

# **FREDERICK LITTLE LEAGUE BYLAWS**

## **Section 1 - General League Policy**

### **a. Purpose**

The purpose of these local rules and policies is to clarify and/or enhance the regulations, rules and policies of the Local League Constitution, as well as the Official Regulations, Playing Rules and Operations Manual of Little League Baseball, Inc. published in the current year. Any rules or policies stated herein are to be interpreted as in addition to those of Little League. Nothing herein is intended to be put in the place of or negate those rules.

### **b. Distribution of Governing Documents**

A copy of the Constitution, updated Bylaws, and the Little League Rulebooks App (Little League Rulebook) must be furnished to the Board of Directors. It is the responsibility of each League President to make the information in these documents available to the managers of the respective leagues.

### **c. Safety**

1. Refer to the Child Protection Program and the Safety Code in the Little League Rulebook.
2. In addition, the following are minimums that have been agreed to by the BOARD, and will be followed by all LEAGUE MANAGERS, COACHES, UMPIRES, VOLUNTEERS and PLAYERS:
  - A. No fewer than two adults will be at all team-related games and practices.
  - B. All managers will have medical releases with them at all games, practices and any team functions.
  - C. When a bullpen is not present, pitchers requiring warm-ups while their team is batting will warm up along the foul line on the field side of the fence nearest their dugout with a helmeted player or coach standing guard.
  - D. All other pre-game warm-ups will be performed within the confines of the playing field.

#### **i. Exceptions**

- I. If the batting cage is usable, warm-ups for batting or pitching can take place in this cage. If it is deemed that the cage is not safe or usable, best judgment should be exercised in deciding if it can be used.
- II. If a hitting stick is to be used, it must be used on the playing field. Please coordinate the location with the other team so as to not interfere with their warmups. All players must have helmets on, and all bats must be set aside (read – a player cannot hold a bat until it is their turn at the stick).
- III. Players, under the supervision of a manager, coach, or parent volunteer, may warm up outside the field – but is limited to sprints, stretches and exercises that do not involve the throwing of a ball or the swinging of a bat.
- E. In case of inclement weather or lightning or thunder (within 10 miles), play must stop; players and spectators will walk to cars. Stoppage and resumption of play is the decision of the chief umpire and shall be in accordance with the ASAP and Little League Baseball Rulebook: Official Regulations, Playing Rules, and Operating Policies.

### **d. Division Alignment**

The Senior, Junior, Intermediate, Major, Minor, Coach-Pitch, and Tee Ball Divisions are governed by the Board of Directors of the Frederick Little League.

1. Senior Division: 15 to 16 years old
2. Junior Division: 12 to 14 years old
  - A. 15-year-olds may participate if no Senior Division is available.
3. Intermediate (50/70) Division: 11 to 13 years old
4. Major League Division: 9 to 12 years old
  - A. 9-year-olds may **only** be considered for selection if the player agent deems the aggregate player evaluation score warrants as such, as compared to the score for other players at the same age and relative to older players.
5. Minor League Player-Pitch Division: 7 to 11 years old
  - A. 12-year-olds may participate under certain circumstances with the appropriate forms completed, but are not eligible to pitch.
6. Minor League Coach-Pitch Division: 7 to 9 years old
  - A. 5 and 6-year-olds will be considered by rare exception but must be evaluated for skill levels and have completed one spring season of Tee Ball.
7. Tee Ball Division: 4 to 6 years old

e. Manager and Coach Selection

1. The Board of Directors is to appoint a Managers Committee comprised of no fewer than three (3) and no more than five (5) Members in good standing.
2. Manager Application process shall consist, at a minimum, of a completed Volunteer Application (with subsequent background checks) and coaching resume. The **Managers Committee** will use any additional tools (interviews, parent surveys, past behavior of manager candidate in the league, etc.) deemed suitable to present acceptable Manager candidates to the board for vote/approval.
3. Managers submit coach candidates to the **Managers Committee** for approval after the draft, but before opening day (This allows for instances where team coaches are not readily identifiable/available at the time the Manager receives his/her roster).

f. Schedules

1. Schedules shall allow the minimum number of hours between game starting times as provided below:
  - A. Senior Division: 3 hours
  - B. Junior Division: 3 hours
  - C. Intermediate Division: 3 hours
  - D. Major League Division: 3 hours
  - E. Minor League Player-Pitch Division: 3 hours
  - F. Minor League Coach-Pitch Division: 2 hours
  - G. Tee Ball Division: 1 ½ hours
2. No Sunday game shall start before 1:00 PM.
3. Makeup Games – Any game not played at its regularly scheduled time or any shortened or halted game shall be rescheduled by the acting Schedule Coordinator as soon as possible. The Schedule Coordinator shall schedule the game based on field and umpire availability.

g. Player Draft

All registered players must participate in evaluations except for Tee Ball level and Majors/Junior/Senior players already on a team. If unable to attend, written correspondence to the Player Agent will be required.

Intermediate/Junior/Senior Divisions

- A. The League shall follow the draft procedure Plan-A Conventional Draft as outlined by the Little League Baseball Rulebook. In the event that there are no established Teams, then the draft order shall be determined through a random draw. In the event that a Team needs more than (8) Players, that Team shall receive a bonus pick after the 4th Round and every subsequent round after that. If there are more than (1) Teams needing more than (8) Players, then the original draft order shall continue to be used. Sons/Daughters of a Manager must be selected by the 4th Round.
- B. The League shall reserve the right to use Draft method Plan-B Redraft as per Little League Baseball Rulebook. This must be approved by the committee prior to the Draft/ Under this option, all returning Players must be drafted prior to all new Players being drafted.

Major League Division

- A. During the inaugural season, all players shall be placed in the player pool and Plan A for Local Leagues in the first year of operation (Serpentine Draft Plan) will be used.
- B. During subsequent seasons, use "Plan A – Conventional Draft Plan" in the current Little League Baseball Rulebook: Official Regulations, Playing Rules, and Operating Policies.
- C. The League shall reserve the right to use Draft method Plan-B Redraft as per Little League Baseball Rulebook. This must be approved by the committee prior to the Draft/ Under this option, all returning Players must be drafted prior to all new Players being drafted.
- D. Expansion - Option 3 in the Little League Rulebook shall be followed as a general rule with modification of expansion team picking two 10 year olds (one player may be 9 if that player is deemed major league ready by the player agent), two 11 year olds and two 12 year olds before any other teams draft a player. Also, if the expansion team (after choosing the first six players) has equal or lesser players than the majority of existing teams, the expansion team receives the first pick. If the expansion team, after choosing the first six players, has more rostered players than the majority of existing teams, the expansion team receives the last pick in the regular draft. Majority is 50% or more, meaning if two other existing teams are in the league and one has at least six players, the expansion team picks first. If three existing teams in the league and two have only five players, the expansion team would pick last.
- E. Contraction - In accordance with LL Operating Manual guidelines (the BOD decides which team is eliminated from the league, with best interest of the league and players in mind). As for the draft, Option B will be applied for returning players from the deleted team.
- F. All potential players, unless excused by the Player Agent, must participate in the League evaluations. Those players who are not excused or do not participate in 50% of the evaluations cannot play in the Major League during the current season but are permitted to participate in the Minor League. The Player Agent will make all available attempts to present players to the coaches before the draft in order to limit no-show excused players.
- G. A player or parent should make the President or Player Agent aware in writing if the player does not want to be drafted onto a Major League team. Any eligible player that requests by a parent or guardian not to be drafted or refuses placement on a Majors division team after being drafted cannot play on any Majors Division team during the same regular season including regular season tournaments. The Player Agent will reassign the player to one of the Minor League teams. The player, however, will be eligible to play in the Majors division all-stars tournament if selected.
- H. Each Majors team roster must consist of a minimum of eleven (11) players and a recommended number of twelve (12) players at the beginning of the season. If a Manager

loses a player with three weeks or more remaining in the season, the Player Agent should be notified immediately. The Manager has **one week** to select a replacement player from the Minor league. If s/he does not do so within this time, the Player Agent will fill the vacancy. There may be instances where an eligible player is not available due to low score, parent wishes, or other factors. In this case, the manager will have to continue with 11 players for the season. If another player is lost (making the count of players 10), the Player Agent will make best efforts with the President and BOD to bring the roster back to 11 players – with full consideration of availability and timing relative to the season completion.

- I. If a rostered player wishes to re-enter the draft, a request must be made in writing to the League President or Player Agent before evaluations. If the President and Player agent feel the reason(s) the player wishes to re-enter the draft are justified, they will then notify the family of the release. The player will then be eligible for the draft but must be evaluated with other draft candidates.

#### Minor League Division

- A. Plan A for Local Leagues (Serpentine Draft Plan) will be used.
- B. Minors players will be redrafted every year. All players must go through the evaluations process and be entered into the draft. Returning players from a previous season will enter the draft. No players will be “remaining” players from a previous season and expected to return to the previous season’s roster.
- C. The Minor League managers will attend the League evaluations and scout the possible prospects that may become eligible for the Minor League.
- D. An attempt should be made to keep Minor League rosters as equally divided as possible and limited to fifteen (15) players.
- E. A draft for Minor League teams shall be held by the Minor League Managers and Player Agent at the conclusion of the evaluation period.
- F. All available 12-year-olds must be selected to the Majors unless there is a safety concern (to be determined by the Player Agent based on information from assessments and manager or coach past experience.)
- G. The order of the draft shall be randomly determined after finalizing the number of teams and roster sizes. Twelve (12) year olds shall be selected by the sixth (6th) round. Eleven (11) and ten (10) year olds must be selected by the eleventh (11th) round. All age groups are combined as one pool and drafted until the rosters are full or all the players have been placed on a team.

A verified final team roster listing all players and coaches must be validated by the Player Agent before opening day.

#### h. The Game

1. The League shall follow all Rules and Regulations as per the Little League Baseball Rulebook.
2. Refer to each Division’s section in these bylaws for game specifics for those divisions.
3. Any player ineligible to play due to injury may not act in any capacity requiring being on the field of play. Injured players may remain in the dugout if manager allows.
4. Only the manager appointed by the Board of Directors and his/her two permanent assistant coaches named on the team roster are allowed on the field and in the dugout. If one of the managers cannot be present, one of his assistant coaches should assume the manager position for the game. Each team can submit two (2) additional individuals (with approved LL volunteer background checks) that can act as team coaches with their initial roster submitted to the player agent. These individuals can serve in the managers or coaches’ absence after the game umpire and opposing team manager have been notified.

5. Manager and Coaches shall remain on the playing field during the entire game unless request has been made of and permission granted by the Umpire to leave the field of play temporarily.
6. Managers or Coaches who have left the field of play shall not give direction to players, Managers, or Coaches from outside the field of play.
7. Protests must be resolved before the next play in the Minor League (Rule 4.19(g)).
8. Home team manager has the responsibility for field preparation before each game. Minors Kid Pitch Division and above managers of the home team are required to line the field before each game. Field lining is recommended for all divisions.
9. Each Manager is responsible for their own pitch count and scorebook. If discrepancies are encountered, the Home team pitch count and scorebook shall be the official pitch count and scorebook..
10. Managers of both teams shall be responsible for the cleanliness of the field, dugouts and grandstands upon completion of games and practices.
11. Home team shall be responsible for providing game recap for publishing in Frederick News Post, if applicable.
12. Any Minors Coach Pitch Division team or above may use the bullpens and hitting cage while games are in progress, but only when not in use by the teams participating in the games. Teams playing a game have priority. Bullpens and cage must be scheduled with the Scheduling Coordinator.
13. It will be the decision of the Umpire-in-Chief of each game to end a game prior to its scheduled conclusion.
14. The managers and coaches are to respect all decisions made by the umpires.
15. All equipment must be kept in the dugout and not in front of it. (Note: Any non-regulation bats must be removed from the dugout)
16. Home team manager is responsible for making the decision to call a game due to inclement weather before scheduled start time, informing the visiting manager, Concession Manager, President, Umpire-in-Chief and Player Agent. After the first pitch, only the Umpire in charge can postpone the game.
17. It is the responsibility of the team Manager to reschedule canceled and incomplete games in coordination with the Scheduling Coordinator and Umpire-in-Chief.
18. Upon protest of a game, Frederick Little League will follow Rule #4.19 if possible. The President, Player Agent, Umpire-in-Chief and the Division Vice President are to be included when making any decision concerning the protest. (Note: Protest shall be considered only when based on the violation or interpretation of a playing rule, use of an ineligible pitcher, or the use of an ineligible player. No protest shall be considered on a decision involving an umpire's judgment.)

i. Curfew, Lighting, and PA System Usage

1. No inning may start after 9:00 PM on school nights. At the 7<sup>th</sup> Street field, no inning may start after 9:00 PM on any night.
2. All regular season practices must end by 9:00pm.
3. At the 7<sup>th</sup> Street field, all lights must be turned off by 9:45pm (per agreement with Frederick City).
4. PA system (7<sup>th</sup> Street field only)
  - A. PA system is allowed for weekend games only during the regular season.
  - B. PA system can be used on weeknights only for post-season tournament games.

- C. In all cases - for all preseason and postseason games and all days of the week - use of the PA system shall not continue past the time when the lights are turned on.

j. Expenses

1. All expenditures should be made by authorized personnel in accordance with their budget or at the approval of the board.
2. All reimbursements for out-of-pocket expenses will require an original receipt.
3. Committees shall secure bids on needed supplies and equipment orders in excess of \$1000 and make recommendations for their purchase to the Board for approval prior to orders being placed. (EXCEPTION: Concession Manager may purchase food and other items needed for operation without prior approval. Any concession **equipment** (capital expense) in excess of \$1000 requires approval)
4. Whenever sourcing new vendors, sponsors must always be given the first opportunity to bid.
5. Emergency purchases made to protect the immediate safety or well-being of players, fans, volunteers or property owned by the LEAGUE will not require pre-authorization.

k. League Equipment

1. All League owned equipment and keys shall be returned to Frederick Little League within 7 days of the last regular season game or the last tournament game for tournament team Managers.

l. Concessions

1. Concessions will be operated in compliance with all state and local health codes.
2. Financials
  - A. If deemed appropriate by the Treasurer, a separate concession checking account will be maintained for all concession income and expenses. This account will begin each year with the funds necessary to stock concessions within the allocated budget.. Funds will be transferred to the general league account, from the concession account, as deemed necessary by the League Treasurer.
  - B. The Concession Manager will provide the board with an income/expense report and account balance at each scheduled BOARD meeting. All original receipts must be retained and provided to the treasurer within seven (7) days.
  - C. For the purposes of League accounting, the concessions will be included in the year-end accounting for reporting income and expenses to Little League Baseball, Inc.
3. The home team will be responsible for providing two adults to open, run and close concessions when in use.
4. Home Manager or home Team Parent is required to verify, before they leave, that the concession stand was closed properly.

m. League Championship

1. Teenage Divisions (Seniors /Juniors/Intermediate)
  - A. No Champion will be declared. All teams may participate in a City Championship tournament, if held.
  - B. Seeding is determined by the team's overall record.

- C. If two or more teams are tied, seeding will be determined as outlined below:
- i. Higher seed will go to the team that hasn't hosted a game yet in that round.
  - ii. In the event of 2 or more tied teams with identical overall records, then head-to-head records of all tied teams will determine placement.
  - iii. In the event of tied head-to-head records among all tied teams, fewest runs allowed (per game average) through the regular season will be a tie breaking factor to either determine placement.
  - iv. If two or more teams still remain tied after head to head and the fewest runs allowed, then we will go to run differential. Runs Differential- is a cumulative team statistic that combines offensive and defensive scoring. It is calculated by subtracting runs allowed from runs scored. The team with the highest run differential will be the higher seed.
  - v. If two or more teams remain tied after head-to-head, runs allowed, and run differential then we will use runs scored through the regular season to determine the higher seed.
  - vi. If all previous seeding criteria have been exhausted, a coin flip will determine the higher seed.

D. Single elimination tournament.

## 2. Major League

- A. The team with the best record for the entire season shall be declared the League Champion. If 2 or more teams are tied for 1st place, the winner will be determined as outlined below.
- i. In the event of 2 or more tied teams with identical overall records, then head-to-head records of all tied teams will determine placement.
  - ii. In the event of tied head-to-head records among all tied teams, fewest runs allowed (per game average) through the regular season will be a tie breaking factor to either determine placement.
  - iii. If two or more teams still remain tied after head to head and the fewest runs allowed, then we will go to run differential. Runs Differential- is a cumulative team statistic that combines offensive and defensive scoring. It is calculated by subtracting runs allowed from runs scored. The team with the highest run differential will be League Champion.
  - iv. If two or more teams remain tied after head-to-head, runs allowed, and run differential then we will use runs scored through the regular season to determine League Champion.
  - v. If there is still a tie after all tie breaker methods are exhausted, then a one game playoff will be used to determine the first and second place teams. A one-game playoff, scheduled at least 4 days before any post-season tournaments, will be played between the top two teams to determine League Champion.
  - vi. If the above criteria have been exhausted, and there is not enough time for a one game playoff, a coin flip will determine the Champion of the League.
- B. Second Place in the league is determined by the team with the best overall regular season record remaining once a League Champion is determined. If two or more teams are tied with the next best record, the winner will be determined as outlined below.
- i. The first tiebreaker goes to the team with the better head-to-head record.

- ii. The next tiebreaker goes to the team with the better record against the League Champion.
  - iii. In the event of tied head-to-head records among all second-place tied teams, fewest runs allowed (per game average) through the regular season will be a tiebreaking factor to either determine the two teams or decide final placement.
  - iv. If two or more teams remain tied, then run differential will be used to decide final placement.
  - v. If two or more tied teams still exist, then we will use runs scored through the regular season to determine the final placement of all teams.
  - vi. If there are still two or more tied teams after all tie breakers have been exhausted, then a one game playoff will be played to determine the final placement of all remaining teams. The playoff game will be scheduled at least 4 days before any post-season tournaments will be played between the tied teams. The playoff game will be a tie breaking factor to determine the final placement of all remaining tied teams.
  - vii. If the above differentiators have been exhausted and there is not enough time for a playoff game then a coin flip will determine second place and the rest of the fields seeding.
- C. League Champion will participate in the Maryland District 2 Tournament of Champions (TOC). The Second-Place team will participate in the Dave Fogle Frederick City Classic (FOGLE) (hosted by FLL). If for any reason the League Champion cannot participate in the TOC the option will go to the Second Place team and the first place team will not be permitted to play in any other D2 tournaments (FOGLE). If for any reason the Second-Place team cannot participate in the Frederick City Classic it will go to the Third-Place team. No team will have the OPTION to choose which tournament they will participate in.
3. Minors Kid Pitch
- A. No Champion will be declared for the Minor Kid Pitch. All teams may participate in a City Championship tournament, if held.
  - B. Seeding is determined by the team's overall record.
  - C. If two or more teams are tied, seeding will be determined as outlined below:
    - i. Higher seed will go to the team that hasn't hosted a game yet in that round.
    - ii. In the event of 2 or more tied teams with identical overall records, then head-to-head records of all tied teams will determine placement.
    - iii. In the event of tied head-to-head records among all tied teams, fewest runs allowed (per game average) through the regular season will be a tie breaking factor to either determine placement.
    - iv. If two or more teams still remain tied after head to head and the fewest runs allowed, then we will go to run differential. Runs Differential- is a cumulative team statistic that combines offensive and defensive scoring. It is calculated by subtracting runs allowed from runs scored. The team with the highest run differential will be the higher seed.
    - v. If two or more teams remain tied after head-to-head, runs allowed, and run differential then we will use runs scored through the regular season to determine the higher seed.



- vi. If all previous seeding criteria have been exhausted, a coin flip will determine the higher seed.
- D. Single elimination tournament.
- 4. Minors Coach Pitch
  - A. No Champion will be declared for the Minor Coach Pitch. All teams may participate in a City Championship tournament, if held.
  - B. Seeding for the Tournament is a blind draw format.
  - C. Single elimination tournament.
  - D. All leagues host 1 game per round before getting another game in the same round, which could affect seeding.
- n. Post Season Tournament Team (All Potential All-Star Teams)
  - 1. Competition Committee
    - A. The competition committee is comprised of the manager committee, as appointed by the Board of Directors in Section 1e.
    - B. Annual Competition Meeting: The committee will meet prior to May 15 and before All-Star voting to decide and discuss the following:
      - i. Discussing Other Leagues from a competitive standpoint
      - ii. Checking with commitment level of players and families
      - iii. Determining date for All-Star Team(s) Notification and Announcement
  - 2. All-Star Managers: The competition committee will develop potential nominees for All-Star manager, based on sportsmanship, prior record, and other factors as determined by the committee. The committee will then vote on the All-Star manager and coaches. Each All-Star manager may nominate his/her assistant coaches, for final approval by the Board of Directors.
  - 3. All-Star Voting (or) Selection:
    - A. Each All-Star or Tournament team will consist of a minimum of ten (10) and a maximum of fourteen (14) players (sixteen (16) players for Seniors). Any change in the number of teams would require Board approval.
    - B. Players must meet the eligibility requirements of played games according to Little League to be eligible for any of the All-Star teams.
    - C. Players must have all required paperwork submitted to be eligible for any of the All-Star teams.
    - D. The official voting will take place at the Frederick Little League complex.
    - E. The team selection process will consist of two parts. The first phase will be a democratic voting process of all eligible All-Star players to select the first 6 players by popular vote. The second phase will be discretionary selections by the team manager to fill out the remaining slots on the team.
    - F. The democratic voting process shall be conducted prior to the last week of the regular season, but cannot be done before the half-way point of the season.
    - G. Any manager who displays inappropriate behavior during the balloting will be excused and their votes will not be counted. This action will be taken by the President.
  - 4. The Balloting and Voting Process:

- A. Once the voting process starts, it must conclude within 7 days.
  - B. Phase 1 - Eligible voters include the Team Managers, Team coaches (2 per team), all division players, and league umpires (must have umpired at least 5 games during regular season). Only one ballot per person may be cast.
  - C. Any eligible voter may waive their right to vote.
  - D. If an eligible voter misses their assigned voting time they may request a ballot to vote as long as the voting process is still open.
  - E. The Player Agent or other league official will hand out ballots to each eligible voter (see above).
  - F. Once a ballot is cast (handing it to league officials) it cannot be changed.
  - G. Ballots will be separated by team and listed by age.
  - H. From the list of player's names on the ballot, each eligible voter will vote for twelve (12) players for each team. Each team will be completed before the vote is started on the next team.
  - I. Managers may vote for their own players. Players may vote for themselves.
  - J. The top six (6) players receiving the most votes will make each team. In the event of a tie for the last few positions, these players are re-discussed and voted on again by the Managers only. If still tied, the manager of the All-Star team gets to select the player(s) they feel they need to round out the team. The Player Agent and the President will count and record the votes based on the ballots.
  - K. Any dual rostered players are obligated to the lower age group team until eliminated and must be a Manager's pick to be selected to any other team. Refer to the Little League Rulebooks App (Little League Rulebook), Tournament Organization, Player Eligibility, Condition 3.
  - L. No votes are to be discussed by anyone other than the managers, Player Agent or President. The votes are to remain secret and are not to be made known. Any manager caught discussing any portion of the balloting process and/or what was said by any manager during this session will not be able to manage the All-Star team they were selected for, and will receive a one year suspension after review and approval by the Board.
  - M. All of the voting and selecting rules should be posted, along with the voting dates.
  - N. Notification and announcement of the All-Star players/teams shall not take place prior to the date established by Little League Headquarters. Final date for notification and announcement of the All-Star players will be determined by the FLL Competition Committee.
5. All-Star Vote Audit Option
- A. The All-Star vote audit is an option available for any Adult current league member to request in writing to either the League President or Player Agent following all-star voting and team selections. This option is to provide transparency into the voting process.
  - B. The requester must sign a letter of confidentiality before they are eligible to audit the ballots and vote tallies. If for any reason the requester is not willing or able to sign the letter of confidentiality, they will not be shown the ballots and vote tallies.
  - C. Once the All-Star vote audit request is received and the confidentiality letter is signed, the League President and/or Player Agent will schedule a time for the requester to review ballots for accuracy of the tallies.
  - D. Any discrepancies or miscounts found as a result of the audit that would have changed the final selection shall be referred to the BoD for review and subsequent action.

- E. Any break in confidentiality in this process can and will result in league suspension by the FLL BoDs.

## **Section 2 - Juniors/Seniors Division**

### **a. Combined League Operations -**

The Junior and Senior Divisions may combine with other District-2 little leagues if their Board of Directors will commit. For administrative purposes, the combined League shall be registered under the FLL charter to Little League International. The combined League shall be as per the combined boundary of each League. Each year the combined League will need to file with Maryland District-2 as necessary.

1. The League shall be managed by a committee of members from associated Leagues. The committee shall be comprised of the following from each League:
  - A. President from each League
  - B. Vice President of Teenage Baseball from each League
2. All operational decisions for the combined League shall be as per a majority decision of the committee. These decisions shall include, but are not limited to the following:
  - A. Season start date
  - B. Overseeing the Draft
  - C. Determining Managers and Coaches for Regular Season. Coaches shall not be announced until after the Draft.
  - D. Determining Managers for All-Stars
  - E. Disciplinary decisions against Managers, Coaches, and or Players.
  - F. Registration fees
  - G. Registration Start and End Dates
  - H. Team branding
  - I. Uniform Approval
3. All financial obligations of the combined League shall be evenly split between all leagues. The FLL Treasurer shall administer the receipt of all funds from registration, sponsorships, other donations, and all payments for combined League expenses. At the end of the Season and no later than October 31st, the FLL Treasurer shall provide a financial report that shall breakdown the following:
  - A. Players from each League Boundary
  - B. All combined League expenses such as Uniform Cost, Field Fees, etc.
4. Upon receipt of this report, and subsequent approval of the same report, then the FLL Treasurer shall issue a check to the other leagues, as necessary, for funds to be deposited to the local League.

### **b. Junior/Senior Playing Rules**

1. The Junior/Senior Divisions will follow all applicable rules stated in Section 1.

2. All games scheduled must be played with the exception of inclement weather. Games that cannot be played due to weather are to be rescheduled and played on the next available designated makeup day. Preferred scheduling for makeup games should be done in order of the first missed game, within two weeks following the missed game. Any postponed game that cannot be played for any reason must be reported to the Board.
3. 10-run rule and 15-run rule will apply (Rule 4.10e) at home games. However, unofficial play will continue through 7 innings to continue player development if agreed by umpires and both managers at the pregame plate meeting (with full consideration of pitch count and game duration factors). The 8-run rule after 6 innings will not be followed.
4. Junior/Senior will follow a continuous batting order and mandatory defensive play of 6 outs. Free substitutions are allowed as the manager determines.
5. Managers shall report pitch counts to the Player Agent within 24 hours of the completion of the game. The reporting method, information to be included, and audience shall be determined and outlined each season as the Player Agent sees fit.
6. Recommendation: The home team will be allowed infield practice for 15 minutes starting 35 minutes before game time. The visiting team will be allowed infield practice on the field starting 20 minutes before game time. This will allow 5 minutes for the umpire/manager meeting before the start of the game. The team not doing infield can use the cage for batting practice during the time the other team is doing infield. Recommended arrival time is 60 minutes prior to the start of a regular season game and 75 minutes for post season games.

### **Section 3 - Intermediate Division**

- a. The Intermediate Division will follow all applicable rules as stated in above Section 1.
- b. All games scheduled must be played with the exception of inclement weather. Games that cannot be played due to weather are to be rescheduled and played on the next available designated makeup day. Preferred scheduling for makeup games should be done in order of the first missed game, within two weeks following the missed game. Any postponed game that cannot be played for any reason must be reported to the Board.
- c. 10-run rule and 15-run rule will apply (Rule 4.10e) at home games. However, unofficial play will continue through 7 innings to continue player development if agreed by both managers at the time the rule is declared by the umpire (with full consideration of pitch count and game duration factors). The 8-run rule after 6 innings will not be followed.
- d. Intermediate will follow a continuous batting order and mandatory defensive play of 6 outs. Free substitutions are allowed as the manager determines.
- e. Managers shall report pitch counts to the Player Agent within 24 hours of the completion of the game. The reporting method, information to be included, and audience shall be determined and outlined each season as the Player Agent sees fit.
- f. Recommendation: The home team will be allowed infield practice for 15 minutes starting 35 minutes before game time. The visiting team will be allowed infield practice on the field starting 20 minutes before game time. This will allow 5 minutes for the umpire/manager meeting before the start of the game. The team not doing infield can use the cage for batting practice during the time the other team is doing infield. Recommended arrival time is 60 minutes prior to the start of a regular season game and 75 minutes for post season games.

## **Section 4 - Major Division**

- a. The Major League will follow all applicable rules as stated in above Section 1.
- b. All games scheduled must be played with the exception of inclement weather. Games that cannot be played due to weather are to be rescheduled and played on the next available designated makeup day. Preferred scheduling for makeup games should be done in order of the first missed game, within two weeks following the missed game. Any postponed game that cannot be played for any reason must be reported to the Board.
- c. 10-run rule and 15-run rule will apply (Rule 4.10e) at home games. However, unofficial play will continue through 6 innings to continue player development if agreed by both managers at the time the rule is declared by the umpire (with full consideration of pitch count and game duration factors). The 8-run rule after 5 innings will not be followed during League games.
- d. Majors will follow a continuous batting order and mandatory defensive play of 6 outs. Free substitutions are allowed as the manager determines.
- e. Managers shall report pitch counts to the Player Agent within 24 hours of the completion of the game. The reporting method, information to be included, and audience shall be determined and outlined each season as the Player Agent sees fit.
- f. Recommendation: The home team will be allowed infield practice for 15 minutes starting 35 minutes before game time. The visiting team will be allowed infield practice on the field starting 20 minutes before game time. This will allow 5 minutes for the umpire/manager meeting before the start of the game. The team not doing infield can use the cage for batting practice during the time the other team is doing infield. Recommended arrival time is 60 minutes prior to the start of a regular season game and 75 minutes for post season games.

## **Section 5 - Minors - Kid Pitch Division**

- a. The Minor League will follow all applicable rules as stated above in Section 1.
- b. All games scheduled must be played with the exception of inclement weather. Games that cannot be played due to weather are to be rescheduled and played on the following Saturday or Sunday. The first postponed game will be played at the first available date and time. The next postponed game of the same week will be played at the next available date and time. Any postponed game that cannot be played for any reason must be reported to the board.
- c. Minors - Kid Pitch will follow a continuous batting order and mandatory defensive play of 6 outs. Free substitutions are allowed as the manager determines.
- d. Managers shall report pitch counts to the Player Agent within 24 hours of the completion of the game. The reporting method, information to be included, and audience shall be determined and outlined each season as the Player Agent sees fit.
- e. Recommendation: The home team will be allowed infield practice for 15 minutes starting 35 minutes before game time. The visiting team will be allowed infield practice on the field starting 20 minutes before game time. This will allow 5 minutes for the umpire/manager meeting before the start of the game. The team not doing infield can use the cage for batting practice during the time the other team is doing infield. Recommended arrival time is 60 minutes prior to the start of a regular season game and 75 minutes for post season games.

## **Section 6 - Minors - Coach Pitch Division**

- a. The Coach-Pitch League will follow all applicable rules as stated in Section 1.
- b. Any age eligible player that is not drafted by the Minor League or does not try out for the Minor League will be placed on a Coach-Pitch team.

- c. Players must play a minimum of half ( $\pm 50\%$ ) of all innings in the field and one (1) at bat in each game, unless there is a disciplinary problem. The manager must notify the opposing manager and the Umpire-in-Chief before the start of the game, the names of any players on his team that will not be actively participating in the game for disciplinary reasons.
- d. A manager or coach is expected to pitch to their own team. The adult pitcher is to remain neutral while the ball is in play and may not field the ball. An opposing player on the defensive team in the field performs the function of the pitcher after the ball has been pitched.

## **Section 7 - Tee Ball Division**

- a. The Tee Ball Division will follow all applicable rules as stated in Section 1.
- b. In Tee Ball, players hit a ball off a batting tee or pitched by a coach (3 to 4 pitches to keep the game moving.).
- c. Rules of the game shall be discussed prior to the game to accommodate the need for teaching.

## **Section 8 - Code of Conduct**

Any official, board member, manager, coach, player, or spectator in violation of any of the following, shall be subject to temporary or permanent disciplinary action, up to and including expulsion, of any of the following:

- a. Lay a hand upon, push, shove, strike, intimidate or threaten to strike an official, board member, manager, coach, player or spectator.
- b. Be guilty of excessive personal verbal or physical abuse upon any official for any real or imaginary belief of a wrong decision or judgment.
- c. Be guilty of an objectionable demonstration of dissent at an official's decision by throwing of glove, helmets, hats, bats, balls, or any other forceful unsportsmanlike action.
- d. Be guilty of intentionally using unnecessarily rough tactics in the play of a game against the body of an opposing player.
- e. Be guilty of a physical attack upon any board member, official manager, coach, player or spectator.
- f. Be guilty of the use of profane, obscene or vulgar language in any manner at any time.
- g. Use any substance banned by Little League and/or weapon in the proximity of the field, dugouts or benches. A violation of this by a player, manager, coach, umpire or official is subject to Board of Directors' action under the provisions of Regulation XIV. It is considered a violation if any participant leaves the field for the explicit purpose of using a banned substance in any way. Anyone doing this is to be removed for the rest of the game. Spectators are not allowed to use banned substances anywhere on FLL property or within 200 ft. of playing fields and are to be asked to stop or leave the premises immediately. Exception to this rule will be if you are on private property adjacent to playing fields.
- h. Appear on the field of play, stands, or anywhere on the Little League complex while under the influence of a little league banned substance. Under the influence maybe defined as an odor and/or inappropriate behavioral issue.
- i. Be guilty of gambling upon any play or outcome of any game with anyone at any time.
- j. Be guilty of publicly discussing with spectators in a derogatory or abusive manner any play, decision or a personal opinion on any players during the game.
- k. Speak disrespectfully to any umpire, manager, coach, official or representative of the league.

- l. Be guilty of tampering or manipulating any league rosters, schedules, draft positions or selections, official score books, rankings, financial records or procedures.
- m. Challenge an umpire's authority. The umpires shall have the authority and discretion during a game to penalize the offender according to the infraction up to and including expulsion from the game.

*The Board of Directors will review all infractions of the Code of Conduct. Depending on the seriousness or frequency, the board may assess additional disciplinary action up to and including expulsion from the league.*

## **Section 9 - Discipline Policies and Grievance Procedures**

The following policies and procedures shall be applicable to all divisions of play within FLL.

### **a. Manager, Coach, Parent and/or Spectator - Conduct and Discipline**

If a manager, coach, parent and/or spectator attending any Frederick Little League game are ejected from a game, the incident will result in an additional minimum one (1) game suspension for the ejected manager, coach, parent and/or spectator. NO EXCEPTIONS. A second ejection during the same season will result in a minimum three (3) game suspension (does not include previous suspensions). A third ejection will result in an automatic suspension from managing, coaching and/or attending any FLL sanctioned practice and/or game for the remainder of the season.

All ejection incidents will be accompanied by an Umpire's Report and a FLL incident report. Regardless of circumstances, the manager, coach, parent and/or spectator ejected from a game(s) will be required to meet with the Player Agent, appropriate Division Vice President and FLL President to discuss the incident before the manager, coach, player, parent and/or spectator will be permitted to attend and/or participate in another FLL sanctioned event.

Any reported violations of the FLL Code of Conduct will be investigated by the Player Agent, Vice President, the FLL President and reported to the FLL board within 7 days for discussion.

The BOARD shall hold a hearing if a violation requiring disciplinary action is not resolved to its satisfaction by the report of the President. The BOARD shall request the attendance of all appropriate parties at the hearing.

Any manager in violation of the minimum playing time rule or pitch count limits will be issued a written warning for their first violation and a suspension for the next scheduled game for a second violation.

The offending party must be notified in writing of the action, if any, taken by the Board. Any of the following actions may be taken as deemed appropriate by the Board:

- (1) Warning. Repetition of the violation shall result in more severe penalties.
- (2) Suspension. The offending party is suspended from League activities for a determinate number of days or games.
- (3) Dismissal. The offending party is prohibited from participation in League activities for the remainder of the season.
- (4) Barred. The offending party is forever prohibited from participation in League activities.

### **b. Player - Conduct & Discipline**

If a player is ejected from a Frederick Little League game, the ejection will result in an additional minimum one (1) game suspension for the Player. If the incident occurs during the final game of the season, a player will serve his/her suspension during the first game of the post-season or next season, as applicable. A second ejection will result in a minimum two (2) game suspension and could

be increased at the discretion of the FLL President. A third ejection will result in suspension from playing and/or attending any FLL practice and/or game for the remainder of the season. This includes all FLL post-season tournaments and All-Star activities. Any and all ejections will be accompanied by an Umpire's Report and a FLL incident report. The Player(s) ejected and their Legal Guardian/Parent will be required to meet with the Player Agent, Vice President, and the FLL President to discuss the incident before the player(s) will be permitted to attend and/or participate in another FLL practice and/or game.

Any reported violation of the FLL Code of Conduct will be investigated by the Player Agent, Vice President, and the FLL President and reported to the FLL board within 7 days for discussion.

The BOARD shall hold a hearing if a violation requiring disciplinary action is not resolved to its satisfaction by the report of the President. The BOARD shall request the attendance of all appropriate parties at the hearing. A parent or legal guardian shall accompany players.

The offending party must be notified in writing of the action, if any, taken by the Board. Any of the following actions may be taken as deemed appropriate by the Board:

- (1) Warning. Repetition of the violation shall result in more severe penalties.
- (2) Suspension. The offending party is suspended from League activities for a determinate number of days or games.
- (3) Dismissal. The offending party is prohibited from participation in League activities for the remainder of the season.
- (4) Barred. The offending party is forever prohibited from participation in League activities.

**PLEASE NOTE:** Every Manager should provide a copy of the "FLL Policies and Grievance Procedures" to coaches, players and parents on or before the first practice of the season. It is also expected that incidents/issues associated with a parent, legal guardian, adult and/or player, be immediately reported to the Player Agent, Vice President, Board Member on Duty, and/or FLL President by the manager.

c. Grievance Procedure

The following shall constitute the sole procedure by which Managers, Coaches, Players and their Legal Guardians/Parents and/or Adults shall make grievances.

1. The first step in the process should always be to try to solve the issue directly, in a calm manner, with the person(s) involved. In the event the parent or player involved in the situation is unable to solve the issue directly with the person(s) involved, a FLL incident report shall be completed by the complainant and submitted directly to the appropriate Player Agent, appropriate Division Vice President, Board Member on Duty, and/or FLL President. If the person(s) involved with the subject complaint refuses to complete the FLL Incident Report, the appropriate Player Agent, appropriate Division Vice President, Board Member on Duty, and/or FLL President can submit the FLL Incident Report on their behalf (as long as they are willing to address or to follow-up their concerns with FLL).
2. All Incident reports will be reviewed by the Vice President and/or the FLL President. The appropriate Player Agent will be brought into the discussion, if said incident directly involves a Player.
3. Once the incident is reviewed and if the incident is deemed a potential violation of the FLL Code of Conduct, all parties involved will be invited to address FLL regarding their version of the incident/issue.
4. Once the collection of information is complete (to the satisfaction of the FLL President), the FLL President has the sole discretion to share information and request advice from the FLL Board and District 2 Administrator before making any final disciplinary decisions.



The decision by the FLL President shall be final and reserves the right to report said person(s) behavior to the local police if deemed necessary.

5. Grievances may only be made in accordance with this procedure. All FLL board members shall refer players or parents who wish to file a grievance to the procedures set forth in these rules.