



Lincoln Little League

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Local League

Rules 2023

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1.0 Volunteer Code of Conduct

Document is on Team Sideline during registration.



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2.1 MANAGER SELECTION/EVALUATION: LLL utilizes a Board appointed Manager Selection/Evaluation Committee to review applications, volunteer form, verify qualifications, interview (as required), and present candidate selections to the President for nomination to the Board for approval prior to each season. This may include maintaining a waiting list of qualified applicants should there be openings during a season. Managers affiliated with, or have interests in, other youth athletic activities or leagues shall make LLL activities priority when conflicts are present.

The Manager Selection/Evaluation Committee will take into account conduct in all past regular season play and tournaments in accordance with local league rules (e.g., sportsmanship, player playing time, etc.). During the playing season, the committee shall observe the conduct of the managers and coaches and report its findings to the LLL President. At the request of the President or Board of Directors, the committee shall investigate complaints concerning managers and coaches and make a report thereof to the President or Board of Directors as the case may be. If further action must be taken the Complaints will then be sent to the Disciplinary Committee for further review.

2.2 MANAGER AND COACH EVALUATION AND RECOMMENDATION: Managers and Coaches in all divisions will be reviewed by the Division Player Agent at the end of each spring season. Player Agents shall make an effort to reach out to others (parents or Board members) to gather information on the performance of Managers and Coaches. At the conclusion of the spring season, the Player Agent shall deliver to the Board a complete roster of Managers and Coaches indicating which should be recommended and which should not be recommended for the following spring season. The version approved by the Board shall be presented to the Manager and Coach Selection Committee for consideration when Managers and Coaches are selected for the following spring season.

2.3 COACH SELECTION: LLL must have a completed volunteer form and background check from all Coaches before practice or game participation is allowed. With a volunteer application on file, parents may assist at practices but are not recognized as approved Coaches and therefore may not be in the dugouts or provide instruction during games. Coaches must demonstrate the same conduct as Managers and will be subject to the same disciplinary processes. Parents may assist in the dugouts for T-Ball and Farm divisions only, provided there is a volunteer application on file.

2.4 MANAGER & COACH CONDUCT: These positions have great effect on players and parents. Managers and Coaches must uphold all Rules of Little League Baseball. Safety manual violations, foul language, violent actions, or abuse will not be tolerated. LLL's Disciplinary Committee (comprised of the Board of Directors - President, Vice President of Upper Division, Vice President of Lower Division, Secretary, Treasurer, League Information Officer, Safety Officer, Coach Coordinator, UIC, and 2 Player Agents (voted on by board)) will handle all complaints. If the disciplinary committee meets, the President and/or Player Agent should notify the Board of all cases resulting in disciplinary action, which may include game suspensions, season suspensions, or dismissal from LLL.



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Managers are responsible for the conduct of their Coaches, players, team parents, and parents during all baseball events. For the safety of the players, at least one Manager, Coach, or Parent (T-Ball and Farm only) shall be in the dugout at all times during a game. Managers are responsible for their parents and teams leaving the field clean and ready for the next game. Managers are responsible for field grooming, including the locking of the storage shed and equipment boxes, storage and securing of drags, rakes, and Chalker's. Managers are responsible for the cleanliness of dugouts and bleacher seating areas. Continued violations will be considered misconduct and may be subject to further disciplinary actions including loss of practice field time, assignment of field maintenance tasks, or suspensions.

2.5 ALL OTHER VOLUNTEERS: Any volunteers being in close contact with players must complete a volunteer form and background check.

3.1 SAFETY VIOLATIONS: All violations of the Safety Manual, Local League Rules, or the Official Regulations and Playing Rules of Little League Baseball (LLB) by a manager or coach which deal with safety issues (e.g., pitch count violations, pitcher eligibility, unauthorized equipment, etc.) will usually result in the following discipline: 1st offense – written warning, 2nd offense – one game suspension, and 3rd offense – suspension for the season. If the violation is deemed intentional or involves gross negligence, more serious discipline may be imposed.

3.2 SUSPENSIONS: Violations of the Code of Conduct, Safety Manual, or the Official Regulations and Playing Rules of Little League Baseball will not be tolerated. LLL has a standing policy of zero tolerance for arguing with officials, foul language, safety violations, or unsportsmanlike conduct. The Manager is responsible for complying with Little League minimum play rules in Minors through Seniors. In the event that a manager's failure to comply is deemed intentional, the offending Manager will be suspended from managing the next scheduled game. When a manager, coach, or player is ejected by an umpire, s/he shall immediately leave the game site and take no part in the remainder of the game. The ejected individual may not be replaced in the dugout. An ejection will result in at least a one game suspension from the next scheduled game for the ejected individual. Per LLB, a one game suspension for an ejection is not eligible for appeal. Ejections due to violence or gross misconduct to an opposing player, parent, or official will be cause for immediate indefinite suspension.

The manager, coach, or player accompanied by his/her coach shall appear before a Disciplinary Committee to explain his/her conduct. The Disciplinary Committee will be comprised of the President, Vice President of Upper Division, Vice President of Lower Division, Secretary, Treasurer, League Information Officer, Safety Officer, Coach Coordinator, UIC, and 2 Player Agents (voted on by board)

Reinstatement will be based on the ejected individual(s) appearance before the Disciplinary Committee, where review of the circumstances, and approval for reinstatement must occur. Reinstatement is automatic after the suspension is served. The Disciplinary Committee reserves the right to impose additional sanctions based on the severity of the offense. A second ejection within the same season for any reason will result in an immediate indefinite suspension, with mandatory appearance and approval for reinstatement by the Board. Suspension for the remainder of the season includes all games, practices, tournaments and post-season play. Suspension means that the



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Manager/Coach/Player cannot be at the field, or in direct communication with anyone at the field, involving any team in which s/he coaches. The field or game site is defined as the playing field, dugouts, bleacher/seating areas, adjacent walkways, and parking areas including parking lots.

If a situation arises where a manager is possibly going to be disciplined (outside of an automatic suspension), the Disciplinary Committee will call an emergency meeting as soon as practical. The only people in attendance at this meeting will be the Committee members, the Manager or Coach in question and the person bringing the action. At this meeting, the person asking for disciplinary action must present their case in person or in writing. The Manager or Coach in question will then be allowed to present their case. After all sides have been heard, the Disciplinary Committee will meet in a closed session and make a final decision regarding discipline.

3.3 DISCIPLINARY APPEALS: If the Manager, Coach, or player disagrees with the discipline proposed by the Disciplinary Committee, s/he may request to appeal the matter to the Board. Such a request shall be forwarded in writing (e-mail acceptable) to the LLL President. If such a request is submitted, the Board shall meet as soon as practical in closed session. The only people in attendance at this meeting will be the Board members, the Manager, Coach, or player in question and the person bringing the action. At this time, the Manager, Coach, or player in question will be allowed to present their case in person or in writing. After all sides have been heard, the Board will meet privately and make a final decision regarding discipline.

4.1 PLAYER AGENTS: LLL's Board has a Player Agent for each age group/division. The full list of responsibilities is listed in the Constitution. They serve to provide assurance of fairness in player evaluations, selections, practice and game administration, safety issues, and act as a liaison for players, parents and Managers/Coaches to the LLL Board.

4.2 ROSTER ADMINISTRATION: LLL's LIO and Player Agents are responsible for the structuring and administration of divisional team rosters. Rosters for T-Ball and Farm division teams may have 10-13 players. Rosters for Minors through Seniors division teams may have 12-15 players. Initial drafts will be held to 12 players per roster in Minors through Seniors, unless population allows for an equal increase to each team's roster in the division. Minors through Seniors rosters may be increased up to 15 based on Manager request to the appropriate Player Agent. Special appeals may be approved by the Board. Prior to presenting for Board approval, any release and replacement of a player must first have reason(s) reviewed and confirmed by the Player Agent and President (unless it is a Franchised Major Player, see below.) Teams have seven days from release of player to move a lower division player up. Managers and Coaches are not permitted to contact the potential player/family in regards to moving up, the Player Agent will contact the family. Any player brought up to a higher age division within 30 days of the end of the regular season will not be a franchised player, and will be re-entered into the draft pool for the following season. Major teams are not required to move up a player during the last two weeks of the season. Rosters will be cut-off on the day of the division's draft. All trades must happen at the conclusion of the draft, while still at the draft site, and be approved by the Trade Committee within 30 minutes of completion of the trade. The Trade Committee will consist of the Player Agent of that division and 2 other Board members appointed by the President. The trade will then be submitted to the President for approval. Late registrants 11 years and younger will be held on a wait list.



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- 4.3 **NON-FRANCHISE PLAYERS:** LLL is not franchising players, but will redraft.
- 4.4 **DRAFT PROCEDURES:** Majors Division and above follow the Green Book procedures. AAA draft procedures are to be submitted by the Player Agent and approved by the Board in advance of proceedings.
- 4.5 **TEAM NAME ASSIGNMENT:** Will be determined by the Uniform Coordinator, whether it is done by assigning teams or by hat pick. Managers returning to the same division have first pick of the team they had the prior spring season.
- 4.6 **PAYMENT ADMINISTRATION:** LLL charges a reasonable participation fee as a parent's obligation to assure the operational continuity of the Local League. LLL offers scholarships to assist families who cannot pay in advance. Such option is the responsibility of the parents to request from the League President. Registrants who have not provided full payment by the division draft date will be dropped from the draft pool and placed on the division's wait list. The first registrant on the wait list to provide full payment will then take the roster spot that has been released.

Refunds will be provided if requested prior to 1st season game of your division. Refunds requested before 1st season game of your division will be determined based upon deduction of associated cost, e.g., Jersey and Hat, Fundraiser, city fee, Pictures, etc. Any refunds requested after the 1st season game of the division will be referred to the Board for review.

5.1 COMPETITION SEASONS: The Spring and Fall Ball programs are separate seasons.

5.2 SAFETY ADMINISTRATION: LLL updates its Safety Plan each year. Managers will receive a copy of this plan during the Pre-Season Structure Forum. The Plan is also available on the LLL Web site. In addition to their own compliance, it is the responsibility of each Manager to ensure all Coaches understand and comply with the LLL Safety Plan. Accident report forms are available on the website and must be routed to the Safety Officer within 24 hours of injury, whether the injury occurs in practice or play.

Anytime a player is out under physician's orders, a full physician's release is required for the player to return (releases for limited participation will not be accepted). A copy of the physician's release must be provided to the respective division's Player Agent before the player can participate in any games or practices. The Player Agent will provide a copy to the Safety Officer.

5.3 AGE DIVISIONS

T-Ball Division: Instructional division for player league ages 4-6. Player must be age 4 by August 31st the year of playing season. No scores or league standings are maintained. A tee will be used for the entire season. There will be NO COACH PITCH as this is t-ball and ONLY A Tee will be used.



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Farm Division: Instructional division for player league ages 6-7. (EXCEPTION: Players who are league age 6 are permitted to advance to Farm after participation in T-Ball for at least one Spring season if space allows.) Player's age 6 whose parents are managing or coaching will be given priority. No scores or league standings are maintained.

Minor A Division: Instructional division for player league ages 7-8. No scores or league standings are maintained. This division will only be coach pitch.

Minor AA Division: Instructional division for player league ages 8-10. The Minor AA Division is an instructional level where players pitch, but with some coach pitch.

Minor AAA Division: Instructional, yet competitive division for player league ages 8-11. Regular season standings will be kept. Players are drafted to teams based on a pre-season tryout. Any player missing tryouts who is league age 11 will be assessed by the Player Agent and placed in the appropriate division draft or under special circumstances with prior written request by parent.

Majors may obtain injury/replacement players from Minor AAA during the season.

Major Division: Competitive division for player league ages 10-12. Scores and standings are posted. Players are drafted based on a pre-season tryout. Players league age 12 shall be selected in the Majors draft, unless approval is obtained from District 11, Regulation V(a) Waiver, for his/her placement in one of the Minor divisions. All Players who are league age 11 are eligible to be drafted or "called up" to Majors (EXCEPTION: A Player league age 10 or 11 can declare PRIOR to tryouts that s/he is not eligible for Majors). Not all Players league age 10 or 11 will be drafted into Majors. Once drafted into Majors, a Player league age 10 or 11 CANNOT refuse to play Majors and play in Minor AAA.

Intermediate Division: Competitive division for players league age 13. Scores and standings are posted. The Juniors division will redraft each year and players will be placed on teams based on a pre-season tryout.

Junior Division: Competitive division for players league ages 13-15. Regulation I(a) NOTE 3 and Regulation IV(a) permits league age 15-year-olds to participate in the Junior Division and restricts pitching. NOTE 3: The local league may allow 15-year-olds to participate in the Junior League Division for the regular season only if the player's skill level is assessed appropriate for that division. The local league Board may prohibit the 15-year-olds from pitching in the Junior Division. Scores and standings are posted. The Juniors division will redraft each year and players will be placed on teams based on a pre-season tryout.

Senior Division: Competitive division for players league ages 14-16. Scores and standings are posted. The Senior division will redraft each year and players will be placed on teams based on a pre-season tryout. Typically, there is not more than one team in Seniors. If the number of signups for Seniors falls between more than one team and not enough for a 2nd team, the LLL board will look to combine players from LLL and other leagues to create a 2nd team. If there are not enough players for one team, we will look to combine with other leagues in our area.



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Big League Division: Competitive division for players league ages 16-18. Scores and standings are posted. Season is conducted the same as Seniors.

Challenger League Division: Player league ages 6-18. INSTRUCTION AND COMPETITIVE LEAGUE for players with physical handicaps. Interested players should contact the LLL President or District 11 for more information.

Inter-League Play: LLL may enter into inter-league competitions with other leagues. In doing so, the Board will confirm with the division's Managers how the Inter-League play affects LLL competition.

6.1 TOURNAMENT PLAY

Tournament of Champions

At the end of the season, a single-elimination tournament for LLL teams will be conducted for Minor AA, and double-elimination for Minor AAA, Majors, and Juniors. At closing ceremonies LLL recognizes the 1st and 2nd place LLL TOC teams for Minor AA, Minor AAA, Majors, and Juniors. LLL also recognizes the 1st and 2nd place season winners in Minor AAA, Majors, and Juniors.

At the end of the season and LLL TOC, a single-elimination tournament for District 11 Leagues will be conducted for Minor AAA, Majors, and Juniors only. LLL will send one team from Minor AAA (1st place LLL TOC team), two teams from Majors (1st place season team as Team A & 1st place LLL TOC team as Team B), and one from Juniors (1st place TOC team) to the District 11 TOC. Should the Majors 1st place TOC and 1st place season team be the same team, the 2nd place TOC team will represent LLL as the Majors Team B. The competing team's Manager/Coaches continue with the team through TOC and cannot be substituted without prior LLL Board approval

6.2 ALL STARS

At the end of the season, a double-elimination tournament for District 11 Leagues (applies ONLY to players ages 9-16). LLL will submit one team per division. ***The All-Star Manager for each team is responsible for determining a roster size of 12 to 14 players.*** A declaration by the manager regarding the roster size shall be submitted to the Major Player Agent prior to the team being announced. Major, Junior, Senior, or Big-League Managers shall participate in the All-Star selection process, unless a valid reason is provided to the Board. No shows are grounds for disciplinary action in the following season.



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All-Star Manager Selection Process

All Star Managers will be selected by the Board's All-Star Coach Selection/Evaluation Committee consisting of (but not limited to) the President, Vice President(s) (based on division they oversee), LIO, Safety Officer, UIC, Coach Coordinator, and the Player agent for the respectful division. Applications shall be completed by all Manager/Coach candidates. Manager/Coach interviews may be requested by the Committee prior to final selection. The Manager and Coaches will be selected by the Board's All-Star Coach Selection/Evaluation Committee and approved by the Board Committee prior to practice or play. Selection should take into account current position, team standings, any prior disciplinary actions, teaching ability, etc. Coaches shall not be selected until after the team has been announced. Managers/Coaches must have been present for a minimum of 60% of regular season games and practices to be considered by the All-Star Coach Selection/Evaluation Committee.

Eligibility of Managers/Coaches shall be as follows

- 6.2.1 Major (12), Intermediate (13), Junior (13-15), Senior (14-16) Teams – Candidates must be a Manager or Coach from the respective division in good standing.
- 6.2.2 11-Year-Old Team – Candidates may be any manager or coach in good standing from Majors or Minors.
- 6.2.3 9–10-Year-Old Team – Candidates may be any manager or coach in good standing from Majors or Minors.

6.3 ALL STAR PLAYER SELECTIONS:

- Lincoln Little League will create four teams:
 - 10u - League age 8-10 are eligible
 - 11u - League age 9-11 are eligible
 - 12u - League age 10-12 are eligible
 - Juniors - League age 13-14 are eligible
- Player Selection:
 - Coach Coordinator will work with upper division Managers and create a player tracking list which will allow each Manager to evaluate players
 - The player tracking list will be kept current and updated as needed till the player selection meeting
 - Following criteria will be used to form teams:
 - Player performance (per Manager rankings, consensus, and Player Agent assessment)
 - Consideration of players from previous year's All Star teams
 - If needed, player statistics as informing data
 - All players will also have a chance to vote for their peers (aka Player Popular vote)
 - Players who receive the top vote in each age group will be added to the pool of candidates for consideration and Managers discussion
 - A popular vote does not guarantee a roster position
 - A roster of 12-14 players will be formed by Manager consensus will final decision by selected All Star Manager and final approval by LLL Board



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- Additional Details:
 - 1-Day All Star Player Assessment (per Manager Discretion)
 - If Managers feel further evaluation is needed, selected All Star Manager may opt for a 1-Day All Star Player Assessment
 - All Star Manager will create a pool of top candidates and work with other Managers/Coaches and LLL Coach Coordinator to host a player assessment to help decide roster positions
- Assistant Coach Selection
 - All Star Assistant Coaches are selected after player rosters are finalized and per the All Star Manager's discretion with final approval by LLL Board
 - Assistant Coach is not required to have a player on the roster



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7.0 T-BALL DIVISION GUIDELINES

ALL OFFICIAL LITTLE LEAGUE RULES APPLY IN ADDITION TO THE FOLLOWING LOCAL GROUND RULES:

While T-Ball has no minimum play rules, LLL instructs Managers to include all available players in each game.

GENERAL:

1. No food or drinks of any kind will be allowed on the field. There is to be no food, including sunflower seeds in the dugouts. Only water and sports drinks in plastic bottles are permitted in the dugouts.
2. All teams (players, coaches and parents) are responsible for removing all garbage from their practice or game area.
3. Coaches must have a folder with all players printed and completed medical release forms with them at all times. They must be at every game and practice or that player may not participate in the practice or game. These forms are on your team sideline account for each player. Please print them out and have them in a folder for safety purposes in the event of an injury.
4. The respective Player Agent (PA) and/or coordinator for the T-ball division oversees all player issues as defined in the local policies. If you lose a player, it is then the manager's responsibility to contact the PA and/or the division coordinator within 2-days of losing said player.

FIELD MAINTENANCE:

5. The Home team will be on the 3rd base side and the Visiting Team will be on the 1st base side.
6. Both the home and visiting team managers are responsible for pre-game field preparation including: dragging, raking, watering all dirt areas and chalking the field. Both teams are also responsible for grooming the field at the conclusion of the game.

GAMES: SAFETY

7. The dugout gate must remain closed during play; kids must remain in the dugout unless on defense. No one is allowed in front or outside of the dugout during game play.
8. All players on the offensive team will wear a helmet when they are out of the dugout for any reason. The only player allowed to hold a bat is the player currently at bat. There is no on deck circle.
9. NO player or Coach is allowed behind the backstop.



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10. The Managers/Coaches must ensure catchers wear ALL protective gear, especially the cup. Only Little League approved equipment may be used.
11. All games will end after a maximum of 1 hour or whenever the home team bats last. These games are typically 3 inning games, but may be shorter depending on the time limit.
12. Managers/Coaches will serve as the umpire. When the home team is in the field for defense, that manager/coach will be the umpire. When the visiting team is in the field for defense, that manager/coach will be the umpire. Both teams managers/coaches enforce the end of game rules listing above in #11.
13. Only the manager and three (3) adult coaches may be in the dugout during games. A maximum of four (4) defensive coaches may be on the field (one as the pitcher and the others anywhere else on the field. In between first and second base is helpful as is having one in the outfield as well). One adult coach/volunteer must remain in the dugout at all times. All managers and coaches must have a current season league-approved application, livescan, and background check on file with the league to participate in any games and all practices.

GAMES: RULES/PROCEDURES

14. Tee will be placed in front of home plate, not on the plate.
15. This is t-ball and at no point throughout the season should a coach be pitching. All players **MUST HIT OFF THE TEE** at all times.
16. Base paths will be 50 feet in length (rule 1.04).
17. No score is kept (Rule 1.0), no strikeouts (rule 2.0).
18. There will be a 3ft. on field marked area between home plate and a 3ft. range where balls will be considered in a “bunt zone”. Players will be allowed to hit again if the ball is hit in this zone.
19. Allow batters multiple swings to get a hit. After five (5) swings let the player run to first base no matter where the ball is hit, including in the 3ft. perimeter “bunt zone” on the field.
20. All players will bat every inning and all players will take a defensive position.
21. No more than 6 players shall occupy the infield. Each player will play at least one inning in the infield per game. Player “pitcher” must be near the mound.
22. There shall be no penalty if a player bats out of order. That player shall not have another turn at bat, but shall resume the normal position next time up (Rule 8.07).
23. Base runner must be in contact with the base until the ball is hit or the runner will be sent back (Rule 7.18).



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24. When an overthrow occurs, at any base, the ball will be a dead ball and no runner shall be awarded more than one base (Rule 7.05).

25. When a player is out, he/she must return to the bench (Rule 7.16).



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10. The Managers/Coaches must ensure catchers wear ALL protective gear, especially the cup. Only Little League approved equipment may be used.
11. All games will end after a maximum of six (6) innings, sunset, or 1 hour and 30 minutes; whichever is reached first, no exceptions.
12. Managers/Coaches will serve as the umpire. When the home team is in the field for defense, that manager/coach will be the umpire. When the visiting team is in the field for defense, that manager/coach will be the umpire. Both teams managers/coaches enforce the end of game rules listing above in #11.
13. Only the manager and three (3) adult coaches may be in the dugout during games. Two Defensive coaches may be on the field (one as the pitcher and the other anywhere else on the field). Once an adult coach/volunteer must remain in the dugout at all times. All managers and coaches must have a current season league-approved application, livescan, and background check on file with the league to participate in any games and all practices.

GAMES: RULES/PROCEDURES

14. This division will use the PITCHING MACHINE.
15. The Pitching Machine will be placed at 35'. Defensive player pitcher must stand close to the coach delivering pitches from the machine or to the left or right of the coach pitcher, NOT in front. **ONLY the offensive coach** will operate the pitching machine from 35'.
16. Four (4) pitches or one (1) hit per batter. If a player does not hit the ball in play after the 4th machine pitch, a tee will be brought out for the player to use.
17. **“Dead Ball”** if the ball hits the pitching machine or comes to rest underneath the machine, the play is dead and the batter is awarded a single and each base runner moves up one base. No ball shall be fielded after coming in contact or underneath the pitching machine.
18. A continuous batting order will be used from inning to inning, meaning EVERY PLAYER will bat each inning.
19. A complete inning is either three defensive outs or once each offensive player completes an “at bat.” An offensive team will complete their “at bat” if they bat through their players prior to the defensive team achieving 3 defensive outs.
20. Substitutions are to be freely allowed by all managers. All players must play a minimum of 2 defensive innings (or 6 outs), at least 3 outs of which must be at an infield position. The innings/outs may be non-sequential.
21. 50-foot base paths, 9 fielders defensively.



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22. There is **no stealing** allowed.

23. Base runner must be in contact with the base until the ball is hit or the runner will be sent back (Rule 7.18).

24.. When an overthrow occurs, at any base, the ball will be a dead ball and no runner shall be awarded more than one base (Rule 7.05).

25. When a player is out, he/she must return to the bench (Rule 7.16).



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9.0 MINOR: SINGLE A DIVISION GUIDELINES

ALL OFFICIAL LITTLE LEAGUE RULES APPLY IN ADDITION TO THE FOLLOWING LOCAL GROUND RULES:

GENERAL:

1. No food or drinks of any kind will be allowed on the field. There is to be no food, including sunflower seeds in the dugouts. Only water and sports drinks in plastic bottles are permitted in the dugouts.
2. All teams (players, coaches and parents) are responsible for removing all garbage from their practice or game area.
3. Coaches must have a folder with all players printed and completed medical release forms with them at all times. They must be at every game and practice or that player may not participate in the practice or game. These forms are on your team sideline account for each player. Please print them out and have them in a folder for safety purposes in the event of an injury.
4. The respective Player Agent (PA) and/or coordinator for the Minor Division: Single A oversees all player issues as defined in the local policies. If you lose a player, it is then the manager's responsibility to contact the PA and/or the division coordinator within 2-days of losing said player.

FIELD MAINTENANCE:

5. The Home team will be on the 3rd base side and the Visiting Team will be on the 1st base side.
6. Both the home and visiting team managers are responsible for pre-game field preparation including: dragging, raking, watering all dirt areas and chalking the field. Both teams are also responsible for grooming the field at the conclusion of the game.

GAMES: SAFETY

7. The dugout gate must remain closed during play; kids must remain in the dugout unless on defense. No one is allowed in front or outside of the dugout during game play.
8. All players on the offensive team will wear a helmet when they are out of the dugout for any reason. The only player allowed to hold a bat is the player currently at bat. There is no on deck circle.
9. NO player or Coach is allowed behind the backstop.



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10. The Managers/Coaches must ensure catchers wear ALL protective gear, especially the cup. Only Little League approved equipment may be used.
11. All games will end after a maximum of six (6) innings, sunset, or 1 hour and 30 minutes; whichever is reached first, no exceptions
12. Managers/Coaches will serve as the umpire. When the home team is in the field for defense, that manager/coach will be the umpire. When the visiting team is in the field for defense, that manager/coach will be the umpire. Both teams managers/coaches enforce the end of game rules listing above in #11.
13. Only the manager and three (3) adult coaches may be in the dugout during games. Two Defensive coaches may be on the field (one as the pitcher and the other anywhere else on the field). Once an adult coach/volunteer must remain in the dugout at all times. All managers and coaches must have a current season league-approved application, livescan, and background check on file with the league to participate in any games and all practices.

GAMES: RULES

14. Low impact (T ball or Level 5) baseballs must be used in Single A division games (managers agree on balls used before games).
15. Coaches must pitch overhand from 40ft. This is a coach pitch division and at **no point shall any players pitch.**
16. Base paths are 50ft. and there is **NO STEALING.**
17. A continuous batting order will be used from inning to inning (every player in that game's roster bats).
18. Inning End – Three (3) defensive outs or nine (9) batters completes that inning. An offensive team will complete their "at bat" if they bat through their nine (9) players prior to the defensive team achieving three (3) defensive outs.
19. Five (5) Run Rule - The inning will end after a team scores its 5th run, despite not having all nine (9) batters hit.
20. Substitutions are to be freely allowed by all managers. All players must play a minimum of two (2) defensive innings (or 6 outs). Players must play at least three (3) outs at an infield position. The innings/outs may be non-sequential.
21. Each batter will be given six (6) pitches or one hit per batter. If a player fouls off his/her 6th pitch an additional one (1) pitch will be given. If the player does not get a hit on that last pitch, they return to the dugout with no out being recorded (even if the ball is fouled off again).



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22. Outs are only made from the balls put in play; there will be no outs recorded if a player does not put the ball in play. They just return to the dugout after their six (6) pitches.
23. No official score or scorebook will be kept, but managers/coaches must keep track of runs to adhere to the five (5) run rule, marking an end of the inning.
24. There will be nine (9) players defensively.
25. There must be a defensive player in the pitcher position when a coach is pitching and must be to either the left or right of the coach pitcher, NOT IN FRONT.
26. Each batter will be given six (6) or one (1) hit per batter. If a player fouls off his/her sixth (6) pitch additional one (1) pitch will be given. If the player does not get a hit on that last pitch, they will return to the dugout with no out being recorded.
27. There will be NO WALKS. Managers/Coaches encourage kids to swing the bat to try to get a hit.
28. Players will **NOT PITCH** at any point during the season.
29. Base runner must be in contact with the base until the ball is hit or the runner will be sent back (Rule 7.18).
30. When a player is out, he/she must return to the bench (Rule 7.16).



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10.0 MINOR AA DIVISION GUIDELINES

ALL OFFICIAL LITTLE LEAGUE RULES APPLY IN ADDITION TO THE FOLLOWING LOCAL GROUND RULES:

GENERAL:

1. Managers, Coaches, Players, Parents, and Spectators will be responsible for following the Little League Code of Conduct and the Lincoln Little League Code of Conduct. Any Manager or Coach found in violation of the Code of Conduct will be disciplined according to Lincoln Little League's Local Policies.
2. All Managers, Parents, and Coaches are responsible for ensuring good sportsmanship at all times on and off the field during all practices and games.
3. No food or drinks of any kind will be allowed on the field, including sunflower seeds in the dugouts. Only water and sports drinks in plastic bottles are permitted in the dugouts.
4. All teams (players, coaches and parents) are responsible for removing all garbage from their practice or game area.
5. Coaches must have a folder with all players printed and completed medical release forms with them at all times. They must be at every game and practice or that player may not participate in the practice or game. These forms are on your team sideline account for each player. Please print them out and have them in a folder for safety purposes in the event of an injury. Player Medical Release forms must be present at all games and practices or players may not be allowed to participate. A warning will be issued and filed with the league for first offense. Following the first offense, all players missing medical release forms shall be ruled ineligible for practice or game.
6. The respective Player Agent (PA) and/or coordinator for the AA Division oversees all player issues as defined in the local policies. **Losing Players to Injury, etc:** The Player Agent oversees all Player issues as defined in the Local Policies. If you lose a Player (moving/injury/quitting team), **it is the Manager's responsibility to contact the Player Agent within 2 days of losing a Player. The AAA Player Agent will secure a replacement player per the official Little League replacement player procedure, or the AAA player waiting list from the League Information Officer. Failure to comply with this requirement may subject the Manager to discipline.**

FIELD MAINTENANCE:

7. The Home team will be on the 3rd base side and the Visiting Team will be on the 1st base side.



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8. Both the home and visiting team managers are responsible for pre-game field preparation including: dragging, raking, watering all dirt areas and chalking the field. Both teams are also responsible for grooming the field at the conclusion of the game.
9. Both teams' Managers, Coaches and Parents are responsible for helping clean out respective dugouts and bleacher areas.

GAMES: SAFETY

10. **BATTING PRACTICE:** There will be **no batting practice** from the mound prior to games. Wiffle ball hitting in the outfield is allowed.
11. **SLIDING:** All players must attempt to slide when necessary. Head first slides are only allowed when returning to a bag. A runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag (subject to umpire discretion).
12. All offensive players except the batter must remain fully inside the dugout during play. The dugout gate must remain closed during play; kids must remain in the dugout unless on defense. No one is allowed in front or outside of the dugout during game play.
13. All players on the offensive team will wear a helmet when they are out of the dugout for any reason. The only player allowed to hold a bat is the player currently at bat. There is no on deck circle.
14. The Managers/Coaches must ensure catchers wear ALL protective gear, especially the cup. Only Little League approved equipment may be used. All catchers must wear the appropriate catchers' gear. (Helmet with throat guard, LL approved chest protector, shin guards, catcher's glove, and cup protection). No Exceptions.
15. Only the manager and three adult coaches who have a current and accepted coaching application are allowed in the dugout during a game. One adult coach/volunteer must remain in the dugout at all times. All managers and coaches must have a current season league-approved application, livescan, and background check on file with the league to participate in any games and all practices. **In AA the manager or coach is allowed to help warm-up the pitcher between innings. For TOC's no managers or coaches will be on the field during the games, except during timeouts, warm-ups, or being base coaches.**
16. The Managers/Coaches will serve as pitchers and umpires when needed. The offensive Manager will call balls and strikes from behind the pitcher's mound. **For TOC's junior umpires will be provided for the games.**



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26. No bunting.

GAMES: PITCHING

27. There will be limited pitching for the first eight (8) scheduled games (approx. a month).

35 pitches – 1st appearance

50 pitches – 2nd appearance

65 pitches – 3rd appearance

**After this timeline (8 games) or number of appearances have been met this will no longer apply. This timeline begins on the FIRST GAME OF THE SEASON, pre-season games/scrimmages do not count as a 1st, 2nd, or 3rd appearance.

28. No player shall pitch more than 35 pitches in ANY PRE-SEASON GAME/SCRIMMAGE

29. If the pitcher hits the count in the middle of the batter, they may finish the batter.

- a. Rest days would still apply as to Little League Regulations for age.
- b. Violations for the rule could be subject to coach suspension or player ineligibility.

30. After the limited pitching timeline/appearances is met, all pitchers may pitch **no more than two (2) innings in a game.**

31. Player's age 7 or 8 may pitch a maximum of 50 pitches per day.

32. Player's age 9 or 10 may pitch a maximum of 75 pitches per day.

33. Little League pitch count rules apply (listed below). 40' pitching distance from home plate for all ages.

- a. If a player pitcher hits 3 batters (within the same game), they are to be removed from the pitcher position for the rest of the game.
- b. Then must follow the pitching rest requirements below.

34. All pitchers league age 16 and under must adhere to the following rest requirements per Little League pitch count rules:

- 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 or rest must be observed.
- If a player pitches 36-50 pitches in a day, two (2) calendar days or rest must be observed.
- If a player pitches 21-35 pitches in a day, one (1) calendar day or rest must be observed.



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- If a player pitches 1-20 pitches in a day, no (0) calendar days or rest must be observed.
- 35. If a player is hit by a pitch they remain at bat and the coach takes over for three (3) more pitches.
- 36. Coaches must pitch overhand from 40'
 - a. Defensive player pitcher must stand close to the coach to either the left or right of the coach pitcher, NOT in front.
 - b. If a coach pitcher hits the batter, the batter is offered another pitch up to the 3-pitch limit.
 - c. **No base will be awarded for a coach or player hitting a batter.**
- 37. There will be no walks.
- 38. After four (4) balls the play is dead,
 - a. no stealing allowed on the fourth (4th) ball,
 - b. a coach from the offensive team will pitch up to three (3) more pitches,
 - c. no stealing is allowed during coach pitch.

TOC: LLL Local AA Rules

1. There will be a blind draw for seeding the teams for TOC's.
2. TOC's will be a single elimination tourney. 5 pitches of warm-up time between innings.
3. Only (1) offensive timeout per inning per team. Timeouts are limited to one (1) minute.
4. A courtesy runner (last batted out) will be allowed for the pitcher or catcher (future position player allowed, not just player of record) to speed up play.
5. The home team will be responsible for keeping the official scorebook.
6. The visiting team will be responsible for keeping the pitch counts on a pitching affidavit.
7. At the end of each game both managers will sign the affidavit and the winning manager will bring the affidavit to the next game or hand it to a Board Member on duty.
8. If a team is short players (less than 8 players) for a game, then that team forfeits the game. A team may play with 8 players if needed.
9. Any inappropriate behavior or yelling at the umpire by anyone will result in manager removal from TOC tournament and/ or possible forfeiting of game(s).
10. Four innings need to be completed to be considered a completed game or if the home team is winning after the visiting team finishes its fourth inning at bat. This is the only reason a game will be extended past the 1 hour and 45-minute time limit.



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11.0 MINOR AAA DIVISION GUIDELINES

All Official Little League Rules apply in addition to the following Local Ground Rules:

MINOR "AAA" DIVISION'S FOCUS IS ON FUN, LEARNING THE GAME OF BASEBALL AND IN PREPARING THESE PLAYERS FOR THE MAJOR DIVISION.

ASSESSMENT/TRY-OUTS:

39. All players must attend the annual spring tryout in order to be drafted on to a majors division team.
40. Assessments will be held on a weekend where parents and players will select the day and time for their specific assessment.
41. All AAA managers will be in attendance as will several other board members.
42. Players will be assessed on fielding, hitting, and speed.

DRAFT:

43. Only players who participate in the annual spring tryout are eligible to be drafted to the major division, unless approved by board.
44. Draft order is determined by lottery and the draft will follow a serpentine selection process.
45. There is a MAXIMUM of twelve (12) players per team.

GENERAL:

46. Managers, Coaches, Players, Parents, and Spectators will be responsible for following the Little League Code of Conduct and the Lincoln Little League Code of Conduct. Any Manager or Coach found in violation of the Code of Conduct will be disciplined according to Lincoln Little League's Local Policies.
47. All Managers, Parents, and Coaches are responsible for ensuring good sportsmanship at all times on and off the field during all practices and games.
48. No food or drinks of any kind will be allowed on the field, including sunflower seeds in the dugouts. Only water and sports drinks in plastic bottles are permitted in the dugouts.
49. All teams (players, coaches and parents) are responsible for removing all garbage from their practice or game area.



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50. Coaches must have a folder with all players printed and completed medical release forms with them at all times. They must be at every game and practice or that player may not participate in the practice or game. These forms are on your team sideline account for each player. Please print them out and have them in a folder for safety purposes in the event of an injury. Player Medical Release forms must be present at all games and practices or players may not be allowed to participate. A warning will be issued and filed with the league for first offense. Following the first offense, all players missing medical release forms shall be ruled ineligible for practice or game.
51. The respective Player Agent (PA) and/or coordinator for the AAA Division oversees all player issues as defined in the local policies. **Losing Players to Injury, etc:** The Player Agent oversees all Player issues as defined in the Local Policies. If you lose a Player (moving/injury/quitting team), **it is the Manager's responsibility to contact the Player Agent within 2 days of losing a Player. The AAA Player Agent will secure a replacement player per the official Little League replacement player procedure, or the AAA player waiting list from the League Information Officer. Failure to comply with this requirement may subject the Manager to discipline.**

FIELD MAINTENANCE:

52. The Home team will be on the 3rd base side and the Visiting Team will be on the 1st base side.
53. Both the home and visiting team managers are responsible for pre-game field preparation including: dragging, raking, watering all dirt areas and chalking the field. Both teams are also responsible for grooming the field at the conclusion of the game.
54. Both teams' Managers, Coaches and Parents are responsible for helping clean out respective dugouts and bleacher areas.
55. **LAST GAME OF THE NIGHT:** Both teams' Managers, Coaches and Parents are responsible for helping put away the bases and all equipment (i.e.: rakes, Chalker, drag) and help clean out respective dugouts and bleacher areas. Both teams' Managers check and lock the batting cages, check and lock the field area, and turn off the scoreboard and field lights.
56. **PRE-GAME:** All practices must end 45 minutes before the scheduled start of games. The practicing team Manager should help prepare the field for the game. Neither team shall practice on the game field's infield prior to games except for a 10-minute pre-game infield warm-up in foul territory outside first and third base(s).



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GAMES: SAFETY

57. **BATTING PRACTICE:** There will be **no batting practice** from the mound prior to games. Wiffle ball hitting in the outfield is allowed.
58. **SLIDING:** All players must attempt to slide when necessary. Head first slides are only allowed when returning to a bag. A runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag (subject to umpire discretion).
59. All offensive players except the batter must remain fully inside the dugout during play. The dugout gate must remain closed during play; kids must remain in the dugout unless on defense. No one is allowed in front or outside of the dugout during game play.
60. All players on the offensive team will wear a helmet when they are out of the dugout for any reason. The only player allowed to hold a bat is the player currently at bat. There is no on deck circle.
61. The Managers/Coaches must ensure catchers wear ALL protective gear, especially the cup. Only Little League approved equipment may be used. All catchers must wear the appropriate catchers' gear. (Helmet with throat guard, LL approved chest protector, shin guards, catcher's glove, and cup protection). No Exceptions.
62. Only the manager and two adult coaches who have a current and accepted coaching application are allowed in the dugout during a game (first and third base coach and one dugout coach). One adult coach/volunteer must remain in the dugout at all times. All managers and coaches must have a current season league-approved application, livescan, and background check on file with the league to participate in any games and all practices.

GAMES: RULES/PROCEDURES

63. **SCOREKEEPER:** Home team will provide a Scorekeeper and use the official book. Visiting team will provide a Pitch Count keeper. Each team's manager is responsible to verify scoring accuracy and should sign the official book following the game.
64. **LINEUPS:** Managers and umpires to review line-ups 10 minutes prior to official game time.
65. **UNIFORMS:** All Players must be in the uniform shirt and hat provided by the League. All undershirt sleeves worn by team members must be in a uniform solid color (other than white). All male Players must wear a cup for safety.
66. **Batting:** All players on the offensive team will wear a helmet when they are out of the



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dugout for any reason. The only Player allowed to hold a bat is the player currently at bat.

67. Bats must remain untouched while in the dugout.
68. **Batting Order:** Per Little League Rule 4.04, Lincoln Little League has chosen to use a continuous batting order in the Minor AAA Division. Late players may be added to the end or bottom of the lineup.
69. **Base Stealing:** Runners may steal any base, including home but may not lead off or leave the base until the pitched ball crosses the plate.
70. **Playing Time:** All players must play a minimum of two (2) innings and have one at-bat per game. Each player will play a minimum of 1 inning in the infield each game, unless deemed unsafe by the manager, with prior written approval by the Player Agent and Safety Manager. Any violation of the substitution rule will result in a warning. A second violation will result in the manager being suspended for the next scheduled game.
71. **Inning Duration Five Run Rule:** If a side scores five (5) runs the ½ inning is over. Additional runs can be scored only on an out-of-the-park homerun. Therefore, the maximum number of runs that can be scored in a half inning is eight (8).
72. **Game Duration:** All games will end after a maximum of six (6) innings, and no new inning will be started after 1-hr 45-min from official **start time***, whichever is reached first. Once an inning is started, the inning must be finished. No game will be played in unsafe (i.e., dark, wet, or time limit) conditions, President, Vice President, or UIC has authority to end any game if necessary.*The official **start time** is per the game schedule, or called by an umpire after first pitch in a prior game delayed start. If time expires during an at bat, the batter will complete the at bat before the umpire ends the game.
73. **Game Duration Ten-Run Rule:** Per Little League Rule 4.10 (e), Lincoln Little League has chosen to use the ten (10) run rule in the Minor AAA Division after four (4) innings.
74. **Dropped Third Strike Rule:** The dropped third strike rule does not apply in the Minor AAA division.
75. **Pitcher/Fielder Warm-up:** Per Little League Rules, Coaches and Managers may warm up pitchers/fielders before the game or between innings.
76. **Pitch Count:** There will be limited pitching for the first 8 scheduled games (approx. a month). After the projected timeline or appearances is met this rule would no longer apply. A pitcher can throw NO MORE than:

35 pitches – 1st appearance
50 pitches – 2nd appearance
65 pitches – 3rd appearance



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**After this timeline (8 games) or number of appearances have been met this will no longer apply. This timeline begins on the FIRST GAME OF THE SEASON, pre-season games/scrimmages do not count as a 1st, 2nd, or 3rd appearance.

- 77. No player shall pitch more than 35 pitches in ANY PRE-SEASON GAME/SCRIMMAGE
- 78. If the pitcher hits the count in the middle of the batter, they may finish the batter. Rest days would still apply as to Little League Regulations for age. Violations for the rule could be subject to coach suspension or player ineligibility.
- 79. After the limited pitching timeline/appearances is met, a pitcher must then comply with their “per day limit” listed in the Little League Green Book, based upon their League age.
- 80. An opposing Manager may not dispute a pitch count during an at-bat or during active play. The pitch limits apply to all situations including makeup games and any innings replayed due to protest. 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	Pitches
17-18	105 pitches per day
13-16	95 pitches per day
11-12	85 pitches per day
9-10	75 pitches per day
7-8	50 pitches per day

- a. **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: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning.
- 81. **A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. If a catcher catches 4 innings or more, they cannot pitch in that game.**
- 82. **Pitch Count Guidelines:** All pitchers may pitch their “per day limit” based upon their League age above or Regulation VI (c). If a pitcher throws one pitch, and comes out of the game, it is scored as a complete inning pitched and that player may not re-enter as a pitcher for the remainder of the day. All pitchers league age 16 and under must adhere to the following rest requirements per Little League pitch count rules per little league regulation VI (d):
 - 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 or rest must be observed.
 - If a player pitches 36-50 pitches in a day, two (2) calendar days or rest must be observed.



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- If a player pitches 21-35 pitches in a day, one (1) calendar day or rest must be observed.
 - If a player pitches 1-20 pitches in a day, no (0) calendar days or rest must be observed.
83. **Batter/ Player Protection:** If a player pitcher hits multiple batters (within the same game), they may be removed from the pitcher position for the rest of the game and follow the pitching rest requirements above. This is left to the umpire's discretion.
84. **Distances/ Measurements/ Specifics:** 46' pitching distance from back point of home plate, official Little League balls must be used, 60' base paths, 9 fielders defensively, and no one behind the backstop or catcher in all AAA division games.



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The rules for the Minor Division are defined in the Little League handbook Official Regulations and Playing Rules, except for the following Local League Rules:

Umpiring

- 10.1.1 **Volunteer Umpires:** The Manager of the fielding team will select one representative (e.g., Manager, Coach, or Parent) to call balls and strikes from behind the mound if no official umpire is present. The Volunteer Umpire is the final call on safe/out calls on the bases.
- 10.1.2 **Junior Umpires:** Junior Umpires are usually players in the 13–16-year-old age range. They must have certification training on basic skills and positioning. They are to be treated with respect and good conduct throughout the season. Manager/Coach ejections by a Junior Umpire will be handled more critically than older divisions using contracted umpiring associations. Minor Division baseball is instructional and the Junior Umpires should also be allowed the opportunity to learn.

Managers should become very familiar with the Little League handbook, especially the rules concerning substitutions, minimum play, and safety violations (e.g., unauthorized equipment, pitch count, etc.).



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12.0 MAJOR DIVISION GUIDELINES

All Official Little League Rules apply in addition to the following Local Ground Rules:

ASSESSMENT/TRY-OUTS:

1. All players must attend the annual spring tryout in order to be drafted on to a majors division team.
2. Assessments will be held on a weekend where parents and players will select the day and time for their specific assessment.
3. All majors managers will be in attendance as will several other board members.
4. Players will be assessed on fielding, hitting, and speed.

DRAFT:

5. Players ranging from age 10–12-year-olds can be drafted.
6. There is a MAXIMUM of eight (8) players league age 12 per team.
7. There is a MAXIMUM of two (2) players league age 10 per team.
8. Only players who participate in the annual spring tryout are eligible to be drafted to the major division, unless approved by board
9. Draft order is determined by lottery and the draft will follow a serpentine selection process.
10. There is a MAXIMUM of twelve (12) players per team.

GENERAL:

11. Managers, Coaches, Players, Parents, and Spectators will be responsible for following the Little League Code of Conduct and the Lincoln Little League Code of Conduct. Any Manager or Coach found in violation of the Code of Conduct will be disciplined according to Lincoln Little League's Local Policies.
12. All Managers, Parents, and Coaches are responsible for ensuring good sportsmanship at all times on and off the field during all practices and games.



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13. No food or drinks of any kind will be allowed on the field, including sunflower seeds in the dugouts. Only water and sports drinks in plastic bottles are permitted in the dugouts.
14. All teams (players, coaches and parents) are responsible for removing all garbage from their practice or game area.
15. Coaches must have a folder with all players printed and completed medical release forms with them at all times. They must be at every game and practice or that player may not participate in the practice or game. These forms are on your team sideline account for each player. Please print them out and have them in a folder for safety purposes in the event of an injury. Player Medical Release forms must be present at all games and practices or players may not be allowed to participate. A warning will be issued and filed with the league for first offense. Following the first offense, all players missing medical release forms shall be ruled ineligible for practice or game.
16. The respective Player Agent (PA) and/or coordinator for the Majors Division oversees all player issues as defined in the local policies. **Losing Players to Injury, etc:** The Player Agent oversees all Player issues as defined in the Local Policies. If you lose a Player (moving/injury/quitting team), **it is the Manager's responsibility to contact the Player Agent within 2 days of losing a Player. The AAA Player Agent will secure a replacement player per the official Little League replacement player procedure, or the AAA player waiting list from the League Information Officer. Failure to comply with this requirement may subject the Manager to discipline.**

FIELD MAINTENANCE:

17. The Home team will be on the 3rd base side and the Visiting Team will be on the 1st base side.
18. Both the home and visiting team managers are responsible for pre-game field preparation including: dragging, raking, watering all dirt areas and chalking the field. Both teams are also responsible for grooming the field at the conclusion of the game.
19. Both teams' Managers, Coaches and Parents are responsible for helping clean out respective dugouts and bleacher areas.
20. Away teams are responsible for checking the score shack and ensuring it is clear prior to leaving after the game.
21. **LAST GAME OF THE NIGHT:** Both teams' Managers, Coaches and Parents are responsible for helping put away the bases and all equipment (i.e.: rakes, Chalk, drag) and help clean out respective dugouts and bleacher areas. Both teams' Managers check and lock the batting cages, check and lock the field area, and turn off the scoreboard and field lights.



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22. **PRE-GAME:** All practices must end 15 minutes before the scheduled start of games. The practicing team Manager should help prepare the field for the game. Neither team shall practice on the game field's infield prior to games except for a 10-minute pre-game infield warm-up in foul territory outside first and third base(s).

GAMES: SAFETY

23. **BATTING CAGES/PRACTICE:** EVERY PLAYER must wear a helmet in the batting cages and when taking batting practice. Coaches **MUST BE** in the cages or cage area ensuring player safety at all times. There will be **no batting practice** from the mound prior to games. Wiffle ball hitting in the outfield is allowed.
24. **SLIDING:** All players must attempt to slide when necessary. Head first slides are only allowed when returning to a bag. A runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag (subject to umpire discretion).
25. All offensive players except the batter must remain fully inside the dugout during play. The dugout gate must remain closed during play; kids must remain in the dugout unless on defense. One player is allowed in the coaches box with a coach present, IF they are wearing a helmet.
26. All players on the offensive team will wear a helmet when they are out of the dugout for any reason. The only player allowed to hold a bat is the player currently at bat. There is no on deck circle.
27. The Managers/Coaches must ensure catchers wear ALL protective gear, especially the cup. Only Little League approved equipment may be used. All catchers must wear the appropriate catchers' gear. (Helmet with throat guard, LL approved chest protector, shin guards, catcher's glove, and cup protection). No Exceptions.
28. Only the manager and two adult coaches who have a current and accepted coaching application are allowed in the dugout during a game (first and third base coach and one dugout coach). One adult coach/volunteer must remain in the dugout at all times. All managers and coaches must have a current season league-approved application, livescan, and background check on file with the league to participate in any games and all practices.

GAMES: RULES/PROCEDURES

29. **SCOREKEEPER:** Home team will provide a Scorekeeper and use the official book. Visiting team will provide a Pitch Count keeper. Each team's manager is responsible to verify scoring accuracy and should sign the official book following the game.
30. **LINEUPS:** Managers and umpires to review line-ups 10 minutes prior to official game time.
31. **UNIFORMS:** All players must wear their team shirt and hat. (No white long sleeve undergarments are allowed). All male players must wear a cup.



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13.0 FIELD PREPARATION:

It is both teams' responsibility to set up the field before the games. This includes installing bases, chalking, checking the field for foreign objects, holes, etc. It is the visiting team's responsibility to clean up the field after the games. This includes picking up trash left by players and fans, dragging, raking, put away bases, locking storage box, etc. If last game of the day, visiting team is responsible for putting away Chalker's, frames, & locking shed. Batting cages should be checked and locked. The scoreboard and field lights must be turned off.

How to Drag/Prep & Chalk a Field

Steps to Drag/Prep

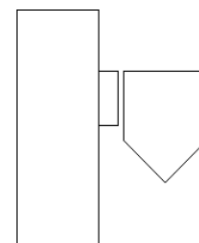
To do the job properly, you need 1-2 assistants and the following:

- Drag & Prep Tools
 - Screen Drag(s)
 - Rake(s)
 - Appropriate Breakaway Bases
- Remove all bases and debris from the infield and pitching mound areas.
- Screen drag the infield dirt, **staying at least three inches away from grass edge**. This prevents damage by contact and dirt from being packed into the sprinkler heads.
- Hand rake base path rounds and three-inch edges not dragged. **Always rake away from grass edges** to minimize build-up of ridges.
- Water down dirt areas only if time allows.
- Install bases and check anchoring for safety.
- Inspect the infield and grass area for glass and hazards.
- Close all exterior gates.

Steps to Chalk

To do the job properly, you need 1-2 assistants and the following:

- Chalking Tools
 - Chalker
 - String
 - Batter's Box Template
- Place the batter's box template flush against home plate, as shown right. Make sure the extended portion of the template is lined up with the front of the plate.
- With your finger or pointed object, trace the batter's box using the inside portion of the template. Do not trace the extending portion - it is only there for lining up the template.
- Remove the template and chalk over the trace lines.
- Flip the template over and repeat the previous steps for the



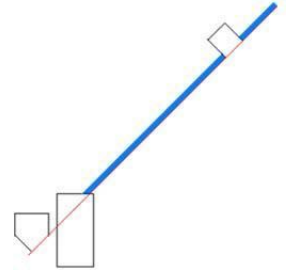


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other side of the plate.

- Put in the first and third base bags.
- Run a string from the pointed back end of home plate out past first base and all the way to the outfield grass. The string should line up against the bag on the foul line side.
- Using the string as a guide, start the chalk line on the front border of the batter's box. Make sure the chalk line is to the inside of the string. Remember, the foul line is in fair territory. In the diagram shown right, string is red, chalk line is blue.
- Once you get the Chalker to the base, you can either pick it up to get over the bag, or you can remove the bag.
- Repeat for the other base line.
- When the above steps are completed return all equipment to the proper storage area.



Failure to leave facility secured, equipment stored, sheds and knock boxes locked will be grounds for disciplinary action, up to and including suspension!