varsity Division
1/1/2017	Cory Calnan and Jim Linehan	Numerous clarifications, New batting helmet rules.
8/20/2016	Cory Calnan and Jim Linehan	Rookie 7 and Pee Wee align to keep score and standings. Numerous deletions to rely on green book, structure, clarifications and other changes.
1/15/2015	Cory Calnan	Removal of provisional inning; Major games 1:40; misc. cleanup and formatting. Rookie 6 and Rookie 7 Rules. Warm up start times.

1/5/2014	Cory Calnan	Numerous clarifications; Removal of NL and AL language and All Star procedures for one league; clarifications when a team has less than 9 players;
2/14/2013	Cory Calnan, Charlie Clines, Daryl Renfrow	Intermediate Division rules aligning with Green Book.
12/20/2012	Cory Calnan	Intermediate Division rules, clarifications, structure.
6/14/11	Scott Sattler	Format changes; add safety rules, pitcher warm-up rule for Minors.
1/29/11	Scott Sattler	Revise minimum play rules; add an index.
1/28/10	Mike Font	All Star section changes, esp. for 11YO
1/26/10	JR Rao	Play-up rule change: 10YO playing up in Majors can be drafted in the 1 <sup>st</sup> 8 rounds.
1/26/10	John Conlon	T-ball rule change: players are allowed to remain on base and run bases even if they make an out.
1/26/10	David Chaumette	Added requirement for faceguard for helmets in Majors.
12/13/09	Charlie Clines	Pitching rule changes for 2010, and clarification on 5 run limit and 10 batter rule.



1/26/09	Norm Peters, Fred Viancos and Charlie Clines	General revisions to clarify safety issues and address inconsistencies.
1-31-08	Norm Peters and Charlie Clines	Added changes due to the new 5 run limit.
1-13-08	Mike Font	Changes to the All Star section
24-Apr-07	Norm Peters	Added pool players guidelines for Majors, Minors, Varsity and Peewee
23-Jan-07	Greg McMeans/JR Rao	Revised the 5(a) section rules for an at-bat in the combined Rookie division
15-Jan-07	JR Rao/Scott Cowley	Revised the pitching limit guidelines to conform to new Little League rules.
15-Jan-07	Mike Font/Tom Harfield/Norm Peters/Scott Cowley/Scott Pleus/Steve Rodman	Added the new Playing-Up guidelines
15-Jan-07	Mike Font/Scott Cowley/Scott Pleus/Todd Broussard/Shane Reynolds	Updated the All-Star process; new process reflects changes due to new playing-up guidelines.

03-Feb-06	Doug Raven	Added varsity division rules and updated All-Star process to reflect 2006 changes
22-Apr-05	Rodney Walther / Scott Cowley	Updated All-Star process to reflect that players vote for same-age nominees in general election and to explain the math of calculating manager votes.
25-Jan-05	Rodney Walther	Updated All-Star process; added info about new batting cages.
04-Oct-04	Rodney Walther	Updated for Fall: drop-dead times (all but Major) and additional pitching rules (Major)
06-Apr-04	Rodney Walther	Clarified rain-shortened games
22-Mar-04	Rodney Walther	Changed number of defensive players to 9 in Minors as per Little League 2004 rules
11-Mar-04	Rodney Walther	Adjusted the proper mph conversion for the 60%RPM pitching machine (should be 42mph instead of 38mph)
23-Feb-04	Rodney Walther	Major teams may have an adult base coach as per Little League rules; change to All-Star rules regarding tournament team selection; remove protest fee
20-Jan-04	Rodney Walther	Various minor changes as a result of Board review
13-Jan-04	Rodney Walther	Small changes to Rookie rules in preparation for review by Board

17-Dec-03	Rodney Walther	Expanded sections for Responsibility of Manager, Responsibility of Team Mom, Equipment, Batting Cages; Reorganized sections for General Rules and division-specific rules; finalized Spring2004 and Fall2004 rules
08-Oct-03	Rodney Walther	Clarified max number of batters for Peewee in Fall season.
16-Sep-03	Rodney Walther	Revised early game time limit for Majors; removed reference to size of ball in Rookie division.
21-Aug-03	Rodney Walther	Added a couple Fall rules for Majors
19-Aug-03	Rodney Walther	Updated for Fall rules; handbook can be used for both Fall and Spring seasons.
27-Jun-03	Rodney Walther	Clarified that post-season tournament follows regular season rules.
30-Apr-03	Rodney Walther	Finalized All-Star selection process.
25-Mar-03	Rodney Walther	For Jr. Machine Pitch, clarified guidelines for speed/distance of the pitching machine.
24-Mar-03	Rodney Walther	number of pitches to be 5; pitching machine to be league-provided.
03-Mar-03	Rodney Walther	Cleared up a few points; removed reference to All Star procedures as this is being finalized; this version ready to post.
24-Feb-03	Rodney Walther	Spring 2003 Version: Gathered from previous years; added 2003 rules; added formatting.