

Santa Margarita Little League Local Rules

2021 Season

Santa Margarita Little League – 2021 Local Rules

GENERAL CONDUCT

1. **Manager and coach conduct.** Managers and coaches are expected to adhere to the Santa Margarita Little League (SMLL) Code of Conduct. All managers and coaches will be required to sign a Code of Conduct.
2. **Player/Parent conduct.** All players and parents will be required to sign a Code of Conduct.

GAME-DAY PROTOCOL

3. **Practices before games.** If a team has a scheduled practice before another team's game, the practice teams' player, manager/coach, and team equipment should **NOT** be placed in the dugout. Practice teams shall be off the field **60 minutes** prior to a scheduled game in order to allow field prep and practice time for the teams playing the game.
4. **Field maintenance.** It is the home team's responsibility to rake, water and chalk the field before the start of the game. Chalked or painted lines should consist of the batters box, foul lines, runner's lane and coaches boxes. **NO** chalking or striping of team names, logos or any other "artwork" is allowed to be done on the field. The visiting team will rake, water and put away the equipment after the game. It is the division representative's or Board-appointed field manager's responsibility to ensure there is chalk or paint in the storage bins for every game. Team Managers need to notify the appropriate representative when supplies are not available.
5. **Scorekeepers.** The home team will provide official scorekeepers for the AA, AAA, Majors and Juniors levels. For applicable divisions, the visiting team will provide an official scorekeeper to keep record of pitch count and operate the scoreboard (on those fields with scoreboards). All scorekeepers are required to attend the Scorekeeper's Clinic put on by the League. They are to assist the umpires and not to assist the manager in any way. The official scorekeepers are to remain impartial at all times and are not to direct any comments toward the field of play either during the game or between innings. The official scorekeepers will be positioned in the scorekeeper's booth behind the backstop. They should not be a spectator in the stands.
6. **Umpire's equipment.** The home team is responsible for ensuring that the umpire equipment is returned to the storage bins. Each bin will have an indicator, brush, and umpire gear available for use by the designated umpire.
7. **Pre-game warm-up.** The visiting team will take their field warm-up 25 minutes before the start of the game, the home team 15 minutes before game time. This protocol applies to AA, AAA, Majors and Juniors only. On Tijeras Creek #3 only, Home team gets bullpen use while Visitor team is taking pre-game. Visitor gets bullpen use while Home team is taking pre-game. If there are two bullpen mounds at a field, each team may only use one of them, at any time. At no time during pre-game warm ups, games, or at practices will a Manager, coach, or parent be allowed to warm up a pitcher in any area of the ballfield or bullpen. They may stand next to and observe the pitcher while warming up (see rule 3.09 Green book). No Manager or Coach can use a glove during Warm Ups. Leave the gloves at home.
8. **Additional Pre-Game.** The Home team is responsible for scorebooks, scoreboard, and team flag (TC2 Majors field) set up.

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9. **Post-Game.** It shall be the visiting team manager's responsibility to ensure that score books, pitching logs, team flags, and any equipment is locked up after the last game/practice on any given day unless we are in interleague play, in which the Santa Margarita team is responsible for post-game duties, hopefully with the assistance of the visiting team. Additionally, while games and practices are scheduled such that each team should ordinarily be permitted an hour before game time for their warm up, the reality is that is not always the case. In order to provide as much time as possible whenever another game or a practice is scheduled to follow a game or practice, teams which have completed their game/practice shall immediately clear the field and the dug outs after a game or practice is concluded. Any "coach's talk" or other matters should be addressed outside of the field and dugouts to permit waiting teams as much time as possible for their warm ups.
10. **Spectators.** For the safety of the players and the spectators, anyone who wishes to sit along the foul lines must be at least 20 feet from the players' dugout and no closer to the foul line than the distance from the foul line to the front fence of the player's dugout. Players are not permitted to engage in conversation with people outside of the dugout during the game and vice versa (things like a parent congratulating a player or a player asking a parent to fill a water bottle are ok).
11. **Post Season Protests.** In the event that a protest is made in a game during an SMLL post season game, the UIC (or AUIC if UIC is not available) will be contacted immediately at the time of protest for a final ruling. The UIC and AUIC phone numbers will be posted at the scoreboard. The post season game will not continue until a decision is made on the protest.
12. **Time Limit.** AAA Games - All games will be six innings, time permitting, unless there is a safety issue. All Majors games will be played to completion. No new inning will start after 2:00 for AAA regular season games. If AAA regular season game is tied after the end of the 6th inning and the game has been in progress for less than two hours, the game shall continue as long as time permits. The 6th inning and any subsequent inning of all AAA games are played using "Last Inning Rules". All AAA post-season games will be played to completion. A post-season AA game is over when the score is NOT tied and a new inning cannot be started because of the 2:00 time limit.
13. **Time Limit.** AA Games - The announcement of "Last Inning Rules" during AA regular season games will be called by the Plate Umpire. The Plate Umpire will notify each Manager at the top of the inning at the 1:25 mark of the game, lasting inning rules. Drop dead time for AA games is 2 hours. When "Last Inning Rules" are announced at the 1:25 minute mark (approx) that will be the final inning of the game, period. Even if that inning is done quickly and there is still time before the 2:00 drop dead time. Last inning truly means last inning. AA games do NOT need to have a winner for each game.
14. **Santa Margarita Little League Volunteer Program**
 - 14.1 Umpire teams (home plate and at least one base umpire) will be assigned to each AA, AAA, Majors and Juniors game. The league Umpire in Chief, and Assistant Umpire in Chief, will not be allowed to umpire in the same division he is managing or coaching, if applicable. Managers are ultimately responsible for ensuring their games have umpires.
 - 14.2 As a guideline, the following applies in regards to who can umpire and at what level:

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- AA, AAA, and Majors Umpires are highly encouraged to umpire games in Divisions other than their own (AA cover AAA, Majors & Juniors; AAA cover AA, Majors & Juniors; Majors cover AA, AAA & Juniors). AA manager/coaches/parents may sign up for AA games to gain experience.
- Umpires are not allowed to sign up for games in their own division until 48 hours before a game (24 hours for managers/coaches). Umpires are not allowed to sign up for their own child's games without prior UIC approval.
- New umpires may start at AA and work their way to higher divisions once experience and comfort levels increase. Youth umpires should cover AA games unless experienced and with approval from the league UIC or Assistant UIC and Division Rep.
- Youth umpires are not allowed to umpire a game in their own division.
- If only youth umpires are on the field, an adult umpire must be designated and act as UIC
- Rookie & Farm are not required to umpire. However, it is highly encouraged that they do so.
- Teams (managers/coaches/parents) will umpire their own games in Rookie/Farm/Single A Divisions.

14.3 Manager Accountability - Each Manager from AA through Juniors is responsible for having their coaches and their volunteer umpire person or persons attend the Rules Clinic and the Umpire Mechanics Clinic. **Attendance of these clinics are mandatory.** Failure for a Manager or team representative to attend Rules clinic and Mechanics clinic will result in a suspension of the first game of the season. Exemption from attendance of the Mechanics clinics can only be approved by SMLL Umpire In Chief. Home team Manager is responsible to ensure plate coverage for any game. Visiting manager is responsible to ensure base coverage for any game.

14.4 Team Volunteer Guidelines - The following guidelines are what each Team in each division will be responsible for: (If each of these is not met and/or it is projected that it will not be met, the MANAGER for the team may be asked to attend a Board meeting to have his team's lack of support reviewed by the Board of Directors. The Board of Directors, in its discretion will then determine the proper course of action to take which may include, but is not to be limited to, suspending the team manager until the team complies, loss of practice time or the team being prohibited from participating in the Post Season).

14.4.1 Rookie /Farm Divisions – Each team must have 6 volunteer points by end of the season. It is highly encouraged that a portion of the volunteer points come from umpiring a AA division game.

14.4.2 Single A - 1st Half – Each Team must have at least **8*** volunteer points. **2nd Half** – Each Team must have at least **8*** volunteer points. It is highly encouraged that a portion of the volunteer points come from umpiring a AA division game.

14.4.3 AA - Each team is responsible for having their 2 umpires, 2 coaches, and manager attend the rules and mechanics clinics listed above. Those teams that fail to comply may be asked to have the Manager attend a Board meeting to have his team's lack of support reviewed in front of the Board of Directors.

1st Half – Each Team must have at least **21*** volunteer points from a game other than their own teams. (Double A or higher)

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2nd Half – Each Team must have at least **21*** volunteer points from a game other than their own teams. (Double A or higher)

14.4.4 AAA / Majors / Juniors/ Seniors

Each team is responsible for having their 2 umpires, 2 coaches, and manager attend the 2 rules and mechanics clinics listed above. Those teams that fail to comply may be asked to have the Manager attend a Board meeting to have his team's lack of support reviewed in front of the Board of Directors.

Parents can umpire in their division however, not the game in which their child is playing in.

AAA/Majors managers and coaches must umpire in divisions other than their own.

1st Half – Each Team must have at least **32*** volunteer points (Double A or higher)

2nd Half – Each Team must have at least **32*** volunteer points (Double A or higher)

14.5 Volunteer Point System - To recognize the efforts of our volunteers, a point system has been developed. The point system is below:

- Seniors/Juniors Plate (3 points); Seniors/Juniors Base (2)
- Majors or AAA Plate (3); Majors or AAA Base (2)
- AA Plate (4) or AA Base (2). Youth AA Base (3)
- Snack Bar Help / Work BBQ (2)

14.6 Volunteer Point Participation Levels / Incentive Program

14.6.1 AA / AAA / Majors - To insure Managers and Coaches are not over-taxed, minimum point thresholds exist for each team's volunteers.

- A minimum of 50% of a team's umpire points (1st half and 2nd half tracked separately) must originate from a team's parent volunteers.
- To ensure all teams have the opportunity to fulfill the required volunteer points, the umpire CGI for the 2nd half will not open up until the end of the 1st half of the season. At the end of the 1st half, The UIC will evaluate all teams points and access which teams need more points for the 2nd half of the season to meet their season goal.
- Umpires will have the opportunity to be rewarded for umpiring so many games throughout 1 season. Please contact UIC or AUIC for details of the updated season incentive program

14.7 Umpire CGI Self-Scheduling

- SMLL UIC and/or AUIC require 72 hours (3 days) notice if an umpire, personally scheduled for a game cannot, for any reason, cover said game.
- If a volunteer umpire determines, after the 3 day cutoff, they cannot umpire at their self-assigned time, said umpire and or team managers/coaches for that game are responsible for finding a qualified and approved umpire.

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- 14.8 Umpire Uniform** - Like the players, umpires have a uniform consisting of grey or navy blue pants (Jeans will be acceptable), black or blue issued umpire shirt, black belt, black socks, black shoes, black hat and gray or black undershirt. For safety and distraction purposes, metal watches are strongly discouraged but can be worn. If there is any significant deviation for the mandatory uniform, the UIC or AUIC reserve the right to negate the points from the umpire's game. **Shorts will not be acceptable at any time**
- 14.9** Electronic devices like cell phones are allowed on the field for emergency situations only.
- 15 Post Season (SMLL Playoff/District 68 TOC/All-Star)**
- Umpiring in the post season is a reward that all should strive for. Umpires will be chosen for the post season based on on-field performance, game knowledge and appearance.
 - Each umpire will be evaluated no less than twice during the season. These evaluations will be used to determine an umpire's qualification for post season recommendations
 - In order to qualify for SMLL Post Season umpiring assignment, an umpire must work a minimum of ten games during the regular season.
 - In order to qualify for District 68 Post Season Tournaments an umpire must work a minimum of ten games, prior to April 15th
- 16. Coaches in the Dugout/Field.** There may be two adult base coaches in every division during every game of the regular season as well as during SMLL local tournament play as long as there is at least one other adult manager or coach in the dugout. There must be an adult coach or manager in the dugout at all times. For AA and up, a maximum of 3 non-players (manager/coaches) will be permitted in the dugout or on the field. For Single A and below, a maximum of 4 non-players (manager/coaches/parents) will be permitted in the dugout. No siblings or other non-players are permitted on the field or in the dugout at any time.
- 17. Ejections.** Any Manager or coach who is ejected from a game will be suspended for the remainder of that game plus the next game. The ejection will be reviewed by the Executive Committee within 48 hours or before the next game and may be subject to further disciplinary action.

PLAYER DRAFTS / TEAM FORMATION

- 18. Player Division** - A player may never drop below any division that he played in the previous spring year. If a player skips a year of spring play, he may end up wherever he/she is drafted.
- 18.1 Draft Procedures** - Managers will select their draft order at the beginning of the draft. Draft cards will not leave the draft room, they will remain in the possession of the player agent. Cell phones will not be permitted in the draft room. No player or parent is to be contacted until the player agent has finalized the draft and has given the Managers authorization to do so. Any Manager or assistant coach giving out draft information prior to the player agent giving approval will be subject to suspension of their first game. The placement of draft pick for the Manager and coach's child will follow the current green book rule based on age.
- 18.2 Majors Draft** - No 10 year olds will be drafted into the Majors. All Majors players must have participated in the tryouts to be drafted or placed on a Majors team during the season. The draft round for the manager's child/children will be in accordance to the little league operating manual based on age, this is not optional.

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- 18.3 AAA Draft** - No 8 year old (or younger) will be drafted/placed into the AAA division. Any 11 year old that has at least one year of experience in the AA Division must be drafted into the AAA Division. The draft will be conducted in serpentine format. The draft round for the manager's child/children will be in accordance to the little league operating manual based on age, this is not optional.
- 18.4 AA Draft** - No 7 year old (or younger) player will be permitted to play in the AA division. Any 8 year old that misses tryouts will automatically be placed into Single A. The draft will be conducted in serpentine format. Manager will not be allowed to select an assistant coach per District.
- 18.5 Single A Selections** – Players league age 6 and younger, and league age 9 and older will not be allowed to play in this division. Players will be evaluated by the lower division player agent and division rep(s). Any 7 year old that misses tryouts will automatically be placed in Farm. There are no makeup tryouts for 7 year olds. Any 8 year old that misses tryouts will automatically be placed in Single A. Managers are able to declare one assistant coach prior to evaluations to have those players placed on their team. The lower division player agent will put together the teams and ensure that the talent is equally distributed due to the fact that Single A is a non competitive division. Parent requests will be taken into consideration but will not be guaranteed in this division.
- 18.6 Rookie and Farm Selections** - Selections will be created by the lower division player agent. Although parent comments and requests will be taken into consideration there are no guarantees. Once the teams are set/announced there will be no switching of teams.
- 18.7 Trades** - All trades must be finalized at the draft on draft night. Trades may only take place within the same Nat/Am division. Once the draft meeting is adjourned there can be no player trades. All player trades must be player-for-player and take into account any age issues.
- 18.8 Replacement “call-up”** - When an approved replacement is required to fill an open position on any Little League (Majors), AAA or AA team, that replacement will be selected from a list of eligible players, this is not optional. All replacement players meeting the following conditions must be coordinated ONLY through the Player Agent. Eligibility will be determined as follows:
- 18.9** All 9, 10, and 11 year old players are subject to being called up to a higher division (unless they are drafted onto a Major Division team). The eligibility of the player will be determined by Section III and Section IV of the Little League regulations and the Local Rules pertaining to the restriction of player eligibility by Division and age.
- 18.10** All replacement players must be selected within seven (7) calendar days after the Manager has been notified. Once the Manager has become aware that a player is not available due to an injury, move, special circumstances, etc., he must notify the division representative immediately. Failure to do so will result in a seven calendar day suspension of the Manager. No call-ups will be permitted within a month prior to the end of the regular season, except in special circumstances pending Board approval.
- 18.11** Player selection from a lower division team must be based on the eligibility described above and on an equal rotation among the lower division teams (division immediately below the replacement team). Therefore, each lower division team must have a replacement player selected before a second player is removed from the same team.

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- 18.12 Pool Play** - In the event that a Majors, AAA, or AA player will be out temporarily (more than 2 consecutive games) or multiple players will be missing from a single game leaving the team with 9 players for Majors, AAA, AA, and a call-up player is not required, the team missing a player must utilize a “pool-play” replacement player from the same division. A Manager also has the option to request a pool player with 10 players if they desire. The pool players will be selected on a game by game basis, from a list of pool players maintained by the player agent. The Player Agent will select four players from each team to become part of the division list. Each pool player called to play must play at least six consecutive outs and will participate in the continuous batting order throughout the game. The assignment of the replacement player will be done by the player agent, and would randomize the list and sequentially choose players on a game by game basis based on availability. Players play the single game in their current team uniform. The pool players cannot practice with the team except for pre-game, cannot pitch, catch, or play on the infield, must bat last in the batting order, and cannot play more defensive outs than a regularly rostered player. Lack of Pool Player usage, or forfeiting a game due to less than 9 able bodied players will result in disciplinary action by the Executive Committee. Note: Juniors Pool play will be governed by District 68 guidelines.
- 18.13 2021 COVID-19 Roster** – Due to COVID-19, teams in Majors, AAA, and AA have the ability to hold 11, 12, or 13 player rosters based on league registrations.

ALL-STAR MANAGER SELECTION PROCESS

19. MINIMUM CRITERIA OF ALL-STAR MANAGER/COACH

In order to be eligible to participate as an All-Star Manager/Coach, the candidate must have a completed volunteer form with a clean background screening during the start of the current season, been a board approved official Manager or Coach during the current season, and must have managed or coached a SMLL team for at least 60% of the current season.

19.1 EVALUATION PROCESS

All-Star Managers will be evaluated by an All-Star Committee which will include the UIC, and Division Rep. The President and Player Agent are ineligible to be an All-Star Manager. In the event that the UIC and or Division Rep assigned to the Committee are bidding to become an All-Star Manager/Coach candidate, they will be ineligible to be part of the Committee and the President will assign a new Committee Member(s) as a replacement(s). The All-Star Committee serves only to evaluate and provide their assessment to the President who has the ultimate authority to approve All-Star Managers. The All-Star Committee will assess candidates based on the following qualifications:

1. Regular Season Performance.
2. Sportsmanship and conduct, on and off the field.
3. Ability to represent SMLL in a positive way.
4. Commitment to meeting expected umpire and volunteer requirements.

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3. Commitment to practice and games schedules throughout the tournament time period.

19.2 VOTING

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The Committee members will vote for the All-Star Manager. Each Committee member's vote will count as **one** vote. The Committee will vote on all Divisions listed below.

In addition to the Committee members, AAA Managers will vote for 9 and 10 year old All Star Managers. Managers may vote for themselves. AAA Managers will cast one vote for the following in their respective Divisions:

1. 9 Year old All-Star Manager ^[L]_[SEP]
2. 10 Year old All-Star Manager ^[L]_[SEP]

In addition to the Committee members, Majors Managers will vote for 11 and 12 year old All-Star Managers. Majors Managers will cast one vote for the following in their respective Divisions:

1. 11 Year old All-Star Manager ^[L]_[SEP]
2. 12 Year old All-Star Manager ^[L]_[SEP]

In addition to the Committee members, Juniors Managers will cast one vote for the Managers in their respective Division. Managers may vote for themselves.

All votes will be tallied up by the All-Star Committee and be presented to the President for review. The President will assess the voting and declare the All-Star Managers for each age group.

19.3 DIVISION ELIGIBILITY

The All-Star Managers for the Senior/ Junior Divisions must be a regular season Manager or official Coach from that respective Division.

The All-Star Managers for 11 yr. old and 12 yr. old shall be a regular season Manager or official Coach from the Majors Division.

The All-Star Managers for The 9- 10 yr. old shall be a regular season Manager or official Coach from the AAA Division. Regular season AA Managers and official Coaches are eligible to be considered for the 9 yr. old All-Star Manager / Coaches positions if..

1. The All-Star Committee feels there are no viable candidates in the AAA Division.**
2. A selected All-Star Manager has listed a regular season AA Manager / official Coach as one of the All-Star Coaches.

**Though it is preferred by the All-Star Committee that the 9 year old All-Star Manager comes from the AAA Division.

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19.4 MANAGER'S COACHES SELECTION

Once the Manager has been selected, they will submit their list of Coaches selections to President for approval. Each Manager shall select two All-Star Coaches. All-Star Coaches are selected from the remaining regular season Managers and Official Coaches.

ALL-STAR PLAYER SELECTION PROCESS

20. The 12 year old All-Star Team shall be selected as follows: The Majors players shall cast ballots for five(5) Majors players aged 12 that played on other teams (players will not be able to vote for anyone on their own team). The names of all the eligible players will be listed in alphabetical order by team name, *i.e.*, Angels, Athletics and so forth on the ballot. The Player Agent and the Post Season Coordinator shall instruct the players to vote for the players who best represent SMLL as All-Stars. They will carry out the voting, count the ballots, and present the tally and ballots to the League President for certification before the Majors Manager meeting.

The Majors Managers only (no coaches unless the Manager is not available), shall meet, confer and vote anonymously an additional five (5) 12 year old All Star players. This meeting will be called and run by the Player Agent and the League President. Once these players have been selected, all Managers except for the All-Star Manager are excused from the meeting. At that time the All-Star Manager will select the last 2-4 players. There will be one team of 12 to 14 players. There are no alternates.

- 20.1 **11 Year Old All-Star Team Selection** - The 11 year old All Star Teams shall be selected from eligible players as follows: the Majors players shall cast ballots for five (5) 11 year old all star players on other Majors teams (players will not be able to vote for anyone on their own team). The names of all the eligible players will be listed in alphabetical order by team name, *i.e.*, Angels, Athletics and so forth on the ballot. The Player Agent and the Post Season Coordinator shall instruct the players to vote for the players who best represent SMLL as All-Stars. They will carry out the voting, count the ballots, and present the tally to the League President for certification before the Majors Manager meeting.

The Majors Managers only (no coaches unless the Manager is not available) shall meet, confer and vote anonymously an additional five (5) 11 year old All Star players from the Majors teams. This meeting will be called and run by the Player Agent and the League President. Once the 10 players have been selected, all Managers except for the All-Star Manager are excused from the meeting. At that time the All-Star Manager will select the last 2-4 players. There will be one team of up to 14 players. There are no alternates.

- 20.2 **10 Year Old All-Star Team Selection** - The 10 year old All Star team shall be selected from eligible players as follows: The AAA Managers only (no coaches unless the Manager is not available) shall meet and the nominate the appropriate players from their respective teams to be considered for the All Star team. After the nominations are completed, the Managers will anonymously vote for 10 All-Star plays. The votes will be tallied by the Board Reps. Once the 10 players have been selected by Manager votes, all Managers except for the All-Star Manager are excused from the meeting. At that time the All-Star Manager will select the last 2-4 players. Any Majors Division Manager that has a 10 year old on his team shall be invited to attend this meeting as well. This meeting will be called and run by the Player Agent and the League

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President. There are no alternates. Just being a 10 year old in Majors does not guarantee placement on the All Star team.

- 20.3 9 Year Old All Star Team Selection** - The 9 year old All Star team shall be selected as follows: The AAA Managers only (no coaches unless the Manager is not available) shall meet and nominate the appropriate players from their respective teams to be considered for the All Star team. The AA managers will also rank and vote for eligible players and provide their recommendations to the AAA managers. After the nominations are completed, the Managers will anonymously vote for 10 All-Star players. The votes will be tallied by the Board Reps. Once the 10 players have been selected by Manager votes, all Managers except for the All-Star Manager are excused from the meeting. At that time the All-Star Manager will select the last 2-4 players. This meeting will be called and run by the Player Agent and the League President. There are no alternates. Just being a 9 year old in AAA does not guarantee placement on the All Star team.
- 20.4 All Star Commitment** - Commitment letters will be signed by all players prior to the All Star election process and reviewed by the Player Agent and League President. Any player who signs the All Star Commitment Letter and becomes ineligible by playing baseball or another sport for another team/organization during the All Star period may become ineligible to participate in All-Stars for the remainder of All-Star period as well as the following year.

JUNIORS RULES

- 21.** Playing Rules and Pool players will be in accordance with District 68 guidelines. National Division will be made up of a team of players previously selected by a “dropped in team”. All players must live within the District 68 Boundaries. Central Division will be traditional Little League Junior program. American Division will be made of 12 and 13 year olds.
- 21.1 Competitiveness** - This division is competitive. Regular season standings will be kept and post-season tournament seeding will be based on regular season standings.
- 21.2 Tournament of Champions (TOC)** - All Juniors teams qualify for TOC.
- 21.3 Pitching Logs** - The official scorekeeper is required to complete a pitching log and record the official pitch count. Both Managers and the plate umpire must confirm its accuracy by signing it at the end of each game. Managers must maintain their own pitching logs and have it initialed by the scorekeeper after each game. First failure to complete a pitching log will result in a warning. Additional failures to complete the log will result in a team Manager game suspension. Continued violations may result in additional board action. Games filed under protest rule 4.19 must be followed explicitly.
- 21.4 Mound and Base Distance** - American: 54’/80’ the entire season, Central: 54’/80’ until Spring Break and 60’6”/90’ after Spring Break (per District 68 guidelines), National: 60’6”/90’ the entire season.
- 21.5 One Foot In Batter’s Box** - Batters must keep one foot in the batter’s box throughout their at-bat, barring eight exceptions provided in the Green Book guidelines, during regular season and post season games. If the batter leaves the batter’s box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter.

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MAJORS AND AAA RULES

- 22.** Playing Rules and Pool players will be in accordance with SMLL Local Rules and Green Book guidelines.
- 22.1** **Competitiveness** - Regular season standings will be kept and post-season tournament seeding will be based on regular season standings.
- 22.2** **Tournament of Champions (TOC)** - Two teams from each division qualify for TOC. The winner of the regular season will have the first seed selection for TOC. The winner of the SMLL post season Tournament will be the #2 seed selection for TOC. If the winner of the regular season also wins the SMLL postseason Tournament, then the team that finishes 2nd in the **postseason Tournament** will be the #2 seed in TOC.
- 22.3** **Absentee Player Notification** - If any player does not attend two sequential games without notifying the Manager, the division representative shall be notified within 24 hours of the third game. Failure to do so shall result in a seven-calendar day suspension of the Manager.
- 22.4** **Make-up Games** - If a game is called before becoming an official game (rained out or stopped due to darkness), the home team Manager shall notify the Division Representative. The Division Representative shall contact the designated Board Member (Scheduler) to schedule the game weather and field availability permitting. Makeup games in the Major and AAA divisions take precedence over practice slots another team may be assigned. The Division Representative and scheduler within a reasonable time frame dependent upon field availability will reschedule the game. Doubleheaders may be scheduled for makeup games (Majors only) and all pitching eligibility requirements remain intact.
- 22.5** **10-run rule** - The 10-run rule will be in effect after 4 innings (3½ innings if the home team is ahead).
- 22.6** **5-run rule (AAA Division Only)** - Teams will bat until three (3) outs are reached, or five (5) runs are scored, whichever comes first, except for the last inning, where three (3) outs must be reached. The plate umpire will declare "Last Inning" if the 4th or 5th inning starts after the game has been in progress for more than 1 hour and 40 minutes. If any additional runs score prior to the last inning due to a ground rule double or over-the-fence home run, those runs will count in the score.
- 22.7** **Continuous Batting Order (AAA-Majors)** - Continuous batting order (CBO) will be in effect for the entire regular season schedule. For the local post-season tournament, AAA and Majors will utilize CBO or each team will bat 9 players according to the rules outlined in the Little League Green Book dependent on how District 68 TOC rules are set.
- 22.8** **One Foot In Batter's Box (AAA-Majors)** Batters must keep one foot in the batter's box throughout their at-bat, barring eight exceptions provided in the Green Book guidelines, during regular season and post season games. If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter.
- 22.9** **Substitutions (Majors)** - During the period when CBO is in effect, it is not applicable. However, when CBO is not in effect, substitutions will be based on rules outlined in the Green

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Book. Improper substitution is a basis for protest. Protests involving improper substitution not resolved before the next pitch or play shall not be considered.

- 22.10 Pitching Logs** - The official pitch counter is required to complete a pitching log and record the official pitch count. The pitch counter and the plate umpire must confirm its accuracy by signing it at the end of each game. Managers must maintain their own pitching logs and have it initialed by the pitch counter after each game. First failure to complete a pitching log will result in a warning. Additional failures to complete the log will result in a team Manager game suspension. Continued violations may result in additional board action. Games filed under protest rule 4.19 must be followed explicitly.
- 22.11 Tie-breakers** - In the event of a tie at the end of the regular season (for AAA and Majors), the tiebreaker will be as follows:
- Head to head record among tied teams
 - Runs allowed head to head
 - Runs allowed for the season
 - Coin flip
- 22.11.1** If there are three or more teams tied and the head to head record criteria does not break the tie, the tie will be broken using the following criteria (in the order listed):
- Fewest runs allowed against the opponents involved in the tie-breaker
 - Fewest runs allowed against all teams in the regular season.
 - Coin flip
- 22.12 Post Season Tournament** - The post season tournament for Majors and AAA will be in a round robin double elimination format. Any seeding will be based on the regular season record. In the event of a tie, the tie-breaker rules identified above will be followed. Post-Season tournament structure is subject to change and will be finalized by end of spring break.
- 22.13 Awards** - The first place team during the regular season and the winner of the post-season tournament will receive awards. The runner-up of the post-season tournament will receive an award.
- 22.14 Time Limit – (AAA only)** - no new inning after 2:00 except for post-season (post-season games will be played to completion). If a game is tied after the end of the 6th inning and the game has been in progress for less than two hours, the game shall continue as long as time permits. The seventh inning and any subsequent inning started within the 2 hour time limit would be played with "Last Inning Rules". All Majors games will be played to completion.
- 22.15 Maximum Draft Limit of 9 Year Olds Per Team – (AAA Only)** – A maximum of five 9 year olds will be allowed to be drafted per team.

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AA RULES

- 23. Playing Rules and Pool players will be in accordance with SMLL Local Rules and Green Book guidelines.**
- 23.1 Competitiveness** - To encourage Managers to focus on player development, there will be no seeding in the tournament. Standings will be kept on the website; however, all teams will qualify for the post-season tournament. Post-season tournament brackets will be determined by blind draw.
- 23.2 Pitching Logs** - The official pitch counter is required to complete a pitching log and record the official pitch count. The pitch counter and the plate umpire must confirm its accuracy by signing it at the end of each game. Managers must maintain their own pitching logs and have it initialed by the pitch counter after each game. First failure to complete a pitching log will result in a warning. Additional failures to complete the log will result in a team Manager game suspension. Continued violations may result in additional board action. Games filed under protest rule 4.19 must be followed explicitly.
- 23.3 Stealing** - Stealing is permitted; however, a player may not steal home. A player may not advance from 1B to 3B on a single play steal attempt. Runner can only advance to home on live ball play. With runners on first and second it is ok for both to steal the next base.
- 23.4 Curveballs** - No Manager shall teach a pitcher to throw a curve ball or permit their pitchers to throw them in a game. No curve balls are allowed. If an umpire deems that a curveball is being thrown, there will be a warning to the pitcher and the manager. Additional violations may result in ejection from the game and subsequent suspensions.
- 23.5 Pitching eligibility** - A league 11-year-old player may only pitch one inning per game during the regular season and the same player cannot pitch in consecutive games. Only one 11 year old per team is allowed to pitch in one game. 11 year olds are not eligible to pitch in post-season play. A Pitcher who hit 3 batters in one game must be removed from the pitcher's position. The pitcher and Manager of the pitcher will be reminded of the 3 HBP rule by the umpire after the 1st and 2nd HBP.
- 23.6 Batting** - Teams will bat until three (3) outs are reached, or five (5) runs are scored, whichever comes first, in any inning not played with "Last Inning Rules." The 6th inning of every game is played with "Last Inning Rules." When an inning is played with "Last Inning Rules", each team will bat through the entire lineup or three (3) outs, whichever occurs first, and both teams may bat the same number of players: i.e., if the home team has 11 players on their lineup card and the visiting team has 10 players on their lineup card, both teams may bat a maximum of 11 players. If more than 5 runs are scored due to a ground-rule double or over-the-fence home run in any inning not played using "Last Inning Rules", those runs will count in the score. When the top of the 3rd, 4th or 5th inning starts after the game has been in progress for more than 1 hour and 25 minutes, the plate umpire will declare that the inning will be played using "Last Inning Rules". See "Last Inning Rules" at 23.13 **Time Limit**.
- 23.7 One Foot In Batter's Box** - Batters must keep one foot in the batter's box throughout their at-bat, barring eight exceptions provided in the Green Book guidelines, during regular season and post season games. If the batter leaves the batter's box or delays play and none of the exceptions

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apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter.

- 23.8 Overthrows** - On a batted ball, a runner may advance a maximum of one base beyond the base (including 3rd) they were going to on an overthrown ball in the field of play at which time it becomes a dead ball. All runners advancing are at risk. If the runners incorrectly advance safely more than one base, the umpire shall return runners to their appropriate bases once the play has concluded.
- 23.9 Minimum Playing Time** - All players must play at least two innings on defense by the conclusion of the fourth inning. No player will sit out three or more innings on defense in one game. Exceptions may be made by the division representative or current game Umpire. Managers failing to meet minimum play will be subject to discipline by the Executive Committee.
- 23.10 Pitching Eligibility** - A Pitcher who hits 3 batters in one game must be removed from the pitcher's position. The pitcher and Manager of the pitcher will be reminded of the 3 HBP rule by the umpire after the 1st and 2nd HBP
- 23.11 Infield Play** - All players must play at least one complete inning each game in an infield position by the conclusion of the 4th inning and 2 complete innings in the infield by the conclusion of the 6th inning. Time permitting. Exceptions may be made by the division representative. Managers failing to meet minimum play will be subject to discipline by the Executive Committee.
- 23.12 Infield Fly Rule** - The infield fly rule does not apply.
- 23.13 Time Limit** - All games will be six innings, time permitting, unless there is a safety issue. Regular season games can end in a tie if time limit is reached. Post Season games cannot end in a tie. Drop dead time for AA games is 2:00. When "Last Inning Rules" are announced at the 1:25 mark (approx) that will be the final inning of the game, period. Even if that inning is done quickly and there is still time before the 2:00 drop dead time. Last inning truly means last inning.
- 23.14 Substitution** - There will be open substitution (except pitching).
- 23.15 Awards** - Awards will be awarded to the winner and runner-up of the post-season tournament.
- 23.16 Post-Season Tournament** - The post season tournament will be in a round robin format with the top two teams advancing to a championship game. If there is any seeding, it will be done by a blind draw. Managers have the option to be present at the Tournament seeding drawing. Post-Season tournament structure Games 1 and 2 in the Tournament structure will not be back to back days to ensure any first round bye teams do not have an additional advantage when playing a team who has already played one game. The Tournament structure is subject to change and will be finalized by end of Spring Break.

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SINGLE A DIVISION RULES

24. Playing Rules will be in accordance with SMLL Local Rules and Green Book guidelines.
- 24.1 **Player Evaluation** - All 7 and 8 year olds will be required to attend a player evaluation day. No 6 year olds (or younger) are eligible for Single A division. Players will be evaluated by the lower division player agent and division rep(s)
- 24.2 **Noncompetitive** - The Single A Division shall be non-competitive. There will be no standings, playoffs, or makeup games, and no official scores are kept. Defensive and offensive outs ARE recorded.
- 24.3 **Time Limit** - All games will be six innings, time permitting. No new inning will start after 1 hr and 45min
- 24.4 **Players in the Field** - Each team shall have 9 defensive players – three in the outfield. No additional infielders. **Pitcher's position requires a batting helmet to be worn by the player.** Manager or coach who is pitching is not allowed to be part of any play.
- 24.5 **Coaches in the Field** - To encourage player development, a max of 2coaches may be on the field while their team is on defense. The offensive team is allowed to have a coach or League approved volunteer as a 1st and 3rd base coach. There must be at least one coach or League approved volunteer in the dugout at all times.
- 24.6 **Minimum Playing Time** - On Defense, no player shall sit out a second inning until all players have sat out one inning. No player shall ever sit out three innings on defense in one game. Each player shall play at least two innings in the infield by the conclusion of the fourth inning and three innings in the infield by the conclusion of the sixth inning (time permitting). Exceptions to both of these rules may be made by the division representative.
- 24.7 **Number of Batters per Inning** - Teams will bat until three outs or seven batters, which ever comes first regardless of the number of players in attendance at the game.
- 24.8 **Continuous Batting Order** - Continuous batting order (CBO) will be in effect for the entire regular season.
- 24.9 **Bunting** - Bunting is not allowed.
- 24.10 **Stealing** - Stealing is not allowed.
- 24.11 **Balls Hit Into Play** - When the ball is hit, the batter has the option to advance to each base at his/her own risk. Play stops and the ball is dead when 1. Pitcher has possession of ball, or 2. One overthrow has occurred, 3. Ball breaks the plane of the infield dirt when being thrown from the outfield. A ball hitting the pitching machine OR coming to rest underneath the pitching machine is a “single” AND a dead ball.
- 24.12 **Overthrows** - All runners may advance a maximum of one base on an overthrown ball in the field of play regardless of additional overthrows.
- 24.13 **Outfielders** - Outfielders must be at least 20' away from infield dirt. Outfielders are not allowed to run the ball into the infield to make the out or play an infield position unless necessary while backing up an infield player. If the outfielder does run into the infield to make the out, the base runner will not be considered put out.

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- 24.14 Season Format** - The entire season will be machine pitch.
- 24.15 Number Of Pitches** - The batter shall receive six pitches. If the ball is not put in play by the sixth pitch / sixth swing attempt the player will be recorded as an out. However, if the sixth pitch is fouled off, the batter may keep hitting until a swing and miss or ball hit into play.
- 24.16 Pitching Machine Speed** - The pitching machine will be set at approximately 35-40 mph
- 24.17 Pitching Distance** - Machine pitch from approx. 46' feet the entire season.
- 24.18 Walks** - No walks are allowed
- 24.19 Infield Fly Rule** - The infield fly rule does not apply.
- 24.20 Umpires** – A volunteer umpire from one team will umpire the game from the infield. The umpire does not call balls or strikes. The umpire only makes defensive calls.
- 24.21 Awards** - Awards are awarded to all Single A players.

FARM DIVISION RULES

- 25.** Playing Rules will be in accordance with SMLL Local Rules and Green Book guidelines.
- 25.1 Player's Age** - 5 and 6 year olds who have played one (1) year of Rookie Division will be eligible for the Farm Division. No 4 year olds are eligible for Farm. 7 year olds are not eligible for Farm unless approval from Player Agent.
- 25.2 Noncompetitive** - The Farm Division shall be non-competitive. There will be no standings, playoffs or makeup games, and no official scores are kept. Defensive outs ARE recorded.
- 25.3 Game Day Format** - First Half of the Season: To encourage Managers to focus on player development, all weekday games (Monday – Thursday) will be a 45 minute practice followed by a 45 minute game. No new inning will start after 1 hour and 30 minutes from the Scheduled Field Start time. Weekend games (Friday – Saturday) will be 6 innings, time permitting. Managers should suggest players arrive 15 minutes early before Field Start Time to warm up. No new inning after 1hr 30mins. Second Half of the Season: All games will be 6 innings, time permitting. Managers should suggest players arrive 15 minutes early before Field Start Time to warm up. No new inning after 1hr 30mins.
- 25.4 Players in the Field** - Each team shall have 10 defensive players – four in the outfield. No additional infielders. **Pitcher's position requires a batting helmet to be worn by the player during 2nd half machine pitch season.** Manager or coach who is pitching is not allowed to be part of any play.
- 25.5 Coaches in the Field** - To encourage player development, a max of 3 coaches or League approved volunteers may be on the field while their team is on defense. The offensive team is allowed to have a coach or League approved volunteer as a 1st and 3rd base coach. There must be at least one coach or League approved volunteer in both dugouts at all times.
- 25.6 Minimum Playing** -On Defense, no player shall sit out a second inning until all players have sat out one inning. No player shall ever sit out three innings on defense in one game. Each player shall play at least two innings in the infield by the conclusion of the fourth inning and three

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innings in the infield by the conclusion of the sixth inning (time permitting). Exceptions to both of these rules may be made by the division representative.

- 25.7 Number of Batters per Inning** - Teams will bat until three outs or seven batters, whichever comes first regardless of the number of players in attendance at the game. The 7th batter (last) of the inning after hitting the ball will get to advance to the earned base as a result of the given play then the ball is dead. Batter/runners will not advance through the remaining bases to home plate, but will immediately vacate the field.
- 25.8 Season Format** - The first half of the season will be coach pitch (20'-25'). The second half of the season will be machine pitch (38'). 2nd half of the season begins after Spring Break.
- 25.9 Pitching Distance** - The coach will pitch from a spot approximately 20'-25' feet from home plate. Coaches should pitch from 1 or 2 knees or sitting on a bucket. Standing up to pitch a ball is not allowed. For the second half of the season the pitching machine will be placed at approximately 38'. A permanent plastic feather is located in the dirt or grass for reference. The speed of the machine should be set at an appropriate speed for a strike to be delivered (est. 34-36mph).
- 25.10 Number of Pitches** - Batters will receive six (6) pitches. If the ball is not put in play after the sixth pitch, a tee will be used. If the sixth pitch is fouled off, the batter may keep hitting until a swing and miss or ball hit into play. These rules apply to both 1st and 2nd season formats.
- 25.11 Pitcher** - By rule, an eligible Manager or Coach should pitch to their own team. However, an alternative eligible Manager or Coach from the other team may pitch to both teams by prearranged mutual agreement.
- 25.12 Infield Fly Rule** - The infield fly rule does not apply.
- 25.13 Overthrows** - All runners may advance a maximum of one base on an overthrown ball in the field of play regardless of additional overthrows. Unless there is a dead ball, the runners advance at their own risk.
- 25.14 Balls Hit Into Play** - Hits within the 10 foot arc from home plate are considered a foul ball. With a ball hit to the outfield, the batter has the option to advance to 2nd base (a double), but may not advance any further regardless of overthrows or distance of the ball hit. No triples or homeruns allowed. The ball is dead as soon as a defensive outfielder player throws to the infield. A ball hitting the pitching Manager or Coach is a single and a dead ball.
- 25.15 Outfielders** - Outfielders must be at least 20' away from infield dirt. Outfielders are not allowed to run the ball in to make the out or play an infield position unless necessary while backing up an infield player. If the outfielder does run in the ball to make the out, the base runner will not be considered put out.
- 25.16 Umpires** - The offensive coaches will be the umpires.
- 25.17 Bunting** - Bunting is not allowed.
- 25.18 Stealing** - Stealing is not allowed.
- 25.19 Baseballs** - The ball being used will be a softer RIF baseball for both coach pitch AND machine pitch. No hard ball to be used during second half machine pitch season.
- 25.20 Awards** - Awards are awarded to all Farm players.

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- 25.21 Catchers** - Catchers making a play at home plate must not stand in the baseline or on the home plate when making a tag. Managers/Coaches are not allowed to assist the Catcher with force outs but can move the catcher to a proper position to avoid a collision.

ROOKIE DIVISION RULES

- 26** Playing Rules will be in accordance with SMLL Local Rules and Green Book guidelines.
- 26.1 Player Age** - All 4 & 5 year olds who have never played Little League are eligible for Rookie Division. 6 year olds who have never played in Little League can be considered for Rookie but only with the approval of Player Agent.
- 26.2 Noncompetitive** - The Rookie Division is non-competitive. There will be no league standings, playoffs or makeup games, and no official scores are kept. NO defensive outs are recorded.
- Game Day Format** – All games will be 6 innings, time permitting. Managers should suggest players arrive 15 minutes early before Field Start Time to warm up. Games are to start at the scheduled time and the time clock starts with that scheduled time. No new innings after 1hr 30mins. All games will be on Saturdays. Weekdays will consist of (1) 45 minute practice per team. The season will consist of (12) games.
- 26.3 Players in the Field** - Each team shall have 10 defensive players – four in the outfield. No additional infielders.
- 26.4 Coaches in the Field** - To encourage player development, a max of **3** coaches may be on the field while their team is on defense. Manager or coaches in the field are not allowed to be part of any play. The offensive team is allowed to have a coach or League approved volunteer as a 1st and 3rd base coach. There must be at least one coach or League approved volunteer in both dugouts at all times.
- 26.5 Minimum Playing Time** - On Defense, no player shall sit out a second inning until all players have sat out one inning. No player shall ever sit out three innings on defense in one game. Each player shall play at least two innings in the infield by the conclusion of the fourth inning and three innings in the infield by the conclusion of the sixth inning (time permitting). Exceptions to both of these rules may be made by the division representative.
- 26.6 Number of Batters per Inning** - The offensive team will bat seven players (regardless of the number of players in attendance at the game) and then the inning will be over. Defense can make outs and the runner or batter must vacate the playing field (go to the dugout) if an out is made against them. However, THE OUT IS NOT RECORDED meaning, 3 defensive outs does not result in the end of the inning. The 7th batter (last) of the inning after hitting the ball will get to advance to the earned base as a result of the given play then the ball is dead. Batter/runners will not advance through the remaining bases to home plate, but will immediately vacate the field.
- 26.7 Season Format** - The first half of the season will be ball placed on Tee. The second half of the season will be coach pitch. 2nd half begins after Spring Break.
- 26.8 Pitching Distance** - Pitching distance will be what is comfortable for each team's players (10'-15'). Coaches should pitch from 1 or 2 knees or sitting on a bucket. Standing up to pitch a ball is not allowed.

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- 26.9 Number Of Pitches** - Batters will receive six (6) pitches. If the ball is not put in play after the sixth good pitch, a tee will be used. If the sixth pitch is fouled off, the batter may keep hitting until a swing and miss or ball hit into play.
- 26.10 Base-running (advancement)** - All runners may advance a maximum of one base on an overthrown ball in the field of play regardless of additional overthrows.
- 26.11 Balls Hit Into Play** - Hits within the 10 foot arc from home plate are considered a foul ball. With a ball hit to the outfield, the batter has the option to advance to 2nd base (a double), but may not advance any further regardless of overthrows or distance of balls hit. No triples or homeruns allowed. The ball is dead as soon as a defensive outfielder player throws to the infield.
- 26.12 Outfielders** - Outfielders must be at least 20' away from infield dirt.
- 26.13 Bunting** - Bunting is not allowed.
- 26.14 Sliding** - Sliding is not allowed.
- 26.15 Stealing** - Stealing is not allowed.
- 26.16 Baseballs** - The ball being used will be a softer RIF baseball
- 26.17 Trophies** - Trophies are awarded to all Rookie players.
- 26.18 Catchers** - Catchers making a play at home plate must not stand in the baseline or on home plate when making a tag. Managers/Coaches are not allowed to assist the Catcher with tagging runners but can move the catcher to a proper position to avoid a collision.
- 26.19 Awards** – Awards are presented to all Rookie players.

INTER-LEAGUE RULES

- 27 Inter-League Rules** - In all divisions, if the SMLL Board of Directors decide to inter-league with another Little League, modifications to our local rules are permissible under the condition that all agreements are written, approved by the Board, and signed by each respective League President(s). The Division Rep will have the authority to represent SMLL in formulating the playing rules.

REGISTRATION

- 28 Eligibility** - All children age 5 to 18 years old by August 31st of the current spring baseball season and who reside within our league's boundary map are eligible to register in Santa Margarita Little League.
- 29 Code of Conduct** - All parents, managers, coaches and board members must sign the Code of Conduct and Volunteer Application in order for their child(ren) to be eligible to play in Santa Margarita Little League. In addition, all individuals involved in any way or having any contact with children must consent to a background check
- 30 Manager/Coach Approval** - All Managers and Coaches will be approved by the Board of Directors
- 31 Local Rules** - All Managers and Coaches will read, initial and return a copy of the current SMLL Local Rules to their Division Representative prior to the first game of the season.

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- 32 Manager Selection Committee** - The Managers Selection Committee will review all Manager Evaluations from the previous year prior to making manager recommendations to the President. The President will submit the Managers slate to the Board for approval.

ELECTION PROCEDURES

- 33 Elections** - The elections for Board of Directors will be conducted per the SMLL Constitution.

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I have read and understand the 2021 Santa Margarita Little League Local Rules.

Team Name: _____

Division: _____

Manager Name: _____

Manager Signature: _____

Coach 1 Name: _____

Coach 1 Signature: _____

Coach 2 Name: _____

Coach 2 Signature: _____

Date received by Division Rep: _____

Division Rep. Signature: _____