

**FONTANA COMMUNITY LITTLE LEAGUE #4052103**  
**BYLAWS AND COMMON PLAYING RULES**

*Approved by FCLL Board of Directors on 01/07/2026. President Ron Sutton*

**Article I. LEAGUE NAME**

The organization shall be known as FONTANA COMMUNITY LITTLE LEAGUE, hereinafter referred to as "The League", "FCLL", "Community", and/or Local League

**Article II. SPONSORSHIP**

**SECTION 1:** Teams are allowed to raise funds for their season-end party or other items beneficial to the players, including but not limited to apparel. Teams are not required to solicit or get sponsorships. Should sponsorships be accepted they will be capped at \$600.00 per team, funds from all sources included.

**SECTION 2:** All funds received via a sponsor must be given to the Sponsorship Coordinator within 48 business hours and deposited into the sponsorship account by the Treasurer. Funds must be donated in the form of a check or money order (no exceptions). Checks should be made out to "Fontana Community Little League" and in the notes section please note *Division/Team Name/and word "Sponsorship."* No manager/coach/team parent is to spend sponsorship money without funds being deposited into the sponsorship account first.

**SECTION 3:** In-Kind Donations can go directly to the team. In the event of an in-kind donation the Sponsorship Coordinator should be notified via email (sponsorship@fcll.info) within 48 business hours of the donation being received.

**SECTION 4:** All funds remaining in the sponsorship account after June 30th of the current year will be transferred to the general membership account for general use by the league.

**Article III. BOUNDARIES**

**SECTION 1:** The Local League must adhere to all regulations as per the Little League Handbook regarding boundaries, unless the appropriate waiver is obtained and approved. There is no "Grandfathering" of players. If it is discovered that a child has mistakenly been allowed to play in our league and does not have documentation showing they live in our boundaries, that child must immediately be removed and directed to the proper league. A refund will be made (minus the cost of the uniform) within two weeks of any fees the Local League has charged. The Local League boundaries are established by the "Little League Baseball Incorporated" and may change by the district from year to year.

**SECTION 2:** Any inter-league play must be run according to the rules and regulations approved by Little League Baseball District 71. District 71 will be consulted before arrangements are made.

**Article IV. REGISTRATION AND FEES**

**SECTION 1:** Player requested refunds will not be allowed post draft. The Board reserves the right to approve refunds after this date on a case-by-case basis. In a situation where refunds are given after the deadline, they will be minus the cost of the player's jersey and hat.

**SECTION 2:** Registration fees will be reviewed annually and approved for the fiscal year by the Board of Directors.

**SECTION 3:** Family discounts will be applied in the following manner: 3<sup>rd</sup> player from the same family and household will receive a 50% discount, 4<sup>th</sup> or more children from the same family and household will be free per said children.

**SECTION 4:** A late fee of \$20 will be added to a player's registration fee on the last sign-up date. The Board of Directors will determine the last sign-up date.

**SECTION 5:** Each board member will read and sign the Board Member Code of Conduct as provided by the Executive Officers.

SECTION 1: The Board shall approve by 2/3 vote all team managers and coaches. The team managers will submit their coach's names to the Board for approval. The Board must approve any manager or coach changes during the season. ID badges will be issued to all approved volunteers (managers, coaches, team parents, board members, etc.) Failure to wear the ID badge will result in the immediate removal from the field of play (includes dugouts). Repeat offenses may result in Disciplinary Committee action.

SECTION 2: There is no tenure for managers in the Local League. The Board may, if they choose, interview all prospective managers from each division to evaluate their ability to manage prior to the start of any season. If the Board chooses to conduct interviews, all prospective managers from each respective division will be interviewed (i.e., returning and new managers). Each candidate will be given an opportunity to answer several predetermined general baseball/softball playing and coaching questions. Prospective managers will be evaluated based on previous managerial/coaching experience, their character and coaching philosophy and prior season actions/behaviors if applicable. Prospective managers that do not receive a manager position for the division interviewed may be offered a manager position in a different division or a coach's position to gain experience.

SECTION 3: All approved managers and coaches must have on file a current completed online profile via SportsConnect and complete a Little League background check (JDP) AND Live scan prior to interaction with players as a volunteer.

SECTION 4: In the absence of the manager, the first coach and subsequently the second coach will assume the responsibility and authority of the manager. Therefore, attendance by the coaches at all meetings and Local League functions is required from the first coach and strongly encouraged for the second coach.

SECTION 5: All Managers must be at least 18 years of age. A coach under 18 years of age can only be used with Board Approval but cannot be alone with the team without an adult manager or coach present at all times.

SECTION 6: Every team must be represented at every manager's meeting or league requested clinic by the manager and first coach. Each team is expected to attend, and the manager will receive personal notification at least 48 hours prior to any meeting. If a manager is unable to attend, he/she will ensure their team has proper representation. Failure to be represented at a meeting or clinic will lead to suspension of the manager. Failure to be represented at 2 meetings or clinics without prior approval from the Baseball/Softball Director for justifiable reasons is cause for the team manager to be brought before the Discipline Committee. Disciplinary action may include a recommendation to the Board for the manager's dismissal. "Justifiable Reasons" shall be defined at the sole discretion of the Baseball/Softball Director.

SECTION 7: All Managers wishing to manage in the Senior division must have at least 1 season of managing or coaching experience in the Major, Junior, or Senior division of Little League, or an equivalent type of baseball program with the same age group and rules. All Junior or Major division managers and coaches must have one season of managing or coaching experience. Experience in other baseball programs can be considered.

SECTION 8: Managers requesting to manage more than 1 team per season will be considered by the Board of Directors on a case-by-case basis. This approval will require a 2/3 vote in favor of the manager taking 2 teams.

SECTION 9: All managers and coaches are expected to act responsibly and not conduct themselves in any way that may be considered detrimental to the best interest of other players and the Local League. No foul language, threats or other verbal or physical abuse will be tolerated. It is the responsibility of the managers and coaches to see that players, parents and fans follow all the rules. Managers will be required to sign league documents acknowledging expected behaviors.

SECTION 10: Managers and coaches may not use cellular phones or any other electronic devices on the field of play. Cell phones or other electronic devices may be used in the dugout during games for non-communication purposes (i.e., personal scorekeeping, not official scorekeeping).

SECTION 11: Managers and coaches shall have no trace of any alcoholic beverage on their breath or use any tobacco products at any Little League function or appear at a Little League function in such condition that indicates the usage of any prescription medicine, intoxicant or depressant to the point they could be deemed to be under the influence. Violations are of a serious nature and will result in a review by the Disciplinary Committee.

SECTION 12: Any manager or coach suspended for 2 or more complete games during the spring season shall not be eligible for All-Star participation.

SECTION 13: Any manager who forfeits a championship or post season tournament game may be suspended for the remainder of the season and any subsequent post season games. This manager may also be brought before the Discipline Committee. The team coaches will be given the option to take over the team for the remainder of the season.

SECTION 14: Managers and coaches must comply with the Little League Rule Books, FCLL Bylaws and season rules; failure to comply could result in Discipline Committee action. Each manager and coach will need to download the Little League Rulebooks app.

SECTION 15: Pitching logs must be kept by the manager and be available for review prior to the start of each game. Failure to produce a pitching log may result in forfeit. Pitching logs must be signed by each manager and umpire at the conclusion of each game then returned to the field binder in the correct divider at the fields.

SECTION 16: Following the season equipment will be returned on a day determined by the Equipment Manager. Should a manager not return equipment their FCLL account will be assessed a \$250.00 fee and registration for the following season will be blocked until the equipment is returned or the \$250.00 is paid.

## Article VI. PLAYERS

SECTION 1: Player registration will be closed at the League President's discretion. Following closure, a wait list will be started. Player team assignment from the waitlist will be determined by age. The highest age in each division will be placed first until all players of that age at time of needed placement are complete (Majors 12, Minor 11, Rookie 8, Farm 7, & Tee Ball 5) 12-year-olds first and then by date of completed registration, with the earliest registered player being first. All division rosters will be in accordance with the Little League Rule Books and FCLL By-Laws.

SECTION 2: The dress code for all players will be strictly enforced. All players are expected to wear a complete uniform. All players are required to wear the league approved jersey with the Little League patch/logo. League issued jerseys cannot be altered in any way. Players must have their shirt tails tucked in and their hats/visors (softball) worn correctly when entering the field. Softball players are not required to wear hats or visors. Repeated offenses will be taken to the Discipline Committee.

SECTION 3: All players are expected to act responsibly and not conduct themselves in any manner that may be considered detrimental to the best interest of other players/volunteers/umpires and/or FCLL as a league. No foul language, threats or other verbal or physical abuse will be tolerated. The throwing of equipment, tantrums, arguing with umpires, and/or walking out of the dugout may require intervention by a Player Agent with possible referral to the Discipline Committee.

SECTION 4: The manager has the right to bring any player before a Player Agent if that player is not following the directions of the manager. It is strongly suggested that the manager address any issue with the player's parent/guardian before addressing a Player Agent. A Player Agent reserves the right to take any serious issues involving any players directly to the Discipline Committee for resolution.

SECTION 5: Any Player suspended for more than two (2) complete games may not be eligible for All-Star participation.

SECTION 6: Players shall have no trace of any alcohol or tobacco products on their breath at any Little League function or appear at any Little League function in such condition that indicates the usage of any intoxicant or depressant to the point that could be deemed to be under the influence. Violations are of a serious nature and will result in immediate suspension from the game and referral to the Discipline Committee.

SECTION 7: Players may not use cellular phones or any other electronic devices on the field of play or in the dugout during games. In case of emergency please reach out to the Board Member on Duty for assistance. Board Member on Duty info will be available in the Snack Bar if Board Member on Duty isn't known by Manager or Umpire.

## Article VII. BASEBALL PLAYING RULES AND REGULATIONS

### SECTION 1: TEE BALL DIVISION

- a. Teams will be assembled by a Player Agent via blind draft. Without exception all 4- and 5-year-olds with less than a year experience will play in the Tee Ball division.
- b. The Spring season shall consist of a minimum of 12 scheduled games. Fall would be a minimum of 10 scheduled games.
- c. Five coaches or parents are allowed in the dugout or on the field at this level.
- d. Tee Ball is totally instructional. No standings will be kept.
- e. All players will play in all their respective team games they attend. Offense & Defense.
- f. All players in this division must play every defensive position on the field, excluding catcher at some point throughout the season.
- g. A rotating batting line up shall be used. All batters will be in the lineup for the entirety of each game. If an emergency arises and a player leaves the game their spot in the lineup will be skipped with no penalty to the team.
- h. All players will play defense every inning. Defensive players shall be placed in the infield and outfield. All standard baseball positions will be fielded (including catcher) and extra players will be placed in the outfield. Players will be rotated to all positions on a regular basis. All catchers must wear catchers gear including catcher's glove.
- i. The batter shall be allowed a maximum of 5 swings from the tee. Should the player fail to put the ball in play the player shall advance to first following the fifth swing as if the ball was put in play.
- j. ALL players will be pitched 3 pitches ONLY from a minimum distance of 15 ft standing or from a bucket or knee at 25 ft while wearing a glove. After the third pitch, the ball will be placed on the tee for up to 2 swings. Should the player fail to put the ball in play the player shall advance to first base following the swing as if the ball was put in play.
- k. There will be no protest in this division at any time during the season. Any in game issues will be addressed to the Board Member immediately.
- l. The ball must roll a minimum of 3 feet after being batted.
- m. In both Spring & Fall Seasons, no new innings will begin after 45 minutes and there will be a drop-dead time limit of 1 hour.
- n. There will be no recorded outs. All batters will have an at-bat each inning.
- o. The player will advance one base per play unless the ball reaches the outfield grass or goes past the outfielders and then 2 bases will be permitted.
- p. The last batter and any runners on base will advance all the bases.
- q. All bats must have the USA stamp as designated in the Little League Rulebook.

## SECTION 2: Farm/Coach Pitch Division

- a. Teams will be assembled by a Player Agent based on the child's age and level of play. All 6-year-olds and all 7-year-olds not drafted onto a Rookie team will be placed on a Farm/Coach Pitch team by a Player Agent. Parents may request their 5-year-old be included in the farm division if the player's skill level is advanced, these requests will be brought to a Player Agent prior by the end of verifications and all requests will be approved or denied by Board of Director vote.
- b. The Spring season shall consist of a minimum of 12 scheduled games. Fall would be a minimum of 10 scheduled games.
- c. Four coaches are allowed in the dugout or on the field at this level. A team parent can also be allowed in the dugout if the number of adults does not exceed 4 total.
- d. Farm/Coach Pitch is totally instructional. No standings will be kept.
- e. All players will play in all their respective team games they attend. Offense & Defense.
- f. All players in this division must play every defensive position on the field (except for pitcher/catcher) at some point throughout the season.
- g. A rotating batting line up shall be used. All batters will be in the lineup for the entirety of each game. If an emergency arises and a player leaves the game their spot in the lineup will be skipped with no penalty to the team.
- h. The fourth outfielder rule shall apply to this division. The extra fourth outfielder shall play equally lined up with the other outfielders (no rover). 2 outfielders will be aligned on either side of second base. All four outfield positions should be played when 10 or more players are in attendance. All catchers must wear catchers gear including glove.
- i. No defensive player shall sit out more than 1 inning per game.
- j. Half Innings will end after the 3rd out is recorded or all players in attendance for their respective team bat in an inning.

- k. The batter shall be allowed a maximum of 5 pitches from the manager/coach, should the player fail to put the ball in play then the player is out (this out does not count towards the 3 recorded outs rule in j. above). The manager or the coach will throw overhand soft toss pitches, from a minimum distance 25 feet or from sitting on a bucket at 25 feet. Coach must be wearing a glove.
- l. There will be no protest in this division at any time during the season. Any in game issues will be addressed to the Board Member on Duty immediately.
- m. There will be no stealing at any time.
- n. In both Spring & Fall Seasons, no new inning will begin after 45 minutes and there will be a drop-dead time limit of 1 hour.
- o. All bats must have the USA stamp as designated in the Little League Rule Book. Should a non-USA bat be found in the dugout by the Board Member on Duty it will be removed from the dugout and the parent must take it to their car. A manager will get two warnings and the third offense will result in referral to the Discipline Committee. NO T-BALL BATS.

### SECTION 3: Rookie Division

- a. All teams will be drafted using the method chosen by the Board of Directors (please refer to approved draft methods as listed in the Little League Rule Book, Managers will draw numbers to determine draft order. Only participating managers and members of the Board of Directors may attend the draft. All Non-Minor Division drafted 8-year-olds must be taken at some point in the draft. 7-year-olds that do not attend 1 evaluation will not be eligible for the draft unless roster spots need to be filled, said spots will be filled at a Player Agents discretion. All 8-year-olds must play in the Rookie division, unless drafted to the Minor Division (see By-Laws in SECTION 4 for details)
- b. The Spring season shall consist of a minimum of 12 scheduled games. Fall would be a minimum of 10 scheduled games.
- c. Four coaches are allowed in the dugout or on the field at this level. A team parent can also be allowed in the dugout if the number of adults does not exceed 4 total.
- d. The Rookie division is to be instructional however standings will be kept.
- e. All players will play in all their respective team games they attend.
- f. All players in this division must play every defensive position on the field (except for pitcher/catcher positions) at some point throughout the season. No player shall play more than 2 consecutive innings in a game at any given position (except for the pitcher/catcher positions).
- g. A rotating batting line up shall be used. All batters will be in the lineup for the entirety of each game. If an emergency arises and a player leaves the game their spot in the lineup will be skipped with no penalty to the team.
- h. The fourth outfielder rule shall apply to this division. The extra fourth outfielder shall play equally lined up with the other outfielders (no rover). 2 outfielders will be aligned on either side of second base. All four out-field positions should be played when 10 or more players are in attendance. All catchers must wear catchers gear including catchers glove.
- i. No defensive player shall sit out more than 1 inning per game.
- j. Pitchers will pitch from 40 feet for the entire season.

#### k. To develop independent pitchers, the following rules will apply:

> March 1 - March 31 (March Rules), there will be no walks. When there have been 4 balls thrown, the Manager/Coach will pitch (standing up with back foot touching the front of the mound) the remaining strikes. For a maximum of 4 pitches not counting foul balls. \* See Below:

> April 1 - April 30 (April Rules), walks will be allowed until bases are loaded. When bases are loaded and there have been 4 balls thrown, the Manager/Coach will pitch (standing up with back foot touching the front of the mound) the remaining strikes. For a maximum of 4 pitches not counting foul balls. \* See Below:

\*During the time the Manager/Coach is pitching, no bases may be stolen, and the umpire continues to call balls and strikes. A player can only advance to home on a ball hit into play (no walked in runs).

> May 1 – End of season (including tournament), there will be no Manager/Coach pitch, walks will be allowed, and runs may be walked in.

> Fall Games will follow SECTION 3, SUB-SECTION k/a, "March Rules".

- I. There will be no protest in this division. Any in game issues will be addressed to the Board Member on Duty immediately.
  - m. On an overthrow, the runner can advance one base only and then the play is dead.
  - n. A runner can steal once the ball crosses the front of home plate.
  - o. A player cannot steal home or advance to home on a pass ball or wild pitch.
  - p. The 3-5 Rule will apply for this division. The inning will end after the 3rd out is recorded, or at the conclusion of the play in which the 5th run scores. Only 5 runs may be counted per inning. Starting in the 4th inning, the run rule will be lifted.
  - q. This division will follow the 15 runs after 3, 10 runs after 4, mercy rule.
  - r. In both Spring & Fall Seasons, no new inning will begin after 1 hour and 15 minutes and there will be a drop-dead time limit of 1 hour and 30 minutes. If an inning is not completed due to drop dead, score will revert to the prior completed inning. In an instance where the home team is ahead, and no new inning time has been reached the game will be over.
  - s. Once the pitcher has control of the ball on the mound, the play comes to a stop.
  - t. There may be an optional end of the year standing seeded tournament with specified format determined by the Baseball Director and approved by the Board of Directors. This format will be determined prior to April 15th and communicated to managers via email. Changes/Cancellations may be made should the regular season extend beyond Memorial Day. These changes will be determined by the Board of Directors and conveyed to Manager via email as soon as possible.
  - u. All bats must have the USA stamp as designated in the Little League Rule Book. Should a non-USA bat be found in the dugout by the Board Member on Duty it will be removed from the dugout and the parent must take it to their car. A manager will get two warnings and the third offense will result in referral to the Discipline Committee. NO T-BALL BATS.

#### SECTION 4: Minor Division

- a. All league age 9-year-olds will be drafted to the Minor division. All 10–11-year-olds who are not drafted in the Major division or participated in 1 of the try out will be placed in the Minor draft. League age 8-year-olds that participate in evaluations are ELIGIBLE to be drafted up to this division to complete rosters.
- b. The time limit for all games shall be 1 hour and 30 minutes drop dead at 1 hour 45 minutes.
- c. The 3-5 Rule will apply for this division. The inning will end after the 3rd out is recorded, or at the conclusion of the play in which the 5th run scores. Only 5 runs may be counted per inning. Starting in the 4th inning, the run rule will be lifted.
- d. This division will follow the 15 runs after 3, 10 runs after 4, mercy rule.
- e. All teams will be drafted using the method chosen by the Board of Directors. Managers will draw numbers to determine draft order. Only the Manager may attend the draft (no potential coaches).
- f. In the event that a legitimate vacancy occurs on a Major division team during the season, and the 12-year-old player waiting list is exhausted, a list of eligible players in the Minor division may be obtained from a Player Agent. The team manager will have 5 days to select a player from the date the list of eligible players is received. If the selection is not made by the end of the 5th day, the Board shall select a player for the team to fill its vacancy.
- i. Once a player without a waiver on file requesting to stay in the Minor division has been selected (drafted) to play in the Major division he/she will automatically move up and be dropped from the Minor division team roster, per the Little League RuleBook.
- j. Multiple players may be drafted up to the Major division from any given Minor division team.
- k. If a Minor team will drop below 10 players, then the Board will decide how to remedy the situation.
- l. During the last two weeks of the season, no Minor division player will be asked to move up to the Major division to fill a vacancy.
- m. Records will be kept in this division with running standings. The end of year standings will be used to determine overall seeding for an end of season tournament, if applicable.
- n. A courtesy runner will be allowed for both the pitcher and catcher with two outs in the inning. The runner must be the last batted out.
- o. See Article IX part I for ties.

## SECTION 5: Major Division

- a. No League aged 9-year-old will be eligible to be drafted to the Major division. All 10–11-year-olds who did not attend at least 1 tryout are not eligible for the Major draft.
- b. All league age 11 players not wanting to be drafted/considered for the Major Division, must state so by signing a waiver at the time of verification. Failure to do so will make the player eligible to be considered for the Major Division draft.
- c. The Major division will play for 1 hour and 45 minutes. No new inning will occur after 1 hour and 45 minutes, finish the inning.
- d. A courtesy runner will be allowed for both the pitcher and catcher with two outs in the inning. The runner must be the last batted out.
- e. This division will follow the 15 run after 3, 10 runs after 4, mercy rule.
- f. The drop third strike rule applies in the Major Division of FCLL
- g. Managers will draw numbers to determine draft order. Only the Manager may attend the draft (no potential coaches).
- h. All teams will be drafted using a method chosen by the Board of Directors. If applicable, only the Manager. 10's, 11's and 12's will be drafted in any order. All 12-year-olds must be drafted at some point during the draft. The Major Player Agent will keep each team aware of the number of 12's still needed to draft.
- i. If a legitimate vacancy occurs on a Major division team during the season, the team Manager must request an additional player from a Player Agent. A Player Agent will assign the first 12-year-old from the waiting list to that team. Once the 12-year-old waiting list players have been exhausted; a list of the eligible players in the Minor division may be obtained from a Player Agent. The team manager will have 5 days to select a player from the Minor division from the date the list of eligible players is received. If the selection is not made by the end of the 5th day, the Board shall select a player for the team to fill its vacancy.
- j. During the last two weeks of the season, no Minor division player will be asked to move up to the Major division to fill a vacancy.
- k. Once a player without a waiver on file requesting to stay in the Minor division has been selected (drafted) to play in the Major division he/she will automatically be moved up and be dropped from the Minor division team roster, per the Little League Rule Book.
- l. Regular season standings will be used for Tournament of Champions (TOC) seeding and All-Star Manager Selection. In addition, the top six regular season teams will be eligible for a single elimination playoff tournament under rules determined by the Vice President and approved by the Board.
- m. See Article IX section I for ties.

## SECTION 6: Junior Division

- a. The Junior division will play for 2 hours. No new inning will occur after 2 hours, finish the inning.
- b. A courtesy runner will be allowed for both the pitcher and catcher with two outs in the inning. The runner must be the last batted out.
- c. This division will follow the 15 run after 4, 10 runs after 5, mercy rule.
- d. The drop third strike rule applies in the Junior Division of FCLL
- e. Managers will draw numbers to determine draft order. Only the Manager may attend the draft (no potential coaches).
- f. All teams will be drafted using a method chosen by the Board of Directors. If applicable, only the Manager. 13 & 14s will be drafted in any order.
- g. If a legitimate vacancy occurs on a Juniors division team during the season, the team Manager must request an additional player from a Player Agent. A Player Agent will assign the first 13 or 14-year-old from the waiting list to that team.
- h. After the first month of the season, no player will be added to fill a vacancy.
- i. The remaining regular season teams will be eligible for a single elimination playoff tournament under rules determined by the Vice President of Baseball and approved by the Board.
- j. See Article IX section I for ties.

## SECTION 7: Senior Division

- a. If the League inter-leagues, all inter-league rules will apply to this division. If there is a rule of play conflict, then the inter-league rules shall take precedence.
- b. All league age 15 & 16-year-old players will be eligible to play in the senior division.
- c. All teams will be drafted using the method chosen by the Board of Directors. If applicable, only the Manager may attend the draft. Managers will draw numbers to determine the draft order.
- d. There will be a 2-hour time limit per game. (Pending interleague rules)
- e. Records will be kept in this division with running standings. The end of year standings will be used to determine overall seeding for All-Star Manager selection.
- f. See Article IX for ties.

## SECTION 8: Baseball Player Pool

- a. Will be utilized as outlined in the Little League rule book.
- b. If a manager would like to utilize the player pool they MUST have turned a player pool list into the player agent prior to/at opening day.
- c. Managers and/or coaches must inform the opposing team manager and/or coaches that they are using a player from the player pool prior to the start of game. Manager must notify a player agent at least 1.5 hours before their scheduled game time in which the player is needed.
- d. Player pool players will bat last in the lineup. Should there be more than one pool player utilized, said players will fill the last two/three spots.
- e. Should there not be a player pool for the division or players available for the requesting team the team will have to forfeit.

## ARTICLE VIII COMMON RULES AND REGULATIONS FOR ALL DIVISIONS

- a. Each eligible player must attend 1 of the tryouts in order to be eligible for the draft, unless otherwise excused by the Board per Little League rules.
- b. The order of tryouts shall be determined by the player's last name in alphabetical order.
- c. Tryouts: Each eligible player shall be given the opportunity to bat, field, throw and run in competition with other children having the same league age. These tryout periods will be conducted in the presence of all managers drafting in each respective age group. In the case of an emergency a manager that is not able to attend a tryout day shall have access to the leagues master tryout grading sheet by contacting the League President or a Player Agent.
- d. Any player excused by the Board that does not attend the tryouts will be eligible for respective age draft.
- e. Waiting lists are to be kept by a Player Agent. Managers and coaches should only know that players are available and will not be given access to the names and/or ages of available players. Players are placed on the waiting list by the order they registered and are assigned to a team roster in the order by which roster spots become available.
- f. Following the last game of the day on each field the manager of the home team shall be responsible for putting the bases, field bags containing scorebooks/pitch logs, and scoreboard controllers of their respective field, away in the storage shed. It shall be the duty of the team manager, coaches and team parent to see that his/her team cleans up its respective dugout area and stands immediately after the game.
- g. For Rookie division and above, the home team will be responsible for providing an official scorekeeper that shall sit at a separate table behind the backstop. If the home team cannot provide a scorekeeper, one of the coaches from the home team will be designated as the official scorekeeper and take their place at the scorer's table. ABSOLUTELY UNDER NO CONDITIONS IS THE OFFICIAL SCORE KEEPER AND PITCH COUNTER TO BE OUTSIDE OF THE SCORES BOX. The visiting team shall be responsible for providing someone to complete the pitching log (baseball only). The pitch counter must sit behind the backstop as well. Scorekeeper and pitch counter must remain neutral while doing their job. The pitching log shall be signed by each manager following the conclusion of every game. The Board Member on Duty shall be responsible for checking scorebooks for accuracy and proper score keeping techniques. If numerous repeated mistakes are found, the

Division Director/Player Agent shall direct the team manager to appoint a different scorekeeper. IF A SCOREKEEPER/PITCH COUNTER IS NOT PROVIDED BY GAME TIME, THE GAME WILL RESULT IN A FORFEIT.

h. In the Major division an official game is 3 1/2 innings if the home team is winning or reached the Mercy Rule (otherwise 4 innings). If the game reaches the time limit before (in the Junior division and higher) an official game is 4 1/2 innings if the home team is winning, otherwise 5 innings.

i. If a game is suspended, it will resume at first available time to be completed and will follow the Rule Book for continuation.

j. If a game is tied after regulation innings have been played, then a tie will stand.

k. Any game that concluded in a "TIE" will be considered a half win and a half loss for each team.

l. Any tiebreaker will be the team's head-to-head record. If a tie still exists after considering the head-to-head record, then the teams will be officially designated "tied for the season". If a decision needs to be made regarding tournament seeding, the team with the fewest runs against the team it is tied with shall be considered for the tiebreaker. If a tie is still unbroken, a coin flip will determine the tie breaker.

m. The umpire reserves the right to speed up the game by limiting time outs.

. If a game is called before it is an official game and one or more innings have been completed, the game will be resumed at a later date exactly where it left off (see Rule Book).

n. If a game does not start as scheduled due a team not having 9 players, there will be a 15-minute grace period which will be counted as part of the official game time. Should the 9<sup>th</sup> player not arrive within the 15 minutes it will be considered a forfeit.

o. Any player missing three (3) consecutive practices or three (3) consecutive baseball events with no legitimate excuse may be dropped from the team with the approval of the Board.

p. Any issues with attendance should be addressed by the managers to the players parents and then a Player Agent if the parents and Manager cannot come to an understanding.

q. Artificial noisemakers and speakers are prohibited at and during games. There is no flash photography allowed.

r. There are no "on deck" batters allowed at any time (including pregame warm up) in the Major division and below.

s. Any player warming up a pitcher in between innings must wear a properly secured catcher's mask and hard protective cup (males).

t. FCCLL recommends Catchers wear masks while making plays at home plate.

u. No manager, coach, player, parent, or photographer is allowed outside of the designated dugout area during a game unless given permission by the umpire.

v. Use of an ineligible player(s) may constitute an automatic forfeit and the game will NOT be rescheduled. Manager will be put before the Disciplinary Committee for further action.

w. In situations where lightning is observed, play will be stopped and will not resume until the sky is lightning free for 30 minutes. In the event the game must be canceled, it may or may not be rescheduled.

x. Safety and Injury Reports must be filled out by the manager and submitted for all injuries prior to leaving the field.

y. DEAD BALL AREA is the area beyond any intended physical boundary, such as a fence, rope, chalk line, any stands, bleachers, dugouts, player's benches, or designated media areas, or any other boundary line as determined in the pregame conference. If a ball becomes lodged in a fence, backstop, umpire's equipment, or catcher's equipment, it will be considered in a dead ball area.

z. Game Protests at FCCLL during the regular season are entirely under the jurisdiction of the FCCLL Protest Committee. The FCCLL Protest Committee is composed of the president, player agent, league umpire in chief or director of baseball and one or more other officers or directors who are not managers in the division of protest or umpires.

## Article IX – Regulations:

### SECTION 1:

a. All drafted divisions will be using the Plan B method when drafting.

b. The Seniors will draft prior to Juniors, Majors will draft then Minors then to Rookie to the complete the teams. This may take multiple days to be announced by the player agent(s).

c. All managers for each division will pick a number out of an item (i.e. hat, box, etc) to determine draft order. This order will also be used in selecting team names provided by player agents for that division.

- d. The draft will be serpentine (snake) method, meaning managers will draft 1-6 then 6-1, so on and so forth until the draft is complete.
- e. For Rookie, only the League Age 7 yr olds that attended a minimum of 1 evaluation will be eligible for the Rookie draft. League age 7 yr olds will only be drafted to fill the Rookie division to 13 players per team.
- f. For Minor, only the League Age 8 yr olds that attended a minimum of 1 evaluation will be eligible for the Minor draft. League age 8 yr olds will only be drafted to fill the Minor division to 12 players per team.
- g. For Major, only the League Age 10 yr olds that attended a minimum of 1 evaluation will be eligible for the Major draft. League age 10 yr olds will only be drafted to fill the Major division to 12 players per team.
- h. For Seniors, only the League Age 14 yr olds that attended a minimum of 1 evaluation will be eligible for the Senior draft. League age 14 yr olds will only be drafted to fill the Junior division to 12 players per team.
- i. There will NOT be any electronics allowed to be used during the draft by Managers.
- j. There are to be ABSOLUTELY NO pictures taken during or after the draft of anything pertaining to the draft.
- k. There is to be ABSOLUTELY NO talking amongst managers during the draft. Should a manager or board member speak out of turn they will be removed. Should a manager be removed a board member will continue to draft the team.
- l. ALL evaluation scoring sheets and manager notes will be collected by player agents and/or president and disposed of at the completion of the draft.
- m. Managers will only be given 2 minutes to make their selection before they are given a hat pick or lose their turn.
- n. WHAT IS SAID, HEARD, OR SEEN DURING A DRAFT IS NEVER TO BE TAKEN OUT OF THE ROOM.
- o. Manager holds MUST be drafted according to the Little League Rule book.
- p. If a manager is unable to attend the draft for any reason a board member will draft said team.

## SECTION 2:

### Protests Regarding Misinterpretation of Rules:

- 1. A team manager may protest any misinterpretation of a rule or regulation. Note: Protests of judgment calls (such as strikes, balls, out, safe, foul, fair, etc.) are not valid reasons for a protest.
- 2. The manager must immediately, and before any succeeding play begins call time out and confer with the umpire. If the umpire feels the manager is correct, the umpire will change the call. If not, the game will be played under protest.
- 3. The manager must verbally inform the Board Member on Duty AND file a written report to the president within 24 hours of the end of the game. The president will then meet with the Protest Committee to determine a decision.

### Protests for Ineligible Pitcher:

- 1. Protests can only be made to the umpire in these situations before the umpire leaves the field at the end of the game. Board Members on Duty must also be notified within 10 minutes of the end of the game.
- 2. Managers must file a written report to the president within 24 hours of the end of the game. The president will then meet with the Protest Committee to determine a decision.
- 3. When a protest is known and imminent, the potential offender's manager MUST be notified. This notification MUST NOT be delayed until the infraction has occurred.

## SECTION 3:

### Use of Illegal Bat:

- 1. If the batter enters the batter's box with an illegal bat or is discovered having used an illegal bat prior to the next player entering the batter's box then:
  - a. The ball is dead, and the runners must return if they advanced on the play;
  - b. The bat is removed entirely from the dugout and held until after the game.
  - c. The offensive team will lose 1 eligible adult base coach for the rest of the game.
- d. If there is a repeat offense in future games, the manager will be ejected from the game. Any subsequent violation will result in the newly designated manager being ejected as well.

## SECTION 4:

- The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age:
13-16 - 95 pitches per day
11-12 - 85 pitches per day
9-10 - 75 pitches per day
6-8 - 50 pitches per day

>Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

- Note 1 If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for the remainder of that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher would be allowed to play the catcher position if the pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.
- Note 2: A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more (15- and 16-year-olds: 31 pitches or more) in the same day, may not return to the catcher position on that calendar day. EXCEPTION: If the pitcher reaches the 20-pitch limit (15- and 16-year-olds: 30-pitch limit) while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game.

- Pitchers league age 14 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21-35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

>Exception: If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed, or the game is completed before delivering a pitch to another batter.”

- Pitchers league age 15-16 must adhere to the following rest requirements:

- If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 61-75 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 46-60 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 31-45 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-30 pitches in a day, no (0) calendar day of rest is required.

>Exception: If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed, or the game is completed before delivering a pitch to another batter.

## ARTICLE X      TOURNAMENTS

SECTION 1: End of year tournaments will be conducted in Rookie division and above.

SECTION 2: League operated tournaments are non-Little League sanctioned events and are considered “Special Games.”

SECTION 3: Specific division rules must be supplied in writing to each manager prior to the start of any tournament.

**SECTION 4:** Time limits may be waived for some or all divisions; except those rules specifically mandated by Little League, if scheduling accommodates such a waiver.

**SECTION 5: Tournament Format**

- a. The decision as to which format to use will be at the discretion of the Vice President.
- b. Tournament rules and brackets will be given to the managers.

**SECTION 6:** Brackets may be utilized from the official Little League website found at [www.littleleague.org](http://www.littleleague.org).

**SECTION 7:** Seeding will be determined by overall regular season records, with the tie-breaker rules as specified in Article IX, except for the optional Rookie tournament.

**ARTICLE XI ALL-STAR SELECTION**

**SECTION 1:** Due to the reduced number of players and coaches to choose from in the Local League Softball divisions, All-Star selection will be at the discretion of the Board. Selection for softball All-Stars should be within the same spirit as the baseball selections.

**SECTION 2: All-Star Managers and coaches**

- a. The potential managers of the All-Star teams shall be picked based on the following criteria:
  - Current seasons managers must complete the manager commitment form.
  - The current year's Minor, Major, Junior and Senior division final standings of the regular season (as defined in the Sections for the applicable divisions under Articles VII and VIII); experience- must be a manager or coach rostered on the little league documents.
  - An interview with board members that is scored.
  - Optional divisional manager surveys.
  - All of these categories will have a score and the manager with the highest numbers, with Board approval, shall be determined as the first candidate and would have 1st choice of an All-Star team. The 2nd place candidate would have 2nd choice and the 3rd place candidate would have 3rd choice.
  - If a candidate opts out of taking an All-Star team, then the remaining candidates will be eligible until all managerial positions have been filled for each division.
  - The selected All-Star Managers will recommend candidates for his/her coaching staff to the Board for approval. All coaches shall be current spring season managers or coaches, from the appropriate division within the league (per Little League Rule Book).
  - Should a coaching vacancy occur in All-Stars, the All-Star Manager with the approval of the Board shall fill the vacancy using the same process.
  - No manager or coach shall be eligible for All-Star selection if they have been suspended for 2 or more games during the season.

**SECTION 3: 8-, 9- & 10-year-old All-Star team**

- a. The All-Star team will consist of a minimum of 12 players, but not more than 14 players, as determined by the selected All-Star Manager.
- b. There will be no tryouts of the 8-, 9- or 10-year-olds to make the All-Star team.
- c. In keeping with the spirit of the Rule Book, the players will be involved in the process of All-Star team selection. All-Star selections for the 8-, 9- & 10-year-old team will be completed using the following steps:
  1. The divisional Player Agent will meet with all division players by team, explain the nomination process, distribute and collect nomination ballots.
  2. Each player will nominate via secret ballot for 3 players, those from their own team whom they wish to nominate for the All-Star teams (players will nominate for only players from their own team, not the entire league).
  3. There will be a managers meeting (listed below) at which time there will be a secret ballot turned in to the executive board.

4. The Manager selected, at a later date, of the 8/9/10 team will be handed a team of up to 10 players to which he/she will add two (2) to four (4) players that they feel deserves to be on said team. The 10 person roster will be locked and manager can add players from the available list.
5. There is NO GUARANTEE that any player, past All-Star or not, will make an All-Star team.
6. The Executive Board is able to decide at a later date the number of teams per age group.

d. Minor Team voting process.

1. Three 8-, 9- or 10-year-old players from each Minor league team shall be nominated by the players for the 8-, 9- & 10-year-old All-Star team.
2. Any league age 11 player kept down in Minors is NOT eligible for an All-Star team.

e. Major Team voting process.

1. Each player will nominate up to 3 from each team.
2. A Player Agent and one additional Board member will tally all votes cast by players.
3. Should a vacancy occur on the All-Star team, the All-Star Manager with approval from the Board will fill the vacancy from the list of players determined by the Board.
4. If a parent removes a player during an All-Star game, the Board has the right to not approve that player for future All-Star teams.
5. The Executive Board will discuss and finalize the top players up to 10 voted by the managers.

#### SECTION 4: 9-, 10- & 11-Year-old All-Star team

- a. The All-Star team will consist of a minimum of 12 players, but not more than 14 players, as determined by the selected All-Star Manager.
- b. There will be no tryouts of the 9-, 10-, 11-year-olds to make the All-Star team.
- c. In keeping with the spirit of the Rule Book, the players will be involved in the process of All-Star team selection. All-Star selections for the 9-, 10-, 11-year-old team will be completed using the following steps:
  1. The divisional Player Agent will meet with all division players by team, explain the nomination process, distribute and collect nomination ballots.
  2. Each player will nominate via secret ballot for 3 players, those from their own team whom they wish to nominate for the All-Star teams (players will nominate for only players from their own team, not the entire league).
  3. There will be a managers meeting (listed below) at which time there will be a secret ballot turned in to the executive board.
  4. The Manager selected, at a later date, of the 9/10/11 team will be handed a team of up to 10 players to which he/she will add two (2) to four (4) players that they feel deserves to be on said team. The 10 person roster will be locked and manager can add players from the available list.
  5. There is NO GUARANTEE that any player, past All-Star or not, will make an All-Star team.
  6. The Executive Board is able to decide at a later date the number of teams per age group.

#### SECTION 5: Little League (10- 11- & 12-year-old) All-Star team

- a. The All-Star team will consist of a minimum of 12 players, but not more than 14 players, as determined by the selected All-Star Manager.
- b. There will be no tryouts of the 10-, 11-, 12-year-olds to make the All-Star team.
- c. In keeping with the spirit of the Rule Book, the players will be involved in the process of All-Star team selection. All-Star selections for the 10-, 11-, 12-year-old team will be completed using the following steps:
  1. The divisional Player Agent will meet with all division players by team, explain the nomination process, distribute and collect nomination ballots.
  2. Each player will nominate via secret ballot for 3 players, those from their own team whom they wish to nominate for the All-Star teams (players will nominate for only players from their own team, not the entire league).
  3. There will be a managers meeting (listed below) at which time there will be a secret ballot turned in to the executive board.

4. The Manager selected, at a later date, of the 10/11/12 team will be handed a team of up to 10 players to which he/she will add two (2) to four (4) players that they feel deserves to be on said team. The 10 person roster will be locked and manager can add players from the available list.
5. There is NO GUARANTEE that any player, past All-Star or not, will make an All-Star team.
6. The Executive Board is able to decide at a later date the number of teams per age group.

#### SECTION 6: Junior All-Star team

- a. The All-Star team will consist of a minimum of 12 players, but not more than 14 players, as determined by the selected All-Star Manager.
- b. There will be no tryouts of the 13-, 14-year-olds to make the All-Star team.
- c. In keeping with the spirit of the Rule Book, the players will be involved in the process of All-Star team selection. All-Star selections for the 13-, 14-year-old team will be completed using the following steps:
  1. The divisional Player Agent will meet with all division players by team, explain the nomination process, distribute and collect nomination ballots.
  2. Each player will nominate via secret ballot for 3 players, those from their own team whom they wish to nominate for the All-Star teams (players will nominate for only players from their own team, not the entire league).
  3. There will be a managers meeting (listed below) at which time there will be a secret ballot turned in to the executive board.
  4. The Manager selected, at a later date, of the Junior team will be handed a team of up to 10 players to which he/she will add two (2) to four (4) players that they feel deserves to be on said team. The 10 person roster will be locked and manager can add players from the available list.
  5. There is NO GUARANTEE that any player, past All-Star or not, will make an All-Star team.
  6. The Executive Board is able to decide at a later date the number of teams per age group.

#### SECTION 7: Senior All-Star team

- a. The All-Star team will consist of a minimum of 12 players, but not more than 16 players, as determined by the selected All-Star Manager.
- b. All eligible Senior division players will automatically be nominated for the All-Star team.
- c. In keeping with the spirit of the Rule Book, the players will be involved in the process of All-Star team selection. All players shall cast up to 14 votes for players on the ballot (including players from the other teams). (IF MORE THAN ONE TEAM)
  - a. The All-Star team will consist of a minimum of 12 players, but not more than 14 players, as determined by the selected All-Star Manager.
  - b. There will be no tryouts of the 14-, 15-, 16-year-olds to make the All-Star team.
  - c. In keeping with the spirit of the Rule Book, the players will be involved in the process of All-Star team selection. All-Star selections for the 14-, 15-, 16-year-old team will be completed using the following steps:
    1. The divisional Player Agent will meet with all division players by team, explain the nomination process, distribute and collect nomination ballots.
    2. Each player will nominate via secret ballot for 3 players, those from their own team whom they wish to nominate for the All-Star teams (players will nominate for only players from their own team, not the entire league).
    3. There will be a managers meeting (listed below) at which time there will be a secret ballot turned in to the executive board.
    4. The Manager selected, at a later date, of the Senior team will be handed a team of up to 10 players to which he/she will add two (2) to four (4) players that they feel deserves to be on said team. The 10 person roster will be locked and manager can add players from the available list.
    5. There is NO GUARANTEE that any player, past All-Star or not, will make an All-Star team.
    6. The Executive Board is able to decide at a later date the number of teams per age group.

#### Section 7: All-Star Meeting Rules:

1. Managers (for the prospective age group) and the Executive Board, as defined by Little League, will be in the room.
2. Each manager will be given a 2-3 minute window to speak about players listed on the nomination sheet in regards to how they would help the team being voted on at that time.
3. Managers will be given a blank ballot and asked to quietly vote for 14 players for the team being voted on at that time. Once completed ALL managers with the exception of the All-Star managers will be excused.
4. The Player Agent and one other board member will tally up the managers votes and the top 10 vote getters will be placed to the team; should there be a tie(s) the highest number of players will be added without going over 10.
5. The Executive board will vote on these rosters and once approved the rosters will be locked.
6. The All-Star manager will then be able to fill the team to either 12-14 players to complete the roster.
7. There is to be NO TALKING during this meeting between managers; managers are to only speak during their turn to speak on players. Should a manager speak otherwise they will be asked to leave the meeting room and not return.