A. <u>General Guidelines</u>

- 1. The league will be played in accordance with the 2015 Official Little League Rules and regulations with exceptions as listed in this document.
- In the case of an injury or incident, the manager is required to contact the League Commissioner, League Vice President and YCLL Safety Officer at <u>safety@ycll.com</u> immediately and fill out all appropriate forms. These forms are essential for financial assistance from the leagues insurance carrier.
- 3. Each manager is responsible for having the parents of each player completely fill out the medical release form prior to participation in any practice and game.
- 4. Decision Making Think about the best interest of the children when out on the field and please use common sense. Always consider safety, building self-confidence, fairness and most of all, fun!
- 5. No pets are allowed in the vicinity of the baseball fields. Due to the number of people and children attending games and practices, YCLL encourages and desires all to leave their pets at home.
- 6. The use of tobacco products and/or alcoholic beverages is strictly prohibited at all fields. Violation of this rule by managers or coaches is grounds for immediate dismissal. Managers and coaches shall request spectators not to smoke in the immediate vicinity of the field.

B. <u>Player Placement</u>

- 1. All Players must be registered with Player Agent of York County Little League.
- 2. All players will be required to try out each year and must tryout in order to be eligible for the AAA Division. A player selected in the AAA Division as a nine-year-old is not guaranteed to be selected in that same division the next year.
- Players will be selected to teams during the league drafts (AAA draft and AA draft). AAA league draft will fill all available AAA team positions. Remainder of players not assigned to an AAA team will be assigned to an AA team during the AA league draft.

- 4. Any 11 year old player not selected to the Major Division will be placed in the AAA Division.
 - a. **Exception**: An 11 year old can play "AA" but this will require approval by the YCLL board and will only be considered on a case-by-case basis.
- 5. 11 year olds could be called up from the "AAA" division to the Majors division at any time during the season. 9-10 year olds could be called up from the "AA" division at any time during the season to the "AAA" division.
 - a. **Exception:** if a 9 year old parent requested that he or she be drafted to the "AA" division before try-outs.
- 6. Teams will not be allowed to fill a roster vacancy with 14 days or less remaining in the regular season. Managers must notify the Player Agent and the League Commissioner when a player has missed five consecutive games and/or practices. The player may then be subject to removal from the team by the YCLL Board of Directors.

C. Manager Responsibilities

- 1. Unsportsmanlike conduct by players, managers, coaches and spectators will not be tolerated. Umpires shall follow the appropriate 2015 Little League rules to disqualify or eject any player, manager, coach or spectator for objecting to umpire decisions in an unsportsmanlike manner.
 - a. The team Manager may remove a player from a game for unsportsmanlike conduct but should send in a written statement to the specific League Commissioner for validation.
 - b. The YCLL Board of Directors must be notified and approve any Player and Coach suspensions.
- 2. Please report any field or equipment problems or shortages promptly to the League Commissioner, including high grass, dirty portable toilets, etc. Remember, the league is paying for these services to be provided. Please inspect the equipment box routinely and notify the League Commissioner of any shortages or missing equipment.
- 3. League Commissioner will provide a league umpire schedule to all managers. Each team manager will be assigned games to umpire. It is the team manager's responsibility to provide an umpire "crew" (home plate and field) for each of their assigned games. The team manager can assemble the "crew" for each of their

assigned games from their manager, coaches and other qualified representatives. It is recommended that the most experienced "crew" member umpire home plate. All umpires must be over 18 years of age.

- 4. Home Team is listed on the right side of the game schedule:
 - a. Will sit in the first base dugout.
 - b. Will prepare the field before the game and is also responsible for placing and securing all equipment before and after each game.
 - c. Picking up all trash on the 1B side of the field after the game.
 - d. Shall supply one new and one playable ball. ONLY baseballs, as supplied by the league, will be used during all games.
 - e. Please keep storage units closed and locked before, during and after games.
 - f. Please do not leave any league equipment on the field after your game. Please leave the field in better condition than you found it.
- 5. Visiting Team is listed on the Left side of the game schedule:
 - a. Will sit on the third base dugout.
 - b. Will be responsible for raking the field after the game, returning all league equipment to the equipment box and complex storage rooms.
 - c. Picking up all trash left on the 3B side of the field.
 - d. The Visiting Team will be responsible for cutting the lights off at lit fields prior to leaving the field.
 - e. Please do not leave any league equipment on the field after your game. Please leave the field in better condition than you found it.

D. Game Postponements and Curfews

- Game postponements due to inclement weather or darkness shall be the decision of both Managers prior to the game and the responsibility of the Home Plate Umpire during the game. If the Managers disagree prior to game time, the Home Plate Umpire shall have the final decision.
- 2. Whenever possible, a rain date will be established BEFORE the scheduled game to aid in maintaining schedule integrity. When a game is postponed without a pre-established rain date, the managers will notify the league commissioner of the game postponement and the league commissioner will reschedule the game at the earliest time available.
- 3. The managers will notify the league commissioner of the game postponement and the league commissioner will reschedule the game at the earliest time available. Use extreme precautions before and during potential lightning storms. Activities cannot be resumed for at least 20 minutes <u>after</u> the last thunder and/or lightening occurrence.
- 4. For Saturday games, **when another game follows**, no inning shall begin more than 2 hours, 15 minutes after the actual start time of the game (the first pitch will constitute the start time. If no other game follows whether on a weekday or on a Saturday, there is no time limit.
- 5. However, on weekday evenings (Monday Friday) there is an evening curfew and no new inning can begin after 8:30pm. Tie games will go into extra innings unless time limit is in effect and called.
- 6. If the first game of the day cannot begin within thirty (30) minutes past the schedule start time due to field conditions, it should be postponed and the Home Team Manager for the following game (if scheduled) should be notified.

E. Game Play

- 1. League standings will be kept by the League Commissioner.
- 2. Games will be six innings unless called due to inclement weather, darkness or evening curfews.

3. Substitutions

- a. All players present will appear in the batting order. Field substitutions will not affect the batting order. This means that players may be substituted freely during a game, but must still meet minimum play requirements.
- b. Minimum Play Requirements (Per 2015 LL rulebook): Since YCLL American and National are "batting the bench" for 2015, all players are considered starters and will be in the batting line-up.

c. Double "AA" and "AAA" rule: <u>Substitution policy is that all players'</u> <u>must play in the field at least half of every game (example - 2 of 4 innings</u> <u>or 3 of 6 innings) and players DO NOT sit for more than two consecutive</u> <u>innings.</u>

4. Offense

- a. The regular baseball count will be used for each batter.
- b. The offensive team continues batting until three (3) outs are recorded by the defense
- c. Base runners shall return to base when pitcher is on the **mound**.
- d. Adults or players may be used to coach bases. Players serving as base coaches **must wear helmets**. Base coaches must not physically assist base runners. High-fives after time is called are strongly encouraged.
- e. All on-deck players must remain on the bench without a bat until it is their turn to take their turn in the batters box. No players are allowed to swing a bat in an on-deck area or outside the dugout.
- f. The slaughter rule or ten run rule will not be in effect.
- g. Once the batting order is placed in the scorebook, it cannot be changed or altered until the next new game, except to add late players.
- h. All team members who are present at that game will be placed in the starting batting rotation. If a player arrives at the game late, he/she would be placed at the bottom of the batting order that was originally placed in the scorebook, no matter where that team is currently hitting at in the batting order at that time. There is no penalty if a time at bat is missed for a late player.

- i. Batting order does not change for that game once it is placed in the opposing team's scorebook. If a player must leave early or is injured and misses an at bat, the batting order remains intact and the team does not suffer any penalty, that player is simply skipped during his turn.
- j. <u>Double "AA" only</u>, if a pitcher walks 2 batters in a row, a coach from the offensive team will come in and pitch to the next batter. That batter will get a maximum of 5 hittable pitches, 3 swings or an out occurs.
- k. **Double "AA" only**, Coach cannot walk batter. If the batter fouls off the last pitch, (5th pitch or 3rd swing) he will continue batting. (You will need to have a coach that can throw strikes).
- 1. **Double "AA" only,** Pitcher/player must stand beside the coach who is pitching until ball is batted. After the coach has completed pitching to the batter, the pitcher/player will return pitching.
- m. Double "AA" only, base runners shall not steal home.
- n. <u>Double "AA" only.</u> the 5 run rule will be in effect. If team batting scores 5 runs or the defensive team records 3 outs, half inning is complete. The 5-run rule is NOT in effect for the 6^{th} or any extra innings.

5. Pitching

a. The table below gives an overview of the number of pitches that will be allowed per day for each age group during the regular season in 2015.

League Age	Pitches allowed per day
17-18	105
13-16	95
11-12	85
9-10	75
7-8	50

Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. that batter reaches base; 2. that batter is put out; 3. the third out is made to complete the half-inning.

b. <u>**Rest Requirements**</u>: The table below gives an overview of the mandatory rest requirements for the number of pitches throw and the number of calendar days rest required.

Pitches Thrown	Days of Rest
66 or More	4
51-65	3
36-50	2
21-35	1
1-20	0

c. Pitch Count – Pitch count responsibility will rest with the game's official scorekeeper (Home Team). Since a scorekeeper already keeps track of the balls and strikes on each batter, he or she will additionally need to keep track of the number of foul-batted balls that are hit with two strikes. Each pitcher's pitch count is computed by adding the number of balls and strikes, the number of foul balls hit with two strikes, and the number of fair-batted balls. It is suggested that scorekeepers of both teams sit together and compare numbers during and at the end of each inning.

6. Defense

- a. If only nine players are present at game time, all must be placed in the field.
- b. The catcher must wear all protective gear, including a cup, and will receive each pitch. Players must wear an approved facemask with dangling throat guard and cup to warm up pitchers between innings as well as during a pregame infield warm up. <u>Adults cannot warm up pitchers between innings</u>.
- c. <u>**Double "AA" only**</u>, There will be <u>**no**</u> infield fly rule.
- d. In the spirit of sportsmanship and the intent to give a wide range of experience, please rotate players to as many positions as possible. Please be fair, but keep in mind that some players may not be capable of playing some of the more difficult positions for safety reasons.

F. <u>Contacts</u>

AAA/AA Commissioner: Name Safety Officer: Name VP BB: Name AAABaseball@ycll.net(XXX) XXX-XXXXSafety@ycll.net(XXX) XXX-XXXXvpbb@ycll.net(XXX) XXX-XXXX