

# Lincoln Glen Little League

San Jose, California

## Local Rules

### Table of Contents:

I.	Elections.....	2
II.	Sign up of Players.....	3
III.	Division Age.....	3
IV.	Tryouts/Assessments.....	4
V.	Draft Procedures.....	4
VI.	Umpires.....	6
VII.	Equipment.....	6
VIII.	Uniforms.....	7
IX.	General Player and Manager/Coach Regulations.....	8
X.	Field Preparation/Equipment Storage Responsibilities.....	8
XI.	Home Team Responsibilities.....	8
XII.	General Rules and Regulations.....	9
XIII.	Division Rules.....	10
	JR/Seniors.....	10
	Majors.....	11
	Minors.....	11
	Farm.....	11
	T-Ball.....	13
XIV.	Championship Formats.....	14
XV.	All Star/Tournament Team Selection Process.....	15
XVI.	Code of Conduct.....	23

**Lincoln Glen Little League**  
San Jose, California  
Local Rules

The League hereby establishes these local rules. In no way should these rules conflict with the rules of Little League Baseball, Inc.

**I. Elections**

1. In September of each year, a meeting to elect the members of the Board of Directors for Lincoln Glen Little League (“the League”) will be held. Notice shall be posted at the Major Division Playing Field. Every registered league member in good standing is entitled to vote in this election.
2. Following the election of the members of the board, all board members will vote for board officers, including the following:

President  
Past President  
Secretary  
Treasurer  
Vice President – Jr./Sr. League  
Vice President – Majors  
Vice President – AAA  
Vice President – AA  
Vice President - A  
Vice President – Tee Ball  
Player Agent  
Safety Director  
Umpire in Chief  
Director of Team Parents  
Equipment Director  
Director Field Operations  
Information Officer  
Legal and Insurance  
Player Rating/Tryouts  
Director of Marketing/Sponsorships

3. Advisors are to be appointed by the members of the board and serve at the pleasure of the board. Advisors are not voting members of the board.

## **II. Sign up of Players**

1. The league will use an online registration system to permit children between the League ages of 4 and 18 years of age, according to Williamsport definition, to register to play in the League.
2. During all evaluation sessions, there shall be a table set up for the purpose of accepting late sign-ups, who will need to register online after the evaluation.
3. The league will hold several verification nights to verify that a new registrant's address is within the boundaries of the League or have a waiver to play in the league.
4. The size of team rosters and the number of teams in each division shall be determined based on the number of players registered and shall be determined by a vote of the board of Directors.

## **III. Division Age (age on April 30 of the year)**

1. Big League: 16 - 18 years old
2. Senior League: 14 – 16 years old
3. Junior League: 13 – 14 years old
4. LL Major Division: 9 – 12 years old
  - i. Parents may request, at sign-ups or evaluations, that a 9 or 10 old not be drafted into the major Division. However, if any 10 year old player rates high enough to be drafted to a Major Division Team, he or she will be ineligible for All Star of Tournament Team Selection for that season and ineligible to be called up to the Major Division should vacancies occur.
  - ii. All 12 year olds shall be drafted to a Majors Division team unless granted a "Safety" Waiver by the District 12 Administrator.
5. Minors Divisions (AAA, AA and A)

Players are assigned by the Player Agent to A, AA and AAA based on player's evaluation of their ability. This evaluation takes into account the player's performance at evaluations as well as past history with Lincoln Glen or other leagues.

- i. AAA Division: 9-11 years old
  1. . The AAA Division is intended to be a microcosm of our Majors Division with players in this division being skilled in baseball. Games are played in this division under Major rules.
- ii. AA Division: 8-10 year olds
  1. The AA Division is intended to be more of an instructional league with emphasis being on skill improvement of the players. Although scores are kept, the intention is for players to be given

exposure to all positions on the field so as to prepare them for the more competitive AAA and Major Divisions.

iii. A Division: 6-8 year olds

1. The A Division is intended to be more of an instructional league with emphasis being on skill improvement of the players. League age 6 year olds may play in the A division based on 1) space availability (ie. Will not deny a 7 or 8 year old to accommodate a 6 year old in this Division) and 2) Parents notification to the league of their child's desire to play in the A division. PLEASE NOTE THAT PLAYING IN THE A DIVISION AS A SIX YEAR OLD IS ONLY ON A SPACE AVAILABILITY BASIS AND DOES NOT ENSURE THAT THEIR CHILD WILL BE MOVED TO AA DIVISION WHEN THEY ARE LEAGUE AGE 8.

6. Tee Ball: 4 – 6 years old

Health and Safety issues will always be considered, and at the discretion of the Safety Committee, adjustments can be made, as long as they are within the guidelines outlined by Little League Baseball, Inc.

#### **IV. Evaluations/Assessments**

There shall be evaluation sessions held for all players' ages 7 - 12. Tee-Ball players do not need to be evaluated. These sessions will evaluate each player in multiple skill areas and be computed to create a rating system that will be utilized during the drafting of teams. The Director of Player Rating and the Player Agents along with the League V.P.'s will schedule and conduct all evaluation/assessment sessions. All registered players are to be notified in advance. All Major and Minor Division Managers and Coaches should attend.

There will be an evaluation session, held at different times, for the Junior and Senior Divisions. These sessions can, and may, include drills, skill sessions and "scout games." These sessions will be coordinated and organized by the V.P. of Jr./Sr. Division, and all Junior and Senior Division Managers and Coaches are required to attend. These sessions will evaluate each player in multiple skill areas and be computed to create a rating system that will be utilized during the drafting of teams. The dates for the Jr and Senior Division sessions will be dependent on the High School Baseball schedule.

#### **V. Draft Procedures**

1. Major Division teams are drafted first, followed by AAA, AA and A.
2. The Junior Division draft will be held in early February prior to the Senior Division Draft.

3. Each season the League will draft new teams in all divisions.
4. The rating system will be the basis for conducting the drafting of Manager's sons or daughters and siblings, and every player will have a point total assigned to him/her.
5. After taking into consideration the above procedures, the draft shall be conducted with each Manager putting the name of the player that they desire to be their first draft pick on a piece of paper which will be handed to the Player Agent. If a Manager's son or daughter is deemed to be a first round draft pick based on the rating system (ie. If there are six teams and that player is one of the top six ranked players) then that Manager must choose that player as their first round draft choice. If two Managers desire to draft the same player, then there will be a coin flip to determine which team gets that player. If there are more than two (2) managers who desire a player, there will be a lottery of numbered folded paper, with the managers who pick numbers 1 and 2 then proceeding to a coin flip to determine which team will select that player. All managers not receiving their desired first round selection will then get to choose another selection who has not already been assigned by the procedure outlined above. In the event that there are still duplicate selections the above procedure will be repeated until the first round is completed.
6. After the conclusion of the first round, and each subsequent round, the point total of all players selected by each team will be calculated and used to determine the draft order for that round. The team with the lowest point total will draft first and proceed in ascending order until that round is completed. If there are any ties, a coin flip will determine the draft order for that round. This process will continue until all rosters have been filled.
7. A team must draft any 12 year old desiring to play in the Major Division or 11 year old desiring to play in the Minor Division. If at the later stages of the draft there are only enough roster spots available to facilitate this requirement, the Manager must choose one of those remaining players.
8. **If at the conclusion of the second round, or any subsequent round any team that has a point total that is more than 10% greater than the next highest point total, that team will forfeit their draft choice for that round.** At the conclusion of that round, point totals will be recalculated and that team will draft in sequence based on their point total in the following round.
9. If a Manager has a son or daughter that is not a first round draft choice, that player will be assigned to that team in the round they would be projected to be drafted based on the rating system ranking of all available players in that draft. This is calculated by determining their ranking number in the draft (7<sup>th</sup> through 72<sup>nd</sup> in a six team draft and dividing by the number of teams). For example if a Manager's son or daughter is ranked 35<sup>th</sup> in a six team draft, that player would be assigned in the sixth round. If they were ranked 38<sup>th</sup>, they would be assigned in the seventh round.
10. If two or more brothers and sisters are trying out for a team in the same Division, and the parents have requested that such players be placed on the same team, then once the first player is drafted, the remaining sibling(s)

would be assigned to that team in accordance with the process outlined above in section IV.

11. **There is no allowance, other than the process described above, for a Manager to choose the son or daughter of a non-sibling for the purpose of having that child's parent assist in coaching the team. This is done to assist in ensuring the greatest opportunity for parity in each division. Special requests may be accommodated in the "Farm" Division. No guarantees can be made.**
12. The V.P. of Tee-Ball will assign teams in the Tee Ball Division. Requests for non-siblings to play together will be accommodated whenever possible. No guarantees can be made.
13. Notwithstanding any of the above, if Health and Safety considerations arise with respect to the placement of a child in a particular division, the Safety Committee of the Board of Directors, comprised of the League President, Safety Officer, Player Agent involved and the Division V.P.(s) involved, shall have the right to determine final placement. The only alternative for a parent who does not agree with the assessment of the Safety Committee will be removal of the child from the League and all fees paid will be returned.

## **VI. Umpires**

1. Two umpires will be scheduled for every scheduled game in the Major, AAA and AA divisions. Scheduling of umpires is the responsibility of the Umpire in Chief and this Board member will contract with the umpire association and/or approved volunteer umpires to provide umpires, A League umpire must be at least 12 years of age and carried on a roster maintained by the Umpire in Chief. League umpires must wear an umpire's hat provided by the League. In addition, the home plate umpire must wear a chest protector and shin guards, both of which will be issued by the League.

Lincoln Glen Little League will follow all guidelines and procedures as outlined in section 9.0 – The Umpire, in the “Official Regulations and Playing Rules For All Divisions of Little League Baseball.”

## **VII. Equipment**

1. The equipment Director will furnish the VP of each Division with sufficient equipment for each team in that Division prior to the start of the season, to include the following items:
  - i. 1 First Aid Kit
  - ii. 2 Catcher's Shin Guards, 2 Catcher's mask, glove and chest protector
  - iii. 2 Helmets
  - iv. 1 dozen new practice grade baseballs
  - v. A minimum of 2 Dozen Little League “RS” or “RS/T” grade game balls

- vi. 1 Binder of the Lincoln Glen Little League Local Rules
  - vii. 1 Copy of the Williamsport Rule Book
  - viii. 1 Equipment Bag
  - ix. 1 Scorebook and line up cards
  - x. 1 Set of Pitch Count Sheets.
2. The Equipment Director will be given a budget at the beginning of the year, as approved by the Board of Directors. Since he is the Board Member responsible for adhering to the equipment budget established by the Board, he is the only agent of the League who may purchase equipment. Any other purchases shall not be the responsibility of the League.
  3. All equipment, except bats, helmets and catcher's equipment in use will be kept in the dugout during games.
  4. The manager of each team is responsible for the proper care and inventory of equipment. All items, other than 1iv, v, vii, ix and x . above, must be returned to the Division VP at the conclusion of the final game of the season or, if appropriate, at the end of authorized post-season play. Any Manager and Coach who does not return these other items in good condition, ordinary wear and tear expected, will not be considered for a manager or coach position in the League thereafter.
    - i. The Division VP will ensure Managers return all equipment, inventory it and assess its usability and make a report upon returning custody to the Equipment Director.
  5. Equipment to be used in post-season games will be provided by the Equipment Director and the above rules and regulations shall apply.

### **VIII. Uniforms**

1. The V.P. of each division will issue uniforms to each manager in his division.
2. It is strongly recommended that each manager issue uniforms to the players at a joint meeting of players and parents prior to the start of the season. Instructions for proper care of the uniforms, as provided by the Equipment Director, should be presented at that time.
3. Parents are not required to purchase any additional wearing apparel. However, parents are to be reminded that they have agreed to reimburse the League, on the sign-up form, for any uniforms not returned to the League at the end of a season.
4. In all divisions except Tee-Ball, managers must provide the appropriate V.P. with the roster of players, including uniform number, within one week before the start of the appropriate season. Uniforms that are not issued must be returned to the division V.P. by the end of the first week of the season.
5. Immediately after the final game of the season or post-season play, all uniforms must be collected and returned to the division V.P. Any player failing to do so, will not be permitted to play in the League the following year and any manager or coach failing to return uniforms on a timely basis

will be precluded from managing or coaching in the league the following year.

6. The manager of any AA, AAA, Major, Junior or Senior Division team that does not have the appropriate arm patch on and uniform(s) should contact the appropriate division V.P. to ensure they are purchased from Williamsport on a timely basis.

## **IX. General Player and Manger/Coach Regulations**

1. All Managers and Coaches will be required to sign and agree to the Lincoln Glen "Code of Conduct". It will be the Manager's responsibility to have all players (except Tee-Ball players) and parents (including Tee-Ball parents) sign and agree to the "Participants Code" and the "Parents Code" and have them at all times in their team binder. No Team shall practice until after the draft has occurred.
2. Any adult assisting in practice must have a completed and approved Volunteer Application for the current season. Managers and coaches are responsible for the safe conduct of players after any practice or games.
3. Tobacco products are not permitted on the field or in the dugout.
4. Swearing on the field, dugout or stands will be considered as grounds for ejection by an umpire and/or censure by the Board.
5. The manager will maintain a player roster and have it available at all times.
6. Only uniformed players on the same team may "warm-up" a pitcher and a mask and cup must be worn when doing so.
7. The manager must inform the Player Agent at least 24 hours in advance of any intent to bench a player for disciplinary reasons.
8. **Consistent with the ability of a Manager to conduct the affairs of his or her team, a manager may disqualify a player from the team for the current season subject to the Board of Directors Approval.**

## **X. Field Preparation/Equipment Storage Responsibilities**

Both teams are responsible for preparing the field for play. This includes dragging the infield, chalking, raking and putting up the fence ads (if not already done) if you have the first game on Saturday, putting up bat racks. Both teams are also responsible for securing the field after the game, including raking, watering and covering the mound and home plate area, placing the bases in the appropriate storage shed, turning off the scoreboard, if you are the last game on Saturday NEATLY storing all non-team equipment (including bat racks) in the storage shed. Managers will be responsible for mowing the fields per the schedule provided by the Director of Field Operations. If the game is an interlock game, the Lincoln Glen team is responsible for completing all activities to prepare and secure the field after use.

## **XI. Home Team Responsibilities**



The Home Team will be the official scorekeeper and Official Pitch Counter. The Home Team will provide two game balls to the home plate umpire prior to the start of the game. It will collect the game balls at the end of the game. It is the Home Team's responsibility to report the final game scores to the appropriate V.P. within 24 hours.

In Jr and Senior call or e-mail the District 12 Rep with Scores of the games within 24 hours of the game.

## **XII. General Rules and Regulations**

1. All batting and infield practice shall cease five minutes prior to game time.
2. Only the team players, three adults (manager and coach(s)) will be in the dugout during a game. You must have an adult in the dugout at all times. Only adults with approved volunteer forms can coach the bases, or be in the dugout at any time. **No exceptions.**
3. The V.P. of a particular division may not coach or manage a team in such division and may not be in a dugout during a game.
4. Members of the teams (Players and coaches) involved in a game shall not be in the spectator stands or behind the backstop during a game.
5. Games postponed, incomplete (non legal) or canceled should be made up through arrangements with the Division V.P. It is the Division V.P.'s responsibility to reschedule. If Interlock play is involved, the Division V.P. shall be asked for assistance in such rescheduling. The President of the League shall be advised if a team from another league is refusing to adhere to this regulation.
6. An equal number of players must be maintained at all times in the LL Major Division. Any manager or coach who is made aware that a player has quit (i.e.) two unexcused absence from games, and/or notification from a player or parent, shall immediately notify the Player Agent. The Player Agent will then confirm with the player's parents if he/she has quit the team. The manager shall have 3 games from being notified by either the player, parent or player agent within which to replace the player, unless other arrangements are made with the approval of the League President. It is the responsibility of the Player Agent to fill such vacancy after obtaining a list of replacement candidate's from the Manager of the team that requires an additional player once the season has begun. If a player is asked to join a Major Division team and declines, that player is ineligible to be brought up to the Major Division for the remainder of that season and is automatically ineligible for consideration for All Star or Tournament Team Selection.
7. No inning shall start after the official time of sunset for the day. The umpires and managers as part of the ground rules prior to the start of a game will review such time.
8. Game rules for playoffs will be the same as the regular season, unless noted (see division rules in section XIII)
9. Every coach or manager is an example to the players with whom they come in contact. As such:
  - i. Never coach if you have been drinking.

- ii. Avoid smoking at practice and games.
  - iii. Teach sportsmanship, first and primary.
  - iv. If you receive a bad decision, only you are to handle the questioning of an umpire. Do not create a scene – your example in this situation sets an example not only for the players, but also for the parents.
10. The manager and coaches job is to coach the players in baseball, including teaching them to follow instructions. Remember that children have different athletic and social abilities. Coaching and critiquing performance is part of the job, but remember to not be overly harsh and follow the principles of Positive Coaching.
  11. Be alert for the welfare of the players. Teach them safety. If a player is hurt, make sure he or she is given immediate attention. The first aid kit should be handy at all times. Watch out for sore arms!
  12. If a player is injured during practice or a game, an injury report form must be filled out within 24 hours (they are located in the snack shack) and must be reported to the Safety Director immediately. **Any injury that requires ice or the use of the first aid kit needs to be reported, regardless of how minor it may appear.**
  13. Ensure that each child has a safe way home after every practice or game. No child is ever to be left unattended after a practice game or after the last game of a particular day.
  14. There shall be no batting practice in the batting cage adjacent to the Major field within 1 hour of the start of, or during, any game. Bullpen areas are only to be used by teams and individuals currently playing on that field.

### **XIII. Division Rules**

All rules governing play in all divisions will follow the Williamsport Rule Book, except as noted below for the appropriate divisions:

#### **Jr / Senior Division**

Per the Williamsport Rule Book and the Dist. 12 Interlock Rules, Voted on by all the leagues in the Interlock, Rules given out before the start on play.

#### **Major's (Little League) Division**

In the event of Interlock Play, LGLL will play by our Local Rules when playing on our home fields and LGLL will play to the Local Rules of the opposing League while playing away.

1. The 10 Run rule (4.10) is in effect.
2. Mandatory Minimum play is three (3) defensive innings (9 outs) and one completed plate appearance through the regular season and two (2) defensive innings and one completed plate appearance in the post season championship tournament.

3. All games count towards the standings which will be used for seeding in the Championship tournament.
4. Managers or coaches who violate minimum play or pitch count rules are subject to discipline including warning, suspension and forfeit of eligibility to manage or coach in post season district, section , division, state, regional and world series tournaments.

### AAA RULES

In the event of Interlock Play, LGLL will play by our Local Rules when playing on our home fields and LGLL will play to the Local Rules of the opposing League while playing away.

1. AAA division shall have “continuous Batting” per the Williams port rule book.
2. 10 Run rule (4.10) is in effect.-
3. Playing time - Each player must play three (3) defensive innings, nine (9) outs or two (2) inning, six (6) outs, in a game that is shortened by the 10 run rule occurring, darkness or any other reason that deems it an official game, less than six (6) innings. If a player does not play three (3) defensive innings in a regular game, then he/she must start the next game and complete missed playing time from the previous game and what he/she are due for that game before they can be substituted defensively. Any player who starts an inning that ends because the 5 run/inning cap is reached before 3 outs are made will have been considered to have played a “complete inning” for purposes of mandatory play.
4. No new inning may be started after 1 hour 40 minutes from the actual start time of the game.
5. Managers or coaches who violate minimum play or pitch count rules are subject to discipline including warning, suspension and forfeit of eligibility to manage or coach in post season district, section , division, state, regional and world series tournaments.

### AA RULES

1. AA division shall have “continuous Batting” per the Williams port rule book. Managers may freely substitute their players defensively throughout the game.
2. 10 Run rule (4.10.e) is in effect. If the home team is ahead by 10 or more runs after 3.5 innings or the visiting team is ahead by 10 or more runs after 4 innings, the game ends and the winning team is recorded.
- 3.Playing time - Each player must play three (3) defensive innings, nine (9) outs or two (2) inning, six (6) outs, in a game that is shortened by the 10 run rule

occurring, darkness or any other reason that deems it an official game, less than six (6) innings. If a player does not play three (3) defensive innings in a regular game, then he/she must start the next game and complete missed playing time from the previous game and what he/she are due for that game before they can be substituted defensively. Any player who starts an inning that ends because the 5 run/inning cap is reached before 3 outs are made will have been considered to have played a “complete inning” for purposes of mandatory play.

4. No new inning may be started after 1 hour 45 minutes from the actual start time of the game.

5. Managers or coaches who violate minimum play or pitch count rules are subject to discipline including warning, suspension and forfeit of eligibility to manage or coach in post season district, section , division, state, regional and world series tournaments.

6. Number of Defensive players – During the regular season and playoffs there are ten (10) defensive players on the field, with four outfielders playing equal distant apart. There should be no “short fielders” or “buckshort”.

7. There will be no infield fly rules in the AA division.

8. On offense (during each ½ inning) the team bats until three outs are made or until the hitting team has scored five runs. An exception is made if a player hits a home run that clears the fence. All runs will be granted. The 5 run rule is waived for the last inning of the game, but no batter will bat twice in any inning. For playoffs, there will be no restriction on at bats or runs scored for the last inning.

9. Pitchers are limited to 3 innings maximum per game. All other pitching rules apply per the Williamsport Rule Book.

#### 10. Walk rule

The intent is to let the players hit the ball.

Condition 1: If bases are loaded and the batter receives the fourth ball in that at bat.

The Coach will come out and pitch to the batter about to walk, the count is fresh when the Coach starts pitching. The Coach cannot walk the player but they can strike out. Once that player completes their at bat, then the player pitcher resumes pitching.

Condition 2: After 2 walks in any half inning and a third batter receives the fourth ball in that at bat.

The Coach will come out and pitch to the batter about to walk, the count is fresh when the Coach starts pitching. The Coach cannot walk the player but they can strike out. The coach will continue to pitch for the remainder of the ½ inning.

Each batter receives a maximum of 6 pitches via coach pitch. (This simulates a full count plus another pitch.) If the batter fails to hit after 6 pitches, this counts as an out and the next batter comes to the plate. Fouling off the final pitch will allow an additional pitch (see example below). Standard baseball rules apply in terms of 3 strikes (batter attempts to hit the ball) and a batter is out.

Example: Batter stands in the Batter's box and "takes" 6 Pitches –

Ruling: Batter is out.

Example: Batter "takes" on four pitches then swings and misses the next two pitches.

Ruling: Batter is out

Example: Batter swings and misses on the first 3 pitches or misses on 3 of any of the 6-pitch maximum.

Ruling: Batter is out.

Example: Batter swings and fouls off 6th pitch then fouls off 7th, 8th, 9th

Ruling: Batter continues to bat until the batter does not swing at the pitch(batter is out), swings and misses the pitch (batter is out) or puts the ball into play.

If a player is hit by a pitch while the coach is pitching, no base shall be awarded. Based exclusively on the well-being of the player, the manager has the option of either 1) having the player continue their at bat with the same count or 2) replacing the batter with a player currently in the dugout of the opposing manager's choosing.

There are no called strikes during coach pitch

No bunting when the coach is pitching

A batted ball that strikes the coach that is pitching is a dead ball and the batter is awarded a "base hit." The batter and the runner will advance one base only.

11. Stealing– There will be no base stealing for the first 5 games of the season. In subsequent games, runners will be allowed to steal second and third base. There will be no stealing of home. Advancing on pass balls is permissible after the first 5 games of the season.

12. For the first 5 games of the season, runners may only advance one base on an overthrow and only one overthrow is allowed per play. In subsequent games, there is no restriction on advancing on overthrows.

## **Single A Rules**

1. **Length of game** - Games are 6 innings except Saturday where no new inning will start after 1:45 minutes from the actual start time of the game. An official scorebook should be kept by the home team to keep the lineup intact for each inning and there will be a record of the final score. A lineup card should be filled out by each manager and presented to the opposing manager every game. No mercy rule will be in effect.
  - **Home team shall be on the 3<sup>rd</sup> base side of the field.**
2. The home team for the first game on Saturday Mornings and all weeknight games is responsible for setting up the field (Drag/Water/Chalk/ Install bases). The visitors for the last game on Saturday and all weeknight games tear down (put bases away use the rake to fill in holes around the plate/infield)
3. Each team bats until three outs are made or until 5 runs are scored. An exception is made if a player hits a home run that clears the fence. All runs will be granted.
4. **Coach Pitch-** The Pitcher will have only one baseball with him on the mound. A coach will feed the pitcher extra baseballs or the coach pitching may keep baseballs in his pockets.
5. **Batting Order Rotation Rule** - To attempt to get every player as many batting opportunities as possible throughout the course of the season, each manager must adjust his or her batting rotation for each game. The easiest way to accomplish this is to set your order on Opening Day. Each player in attendance will be included in the batting order for the duration of the game and will bat in order. **In the next game the last batter from Opening Day moves up to the leadoff spot and 2-13 or 2-14** moved down the order one spot. With each subsequent game the last batter moves to the #1 spot. Theoretically, after 13 or 14 games everyone will have batted leadoff. After you have cycled through the lineup you may create your own lineups for the remaining games of the season.
6. **BATTING-** Each batter receives a maximum of 6 pitches via coach pitch. (This simulates a full count plus another pitch.) If the batter fails to hit after 6 pitches, this counts as an out and the next batter comes to the plate. There are no “Walks” in Farm. Standard baseball rules apply in terms of 3 strikes(batter attempts to hit the ball) and a batter is out.

**Example:** Batter stands in the Batters box and “takes” 6 Pitches –

**Ruling:** Batter is out.

**Example:** Batter “takes” on four pitches then swings and misses the next two pitches.

**Ruling:** Batter is out

**Example:** Batter swings and misses on the first 3 pitches or misses on 3 of any of the 6-pitch maximum.

**Ruling:** Batter is out.

**Example:** Batter swings and fouls off 6th pitch then fouls off 7th, 8th, 9th  
**Ruling:** Batter continues to bat until he misses again (then batter is out) or puts the ball into play.

**\*\*\*The coach that is pitching will count the number of pitches.**

7. A batted ball that strikes the coach that is pitching is a dead ball and the batter is awarded a “base hit”. The batter and the runner will advance one base only.
8. **Defense** - Every player must get the opportunity to play an infield position for a minimum of 2 innings and a maximum of 4 innings. There are 10 fielders, including four outfielders playing equal distance apart. There should be no “short fielders” or “buck short”. **No player should sit more than 2 innings for any game.**

**\*\*\*Control means:** The pitcher has secured the ball in fair territory with at least one foot on the infield dirt. **Once it is controlled no play can be made.**

**\*\*\*The Defensive team may have two coaches in the outfield to assist in positioning, directing and instructing the defense.**

Additionally, the player assigned to play pitcher must be within **6 feet** of the coach pitching at all times in either direction, preventing the pitcher or another infielder from playing “buck short”.

9. If the batter throws the bat he will be given a warning. If he throws the bat again he is automatically out. Safety is paramount and this will be enforced.

#### **10. Running bases:**

- A. Runners will be allowed to slide.
- B. If the ball has been hit into the outfield, once the ball has been thrown back to the pitcher and has been controlled\*, runners must stop.
- C. Runners must be at least halfway in order to take the next base. If a runner “Overruns” a base, a play can be made on that runner for an out. If a player “Rounds” a base to go to the next base, but stops because the ball is controlled and they stopped because they weren't half way, then that player returns to that base safely without a play being made on them.
- D. A chalk line will be marked halfway between 1st & 2nd, 2nd & 3rd, and 3rd and home to help determine when runners advance, score or have to go back to a base.

**E. Overthrows-** Any overthrow is a live ball unless it leaves the field of action. Should a ball go out of play an extra base will not be given.

F. A specialty runner may be used for the catcher, with 2 outs, but only by last player to be put out in inning.

11. There will be no “infield fly rule”.
12. The manager/coach that is pitching is responsible for being the umpire and makes every call during the game. He or she also has authority on the position of base runners once the ball is controlled by an infielder. No help from base coaches, or coaches in the dugout, unless the umpire appeals for help.
13. Each team must have an adult in the dugout and it is recommended that there be two adult base coaches at all times. If there aren't enough adults helping, the dugout position must be filled first. Only adults with approved volunteer forms can coach pitch, help with the dugout, or coach the bases. In order to run the game safely and at the proper pace of play, it is recommended that there be a manager and 3 coaches every game. \*

<u>Coach pitch:</u>	Pitches the ball, counts total of pitches (Max of 6), makes all calls.
<u>Dugout coach:</u>	Sits players in batting order, monitors dugout, keeps game moving. Helps catcher put gear on.
<u>3rd base coach:</u>	Coaches base
<u>1st base coach:</u>	Coaches base

**\* A coach from the defensive team should help the catcher retrieve balls.**

14. Managers are responsible for dealing with the conduct of Parents and Fans supporting their teams and for enforcing the “Code of Conduct” that each parent has signed. If a parent/Fan should “cross the line” of acceptable behavior please remind them of the “Code.”



## **Tee-Ball Division Rules**

**1. Games** – Each game will be three (3) complete innings, or one (1) hour and fifteen (15) minutes in length. It is the responsibility of the managers and coaches to keep the games moving. We do not keep score in tee-ball (no hits, runs, errors, wins, losses...)

**2. Batting Order** – Each team will bat through their entire roster each ½ inning. It is the responsibility of the manager to ensure that he/she rotates his/her batting order each game so that every player has a chance to bat in different parts of the lineup. The last batter will touch all of the bases and then the teams will switch sides, regardless of whether an out is recorded or not.

### **3. Batting:**

- The tee will be used for the first five (5) games of the season by all teams. A player will continue to swing until they make contact and put a ball in play. For safety reasons the batted ball must go more than 8 feet from the batter's box or it is deemed a foul ball. It is up to the offensive coach to determine if a batted ball is fair or foul.
- Coaches may pitch to their own batters after the 5<sup>th</sup> game of the season. Each batter is allowed a maximum of 5 pitches, regardless of whether pitched balls are hittable or not. If after (5) five pitches, the batter has not put a ball in play, then the player will be given the opportunity to complete their at bat with the use of the tee.
- A ball that rolls past the cones is a double and a ball that goes over the cones is a home run
- There are no strikeouts.

**NOTE:** No player may have a bat in his/her hand unless batting, including before and after a game.

### **4. Base Runners:**

- a. 1<sup>st</sup> half of the season – Base runners may only advance a base on a ball that stays in the field of play. No base advancement for over thrown ball outside of the playing field.
- b. 2<sup>nd</sup> half of the season – Base runners can advance multiple bases if the ball is still in the outfield and no play on the ball has been made. Once there is an attempt by the defense to get the ball back to the infield, base runners can no longer advance. If a ball is hit in the infield and a play is made where the ball is overthrown, no base advancement.
- c. 2<sup>nd</sup> half of season - If the defense makes a play on a base runner that is advancing to any base other than home plate, that runner may be called out and removed from the bases. After 3 outs have been made the bases are cleared and the remaining players continue hitting through the roster.
- d. Base runners may advance 2 bases on a ball that goes past the cones in the outfield.
- e. **No sliding at any time.**

### **5. Player Rotation**

- a. Fielders must be rotated every inning on defense. No player is to play the same position twice in any game. Every player must play at least 1 inning in the infield and 1 inning in the outfield.

NOTE: For safety reason not every kid can play 1<sup>st</sup> base

**6. Offense Mentoring** - Each team may have two (2) adults base coaches, one on 1<sup>st</sup> base and one on 3<sup>rd</sup>. Each team must have an adult in the dugout at all times. **Only adults with approved volunteer forms can be on the field at any time.** No exceptions.

### **7. Defensive Mentoring**

- a. Each team may have a minimum of two (2) adults coaches on the field during play to mentor, and instruct players regarding baseball rules, strategy, skills and for the kids safety. No exceptions.
- b. Ideally it is best to have four (4) coaches on field (2 infield, 2 outfield) for the above reasons

NOTE: It is recommended to have one coach between 1<sup>st</sup> and 2<sup>nd</sup>, and SS and 3<sup>rd</sup>.

**8. Uniform** - Players can wear baseball pants during the game. Jeans or sweatpants are acceptable. (Removed “Shorts”)

### **9. Player Safety** (practice/game):

- a. No player may have a bat in his/her hand unless batting, including before and after a game.
- b. Any player batting or running the bases must have a batting helmet on.

**10. Field Setup** – Home team is responsible for field set up and teardown. Set up consists of putting out the bases and the cones in the outfield. Teardown is...put everything away. There is a green locker box located behind home plate to store bases, cones, (2) tees and two sets of catchers gear.

Important reminder: Please use base plugs after removing bases to prevent dirt entering the base sleeve. Play Ball!

## **XIV. Championship Formats**

### **Junior and Senior Divisions**

The team's records in interlock play in District 12 will determine champions, and the team that goes to the TOC.

#### **Major Division**

At the conclusion of the regular season, each team will participate in a double elimination format tournament to determine the division champion and T.O.C. representative. The teams will be seeded based win-loss record against Lincoln Glen Major's Teams. Teams may be required to play more than 2 games in a calendar week. All regular season pitching rules from the Williamsport Rule book are in effect during this championship tournament.

#### **AAA, AA and A Division**

At the conclusion of the regular season, each team will participate in a double elimination format tournament to determine the division champion and T.O.C. representative (for the AAA division only). The teams will be seeded based on a "Blind Draw" conducted by the Player Agent and the Minor VP. Teams shall not be eliminated until they have lost 2 games. Teams may be required to play more than 2 games in a calendar week. All regular season pitching rules per the official Little League rulebook from Williamsport are in effect during this championship tournament.

#### **Tee-Ball Division**

There is no division champion in the Tee Ball Division.

## **XV All Star/Tournament Team Selection Processes**

Any manager or coach who is on probation during the year is prohibited from becoming an All Star/ Tournament Team manager or coach.

The manager, coach, and all of the players must be available for practice and games from the end of the regular season through the end of tournament play (end of July). In late April of each season a questionnaire will be sent out to all players league age nine to fourteen to see if the player will be available for the All-Star season.

### **LITTLE LEAGUE MAJOR DIVISION ALL STAR SELECTION PROCESS**

1. All eligible 11- and 12-year old players shall be placed on a one-page ballot respectively, with no restrictions as to the number from any team. The ballot will be presented to all players, managers and coaches (total of 15 votes per team). Each will vote for 12 players *excluding their own team members*.
2. The VP and/or Player Agent will tally the votes. The top seven (7) players receiving the most votes will be automatically on the All Star Team. If there is a tie for the 7<sup>th</sup> position between two players, they will both be automatically placed on the team. If there is a tie for the 7<sup>th</sup> position among three or more players, only six (6) players will be automatically on the All Star Team and managers and coaches will select the balance by *secret ballot*.
3. After the players' vote is conducted, the managers will meet to select the balance of the All Star Team, to a total roster of 12-14 players. The managers will have a secret ballot (without any discussion of the merits of the players) voting for 5-7 (determined by number of players to be elected to the team) players from the list of names. A majority vote elects a player to the team. If in any round there is a majority vote getter, then no one is dropped from the ballot, with balloting continuing until 12-14 players have been selected. If there is no majority winner in a given round of voting, any player who fails to receive a vote will be dropped from the ballot. After 3 rounds, if the team has not been selected, the player(s) (in case of a tie) shall be dropped from the ballot until the team is finally selected.
4. When the roster has been completed, note should be taken of which next 6 players received the most votes before being eliminated. While "alternates" are not allowed by Little League rules, these 6 players represent a pool of players from which the All Star Manager will select an additional player or players, should one or more of the All Stars selected be unable to play for whatever reason(s). If this situation arises, the Tournament Team Manager would have the automatic authority and permission to select from this pool without any League approvals.
5. The winning team manager of the Major Division playoff (if eligible) will have first pick of which All Star/Tournament Team to manage (11/12 All Star and 11 year old). If the championship manager declines to accept, the manager of the second place team will have first pick of which All Star/Tournament

Team to manage. This process continues in the ranking order of the teams until a manager accepts the position.

6. **Consistent with the ability of a Manager to conduct the affairs of his or her team, a manager may disqualify a player from the team for the current season subject to the Board of Directors Approval.**
7. The names of the members of the All Star Team will be released and posted *only* by the Player Agent and not earlier than prescribed by Little League and District Rules and Regulations. MANAGERS AND COACHES ARE NOT TO DISCLOSE THE NAMES OF THE MEMBERS OF THE TEAM IN ADVANCE OF THE PRESCRIBED DATE AND, UNDER NO CIRCUMSTANCES, MAY ANY TYPE OF PRACTICE BE HELD BEFORE THE NAMES OF THE TEAM MEMBERS ARE POSTED.

### **10/11 YEAR-OLD TOURNAMENT (ALL STAR) TEAM SELECTION PROCESS**

1. All eligible 11 old players shall be placed on a one-page ballot respectively with no restrictions as to the number from any team. The ballot will be presented to all players, managers and coaches (total of 15 votes per team). Each will vote for 12 players *excluding their own team members*.
2. The VP and/or Player Agent will tally the votes. The top seven (7) players receiving the most votes will be automatically on the All Star Team. If there is a tie for the 7<sup>th</sup> position between two players, they will both be automatically placed on the team. If there is a tie for the 7<sup>th</sup> position among three or more players, only six (6) players will be automatically on the All Star Team and managers and coaches will select the balance by *secret ballot*.
3. After the players' vote is conducted, the major managers will meet to select the balance of the All Star Team, to a total roster of 12-14 players. The managers will have a secret ballot (without any discussion of the merits of the players) voting for 5-7 (determined by number of players to be elected to the team) players from the list of names. A majority vote elects a player to the team. If in any round there is a majority vote getter, then no one is dropped from the ballot, with balloting continuing until 12-14 players have been selected. If there is no majority winner in a given round of voting, any player who fails to receive a vote will be dropped from the ballot. After 3 rounds, if the team has not been selected, the player(s) (in case of a tie) shall be dropped from the ballot until the team is finally selected.
4. When the roster has been completed, note should be taken of which next 6 players received the most votes before being eliminated. While "alternates" are not allowed by Little League rules, these 6 players represent a pool of players from which the All Star Manager will select an additional player or players, should one or more of the All Stars selected be unable to play for whatever reason(s). If this situation arises, the Tournament Team Manager would have the automatic authority and permission to select from this pool without any League approvals.
5. The winning team manager of the Major Division playoff (if eligible) will have first pick of which All Star/Tournament Team to manage (11/12 All Star and 11 year old). If the championship manager declines to accept, the manager of the second place team will have first pick of which All Star/Tournament

Team to manage. This process continues in the ranking order of the teams until a manager accepts the position.

6. **Consistent with the ability of a Manager to conduct the affairs of his or her team, a manager may disqualify a player from the team for the current season subject to the Board of Directors Approval.**
7. The names of the members of the All Star Team will be released and posted *only* by the Player Agent and not earlier than prescribed by Little League and District Rules and Regulations. MANAGERS AND COACHES ARE NOT TO DISCLOSE THE NAMES OF THE MEMBERS OF THE TEAM IN ADVANCE OF THE PRESCRIBED DATE AND, UNDER NO CIRCUMSTANCES, MAY ANY TYPE OF PRACTICE BE HELD BEFORE THE NAMES OF THE TEAM MEMBERS ARE POSTED.

### **9/10 YEAR-OLD TOURNAMENT (ALL STAR) TEAM SELECTION PROCESS**

1. Any 10-year-old player who is on a Major division team is automatically included on the tournament team.
2. The managers and coaches from the AAA division will meet to select the balance of the Tournament team to a total of 12-14 players. Each manager and one coach will nominate eligible players (to be eligible, a player must have played at least half of the season in the “Minor division). Managers and coaches can nominate players from their own team and as many players as they like.
3. Once the nominations are closed, the Player Agent and V.P. will then present the secret ballot. The managers and coaches will have a secret ballot (without any discussion of the merits of the players) voting for the players who will participate on the tournament team. A majority vote includes a player in the tournament team. If in any round there is a majority vote getter, then no one is dropped from the ballot, with balloting continuing until 12-14 players have been selected. If there is no majority winner in a given round of voting, any player who fails to receive a vote will be dropped from the ballot. If the team has not been selected after 3 rounds, the player(s) receiving the lowest number of voter(s) (in case of a tie) shall be dropped from the ballot until the final team is finally selected.
4. When the roster has been completed, note should be taken of which next 6 players received the most votes before being eliminated. While “alternates” are not allowed by Little League rules, these 6 players represent a pool of players from which the All Star Manager will select an additional player or players, should one or more of the All Stars selected be unable to play for whatever reason(s). If this situation arises, the Tournament Team Manager would have the automatic authority and permission to select from this pool without any League approvals.
5. The winning team manager of the AAA Division playoff (if eligible) will have the option to manage the 9/10 year old All-Star team. If the championship manager declines to accept, the manager of the second place team will have first pick of which All Star/Tournament Team to manage. This process continues in the ranking order of the teams until the managers’ positions is filled.

Note: Both manager and coach positions have to be accepted knowing who they will be working with. Great care shall be taken by the VP’s from the

“Minor” division, and Player Agent to make sure that no conflicts exist. The manager shall choose the remaining coaching position.

10. The names of players who will participate in the Tournament Team Selection process and the Tournament Team will be released and posted *only* by the Player Agent and not earlier than prescribed by Little League and District 12 rules and regulations.

MANAGERS AND COACHES ARE NOT TO DISCLOSE THE NAMES OF THE MEMBERS OF THE TEAM IN ADVANCE OF THE PRESCRIBED DATE AND, UNDER NO CIRCUMSTANCES, MAY ANY TYPE OF PRACTICE BE HELD BEFORE THE NAMES OF THE TEAM MEMBERS ARE POSTED.

### **8/9-YEAR-OLD TOURNAMENT TEAM SELECTION PROCESS**

1. Any 9-year-old player who is on a AA division team is a “automatically on the tournament.
2. The managers and coaches from the AA division will meet to select the balance of the Tournament team, to a total of 12-14 players. Each manager and one coach will nominate eligible players (to be eligible, a player must have played at least half of the season in the “Minor” division). Managers and coaches can nominate players from their own team and as many players as they like.
3. Once the nominations are closed, the Player Agent and V.P. will then present the secret ballot. The managers and coaches will have a secret ballot (without any discussion of the merits of the players) voting for the players who will participate on the tournament team. A majority vote includes a player in the tournament team. If in any round there is a majority vote getter, then no one is dropped from the ballot, with balloting continuing until 12-14 players have been selected. If there is no majority winner in a given round of voting, any player who fails to receive a vote will be dropped from the ballot. If the team has not been selected after 3 rounds, the player(s) receiving the lowest number of voter(s) (in case of a tie) shall be dropped from the ballot until the final team is finally selected.
4. While “alternates” are not allowed by Little League rules, the remaining 6 players represent a pool of players from which the Tournament Team Manager will select an additional player or players, should one or more of the players selected are unable to play for whatever reason(s). If this situation arises, the Tournament Team Manager would have the automatic authority and permission to select from this pool without any League approvals.
5. The winning team manager of the AA league playoff will have first pick of the 8/9-year-old Tournament Team. If the championship manager declines to accept, the manager of the second place team will have the next choice to manage the Tournament Team. This process continues in the ranking order of the teams down until a manager accepts the position.

Note: Both manager and coach positions have to be accepted knowing who they will be working with. Great care shall be taken by the VP’s from the “Minor” division, and Player Agent to make sure that no conflicts exist. The manager shall choose the remaining coaching position.

6. The names of players who will participate in the Tournament Team Selection process and the Tournament Team will be released and posted *only* by the Player Agent and not earlier than prescribed by Little League and District 12 rules and regulations. MANAGERS AND COACHES ARE NOT TO DISCLOSE THE NAMES OF THE MEMBERS OF THE TEAM IN ADVANCE OF THE PRESCRIBED DATE AND, UNDER NO CIRCUMSTANCES, MAY ANY TYPE OF PRACTICE BE HELD BEFORE THE NAMES OF THE TEAM MEMBERS ARE POSTED.

### JUNIOR DIVISION ALL STAR SELECTION PROCESS

1. All eligible 13 and 14-year-old players shall be placed on a one-page ballot respectively with no restrictions as to the number from any team. The ballot will be presented to all players, managers and coaches. Each will vote for a maximum of 12 players.
2. The VP and Player Agent will tally the votes. The top seven (7) players receiving the most votes will be automatically on the All Star Team. If there is a tie for the 7<sup>th</sup> position between two players, they will both be automatically placed on the team. If there is a tie for the 7<sup>th</sup> position among three or more players, only 6 players will be automatically on the All Star Team and managers and coaches will select the balance by *secret ballot*.
3. 4. After the player's vote is conducted, the managers and coaches will meet to select the balance of the All Star Team, to a total roster of 12 to 14 players. The managers and coaches will have a secret ballot (without any discussion of the merits of the players) voting for 5 players from the list of names. A majority vote elects a player to the team. If in any round there is a majority vote getter, then no one is dropped from the ballot, with balloting continuing until 12 to 14 players have been selected. If there is no majority winner in a given round of voting, any player who fails to receive a vote will be dropped from the ballot. If 12 to 14 players have not been selected after 3 rounds, the player(s) (in case of a tie) shall be dropped from the ballot until 12 to 14 players are finally selected.
5. When the 12 to 14 player roster has been completed, note should be taken of which next 6 players received the most votes before being eliminated. While "alternates" are not allowed by Little League rules, these 6 players represent a pool of players from which the All Star Manager will select an additional player or players, should one or more of the All Stars selected be unable to play for whatever reason(s). If this situation arises, the Tournament Team Manager would have the automatic authority and permission to select from this pool without any League approvals.
6. The Manager of the All Star team will be determined by a committee consisting of 3 Board members including the President, Division V.P. and Player agent.
7. **Consistent with the ability of a Manager to conduct the affairs of his or her team, a manager may disqualify a player from the team for the current season subject to the Board of Directors Approval.**
8. The names of the members of the All Star Team will be released and posted *only* by the Player Agent and not earlier than prescribed by Little League and District



Rules and Regulations. MANAGERS AND COACHES ARE NOT TO DISCLOSE THE NAMES OF THE MEMBERS OF THE TEAM IN ADVANCE OF THE PRESCRIBED DATE AND, UNDER NO CIRCUMSTANCES, MAY ANY TYPE OF PRACTICE BE HELD BEFORE THE NAMES OF THE TEAM MEMBERS ARE POSTED.

9. Any 14 year old player who is on a high school team, is automatically placed on the Jr team, provided that player has played in the minimum number of games that player is eligible to play in as required by the Williamsport Rule Book.
10. If we have a Senior Team the player has a choice if he is voted on to the Senior All-Star team.

### **Senior Division All Star Selection Process**

Same as Junior Division All Star Selection Process above, except:

1. All eligible 14 - 16 year old players shall be placed on a one-page ballot respectively with no restrictions as to the number from any team.

The Board of Directors of Lincoln Glen Little League adopted these local rules on February 3, 2015 by a majority vote of the Board of Directors.

Dated: \_\_\_\_\_

\_\_\_\_\_  
Rickey Munson, President

Dated: \_\_\_\_\_

\_\_\_\_\_  
Greg Lindahl, Secretary

## **Lincoln Glen Little League “Code of Conduct”**

Lincoln Glen Little League officials believe that all managers, coaches, administrators, parents and players who participate in our league should conduct themselves as responsible representatives of Little League Baseball. In order to assure the conduct of all participants, managers and administrators will enforce a “Code of Conduct.” Furthermore, members of a team who fail to abide by the “Code of Conduct” are subject to disciplinary action up to and including removal from the team. As recognized representatives of Lincoln Glen Little League, members are expected to exhibit appropriate behavior during all activities, **in or out of uniform.**

Lincoln Glen Little League has developed a minimum standard of conduct for all managers/coaches, administrators, players and parents to follow. The League will proceed with the maximum available penalties for any violation of this “Code of Conduct.”

Each Manager will sign an agreement prior to the beginning of the season which states that he/she agrees to read and distribute the “Code of Conduct” to all team members as well as staff. Every member of Lincoln Glen Little League, including players (except for Tee-Ball), parents, coaches, managers, umpires, and administrators, is required to have read, and signed the “Code of Conduct” before the beginning of the regular season.

Lincoln Glen Little League Board of Directors

**Lincoln Glen Little League  
“Code of Conduct”**

**Team Manager Agreement**

Conduct of all players, coaches/managers, fans/parents, and administrators

1. **Any player** ejected from any LGLL competition because of misconduct or unsportsmanlike behavior will be suspended per Rule 4.07, 4.08, 9.01 (a,d), 9.05 (c), Regulation XIV (a).
  
2. **Any Coach/Manager or Administrator** ejected from any LGLL competition because of misconduct or unsportsmanlike behavior will be suspended per Rule 4.06.1, 4.06.2, 4.07, 9.01 (a, d), 9.05 (c), Regulation XIV (a).
  
3. **Any fans/parents** at any LGLL competition may be asked to leave the field by the Team Manager because of misconduct. The Umpire in charge may suspend the game until such time as this fan/parent leaves the park. If the fan/parent refuses to leave then the Umpire in charge may end the game.  
Rule 4.15.5.

Team Managers are responsible for all other Coaches, Players, and Fans of his/her team. The Team Manager will be held accountable for his/her actions as well as those of his/her staff, participants and spectators. The Team Manager will be held responsible for all pregame, during game and post game misconduct or unsportsmanlike conduct.

**All umpires** at the game must concur with the ejection and will automatically be required to submit a written report to the LGLL Chief Umpire within 24 hours for review.

**Both Team Managers** of the game will automatically be required to submit a written report to the LGLL Board of Directors within 24 hours for review.

**Any LGLL Board Member** at the game will automatically be required to submit a written report to the LGLL Board of Directors within 24 hours for review.

**Team Managers must sign this form and by signing, assures LGLL that he/she will distribute and review the “Code of Conduct” with their staff, players and parents.**

Team Manager (print name) \_\_\_\_\_

**Signature** \_\_\_\_\_

**Date** \_\_\_\_\_

**Team Name** \_\_\_\_\_

**Division** \_\_\_\_\_

# Lincoln Glen Little League “Code of Conduct”

## Participant’s Code

**I will:**

- Emphasize the ideals of sportsmanship, ethical conduct and fair play
- Show courtesy to my opponents and umpires
- Give complete allegiance to my coaches who are the instructional authority for my team
- Discourage fans, fellow teammates and parents from undercutting my coaches’ authority
- Do my best to attend all practices and games and understand that repeated unexcused absences may impact my playing time

**I will not:**

- Use profanity or talk “trash” before, during or after any game
- Use drugs, alcohol or tobacco
- Criticize my teammates
- Act in any way that may incite spectators in a negative way

Participant (print name) \_\_\_\_\_

Signature \_\_\_\_\_ Date \_\_\_\_\_

## Parent’s Code

**I will:**

- Support my child’s team and teach the value of commitment to the team and emphasize the ideals of sportsmanship, ethical conduct and fair play
- Help my child and Lincoln Glen Little League make athletic contests a positive educational experience
- Show courtesy to opponents and umpires
- Direct constructive criticism of my child’s LGLL athletic experience to the Board of Directors and work toward a positive result for all concerned

**I will not:**

- Criticize umpires, direct abuse or profane language toward them, or otherwise subvert their authority
- Undermine, in word or deed, the authority of the manager/coach or administration
- Intrude onto the field or yell from the bleachers to the coaches, umpires or administration

Parent (s) or Legal Guardian (print) \_\_\_\_\_

Signature (s) \_\_\_\_\_

Date \_\_\_\_\_

# Lincoln Glen Little League “Code of Conduct”

## Manager/Coach’s Code

### I will:

- Respect the integrity and judgment of the game umpires and work with them to promote positive experiences
- Establish and model fair play, sportsmanship, and proper conduct
- Hold in highest priority the establishment of the child’s safety and well-being.
- Provide proper supervision of the players at all times
- Use discretion when providing constructive criticism and when reprimanding the athlete. Maintain consistency in requiring players to adhere to the established rules and standards of the game to be played
- Follow the Little League rules of behavior and the procedures for responsible crowd control
- Vigorously encourage and support players on all teams

### I will not:

- Suggest, provide or encourage players to use non-prescriptive drugs or substances
- Promote acts that will in any way incite spectators in a negative manner

Team Manager (print) \_\_\_\_\_

Signature \_\_\_\_\_ Date \_\_\_\_\_

Team Name \_\_\_\_\_ Division \_\_\_\_\_

Team Coach (print) \_\_\_\_\_ Division \_\_\_\_\_

Signature \_\_\_\_\_