

UPLAND FOOTHILL LITTLE LEAGUE 2017-2018 LOCAL RULES

These local rules have been developed to promote and direct the operations of the Upland Foothill Little League. They represent accepted deviations from the Official Playing Rules and Official Guidelines published by Little League Baseball, International Inc. These rules are in effect as applicable to accommodate the unique characteristics of Upland Foothill Little League. It is understood that in all cases, any judgments or interpretations of these rules must be in compliance with the Official Regulations (“Green Book”) and Playing Rules for All Divisions of Little League Baseball Incorporated.

If not stated in our local rules, we default to the official playing rules established in the “Green Book” by Little League.

Mark Bertone, President, Fiscal Year 2017-2018

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Article I. Overall Local Rules (includes Tee Ball, A, AA, AAA and Majors)

Section 1.01 Local Rule Changes

- a) These local rules may be amended, repealed, or altered in whole or in part by a majority vote at any authorized meeting of the Upland Foothill Little League Board of Directors.
- b) Final adoption of these rules is a regulated function of the Board of Directors as described in the league constitution and by-laws.
- c) Home and visiting teams get 30 minutes in their respective field batting cage 1 hour prior their game.

Section 1.02 Managers

Manager's Duties:

- (a) Familiarize themselves with Positive Coaching Alliance's programs of Double-Goal Coaching, Second-Goal Parenting and Triple-Impact Competitor.
 - a. Major managers are required to undergo online certification requirements for Double-Goal Coaching. It is recommended that managers and coaches from all other divisions undergo online certification as well.
- (b) Select the maximum number of players at the draft.
- (c) Schedule a meeting of team parents as soon as possible after the draft to explain the following:
 - 1) League policy regarding minimum playing rules
 - 2) Manager's policy regarding attendance at games and practices
 - 3) Acceptable conduct of parents at games and practices
 - 4) Manager's policy regarding complaints, suggestions etc.
 - 5) Obligations of parents for parties, snack bar duty, fund-raisers, etc.
 - 6) League safety policies including insurance, medical releases, medical treatment, etc.
- (d) Find a team coach and assistant coach. Only two (2) coaches are permitted in the dugout in addition to the manager.
- (e) Be responsible for the care, inventory, and replacement of uniforms and equipment to the league's Equipment Manager.
- (f) Return all equipment to the Equipment Manager within 7 days off your teams final game.
- (g) Notify the players and parents of all league activities.
- (h) Present to the Safety Officer a medical release when reinstating an injured player to the active roster.
- (i) Assure that his/her coach and sufficient equipment will be at all practices and games at the time stated to the players.
- (j) Notify the Player Agent immediately of all team personnel variances.
- (k) It is the duty of the home manager of the last scheduled game of each day to remain on the premises until the snack bar is closed.
- (l) Complete any required mandated course (ie Concussion Protocol).

Section 1.03 Prospective Managers

(a) Managers or coaches who wish to return must give notice to the league of his/her intent. To be eligible for a Manager position in the Major Division, individuals must notify the President of their intent by the deadline set by the board. The exact date of the interviews will be posted online. Notification of intent is to be made in writing to the league President, via email or other written correspondence.

Section 1.04 General Game Rules

These rules apply to all divisions:

- (a) The home team is responsible for making the field ready 30 minutes before game time. The visiting team shall begin warm-ups 30 minutes before game time. The home team will begin warm-ups 15 minutes before game time. If the field is not available 30 minutes before the game because the home team does not have the field ready, the home team will give some of its time to the visiting team. If the field is not available 30 minutes before the game for other reasons (previous game goes long etc.), the available time will be divided equally.
- (b) All games will begin as close to the scheduled time as possible, even if this results in a shortened warm-up period.
- (c) All teams that have completed their game will vacate the field and dugouts as soon as possible if another game is scheduled to follow.
- (d) Both teams shall clean their side of the field, bleachers, and dugouts at the conclusion of each game. This includes removing all trash (wrappers, cans, bottles, etc.) from the grounds. Trash cans shall be emptied and have the liners replaced. Failure to maintain the fields and grounds will result in disciplinary action against the responsible manager by the Board of Directors of the league.

Section 1.05 General Player Rules

(a) The managers must report in writing to the Player Agent all instances that required player discipline within 36 hours of the action. This report shall include the reason for and the nature of the disciplinary action.

Article II. Tee Ball Division

Section 2.01 The Games

- (a) The length of Tee Ball division games shall be four innings or drop dead at one from the scheduled game time, whichever comes first.
- (b) There will be no league standings or championships for Tee Ball division games. No protests or forfeits are allowed.
- (c) All-star tournament games are not permitted.

Section 2.02 The Players

(a) The Player Agent will assign players to teams, placing approximately the same number of players by age on each team. No additions to the roster may be made without the approval of the Player Agent.

Section 2.03 Special Playing Rules

- (a) An inning is over when the entire team has batted, regardless of the number of outs recorded. The manager or coach shall notify the other team when the next batter due up is the last batter.
- (b) A child will be allowed three underhand/or overhand pitches from a coach or manager. If the child has not put the ball in play within those three pitches, the batting tee will be utilized. When using the tee, the batter shall be allowed as many swings as necessary to put the ball legally into play. No "strikeouts" are permitted.
- (c) The catcher shall remain at a safe distance from the batter. Outfielders shall be positioned at least 15 feet behind the deepest infielder on their side of the field. No infielder may advance more than 15 feet inside the base path until the ball is hit.
- (e) It shall be the manager's duty to position the batting tee for the batter and remove the tee when a runner is attempting to score.
- (f) Base stealing is not permitted. Runners must stay in contact with the base until the ball is hit. Two adult base coaches will be allowed. The defensive team may have as many coaches as deemed appropriate on the field of play for instructional purposes. However only one adult coach will be allowed to be positioned in the infield for instructional purposes. The remaining coaches must remain behind the infielders.
- (g) The batters will not be allowed to bunt.
- (h) On overthrows from the infield or outfield, the runner will be allowed one base.

Article III. Minor A

Section 3.01 The Games

- (a) The length of Farm division games shall be six innings or drop dead at one hour and fifteen minutes from the scheduled game time, whichever occurs first.
- (b) There will be no league standings or championship Minor A division games. No protests or forfeits are allowed.
- (c) All-star tournament games are not permitted.

Section 3.02 The Players

- (a) Players 6 - 7 year of age will be placed on a Minor A Division team. However, 5 year olds may be eligible for Minor A Division at the discretion of the Player Agent.
- (b) The Player Agent will assign players to the teams, placing approximately the same number of players by age on each team. No additions to the roster can be made without the approval of the Player Agent.

Section 3.03 Special Playing Rules

- (a) An inning is over when the offensive team has batted their entire lineup. Once the defensive team records three outs the bases will be cleared and the inning will resume until the offensive team has batted thru their entire lineup. The Manager will notify the opposing Man-

ager when the next batter is the last batter of the inning. The batting order shall not be changed during the game. Batting orders do not need to be exchanged by the Managers.

(b) The manager or coach will pitch to their own team. Every effort should be made by the manager or coach who's pitching to keep the release-point of the pitch at a reasonable height. A five-pitch count will be in effect. If the batter does not put the ball in play within those five pitches, a tee will be utilized until the batter puts the ball in play. No strikeouts will be allowed. No walks will be allowed.

(c) If the batter fouls off the fifth pitch, the batter will continue to hit until he/she puts the ball in play, or gets a strike, at which the time the tee will be used. Overhand pitching or pitching machine is mandatory until there are three strikes. The manager will then decide to continue pitching overhand or may pitch underhand for the remaining pitches.

(d) If the manager/coach pitcher is hit by a batted ball, the play is dead and the batter returns to hit again. The manager/coach pitcher shall make every effort to avoid a ball in play.

(e) Each team will have a player who will act as a pitcher for fielding purposes. The fielding pitcher shall be in the pitching area but not in front of the coach pitcher.

(f) The manager/coach shall pitch at a distance of 35-40 feet from home plate.

(g) Play is dead when the ball is thrown to the fielding pitcher within an approximate 10-foot radius of the pitcher's mound. The runners must go to the nearest base at the time of possession as determined by the managers.

(h) Base stealing is not permitted. Two adult base coaches will be allowed.

(i) The defensive team may have a maximum of two coaches on the field of play for instructional purposes.

(j) If in the judgment of either manager a player throws a bat, that player shall be declared out.

(k) The batters will not be allowed to bunt. Any ball not traveling beyond a 10 foot radius will be ruled a foul ball and any fair ball traveling beyond 10 feet will be in play.

(l) On overthrows from the infield or outfield, the runner will be awarded one base.

(m) Managers, coaches, and/or parents may be used as umpires.

(n) The managers are permitted free defensive substitution at any time when the ball is dead.

Article IV. Minor AA Division

Section 4.01 The Games

(a) Minor AA Division game limits: There will be no new inning after one hour and fifteen minutes from the actual start of the game, and the game must conclude by one hours and thirty minutes from actual start of game.

(b) Assign umpire(s) mutually agreeable by both managers.

(c) "Called" games must be replayed at the earliest opportunity or prior to the next scheduled game between the same teams. The home team manager must notify the Director of Scheduling (or Vice President if Director of Scheduling seat is vacant) within 24 hours.

Section 4.02 The Players

- (a) All players must try out to be eligible for the Minor AA Division.
- (b) Each player must play in each game for a minimum of nine defensive outs. The official scorebook shall be made available, upon request, for review by any manager or member of the Board of Directors.
- (c) All absent, injured, or disciplined players must be noted on the line-up card and in the official scorebook. Both managers must verify the accuracy of the scorebook and pitch-count log book and sign it following each game.
- (d) 8-9 year olds will be placed on a Minor AA Division team.
 - 1) 7 year olds may be eligible for the Minor division at the discretion of the Player Agent.
 - 2) An undrafted 10/11 year old may be placed in Minor Division AA at the discretion of the Player Agent.

Section 4.03 Special Playing Rules

- (a) Minor AA Division: All rules will be in place as directed by Little League Baseball International Inc., except for the following:
 - 1) Substitution of Players - For any given game, no player shall sit out any two innings before every player has sat out for one (1) complete inning. The only exception to this rule shall be the starting pitcher who may be allowed to stay in the entire game (while still complying with the Official Regulations and Playing Rules for All Divisions of Little League Baseball Incorporated regarding pitching). The first minimum play or player substitution violation will result in a one game suspension for the manager. If a substitution violation occurs during the playoff tournament further disciplinary action may be taken by the UFL Board of Directors.
 - 2) Minor AA will utilize the continuous batting order.
 - 3) Minor AA games will be scored but will not keep standings.
- (b) 1) In addition to the rules stated above. UFL has decided that no pitcher shall throw more than 40 pitches in any one inning. Any pitcher who throws 40 pitches in one inning may be allowed to finish the batter but must be removed from pitching for the remainder of the game.
 - 2) The home team must designate the scorekeeper or another game official as the official pitch count recorder.

Section 4.04 The Draft System

- (a) The regular season draft will be conducted as recommended in Little League Regulations, Plan A. The Minor division order of draft is determined by a draw.
- (b) Information on draft options, brother/sister combinations, etc. is contained in the Little League Operating Manual under the section entitled OPTIONS ON SONS, DAUGHTERS AND SIBLINGS.

(c) When a Minor AA manager needs a player, he/she must contact the Player Agent and no one else. The Player Agent will handle the proceedings from that point. No parents or players will be contacted by a manager or other representative. No players shall be brought up from Minor A in the last two weeks of the season.

(d) There will be one Manager's option for each Minor division team.

Section 4.05 Minor AA Division Playoffs/Champion

(a) The Minor Division will not keep standings during the regular season. Following the regular season, there will be a single elimination tournament involving all Minor AA teams to decide a champion. Seeding will be selected by a random draw, held with 1 Board Members present.

(b) There can be no ties in the playoffs. The teams will continue to play until there is a winner. If the second game of the day needs to be moved because of an extended game then that is what we will have to do.

Article IV. Minor AAA Division

Section 5.01 The Games

(a) Minor AAA Division game limits: There will be no new inning after one hour and forty minutes from the actual start of the game, and the game must conclude by two hours from actual start of game. If the game is not concluded by two hours, the game will revert back to the previous completed full inning to determine the final score.

(b) If no umpire arrives, make calls to the Director of Umpires or the Umpire's Association. The Major division has priority over the use of umpires schedule for a Minor game. If unsuccessful to reach an umpire, recruit a substitute mutually agreeable to both managers. Any substitute will relinquish the job upon arrival of the regular umpire.

(c) "Called" games must be replayed at the earliest opportunity or prior to the next scheduled game between the same teams. The home team manager must notify the Director of Scheduling (or Vice President if Director of Scheduling seat is vacant) within 24 hours.

Section 5.02 The Players

(a) All players must try out to be eligible for the Minor AAA Division.

(b) Each player must play in each game for a minimum of nine defensive outs. The official scorebook shall be made available, upon request, for review by any manager or member of the Board of Directors.

(c) All absent, injured, or disciplined players must be noted on the line-up card and in the official scorebook. Both managers must verify the accuracy of the scorebook and pitch-count log book and sign it following each game.

(d) 10-11 year olds will be placed on a Minor AAA Division team.

1) 7-9 year olds may be eligible for the Minor division at the discretion of the Player Agent.

- 2) An undrafted 10/11 year old may be placed in Minor Division AA at the discretion of the Player Agent.

Section 5.03 Special Playing Rules

(a) Minor AAA Division: All rules will be in place as directed by Little League Baseball International Inc., except for the following:

- 1) Substitution of Players - For any given game, no player shall sit out any two innings before every player has sat out for one (1) complete inning. The only exception to this rule shall be the starting pitcher who may be allowed to stay in the entire game (while still complying with the Official Regulations and Playing Rules for All Divisions of Little League Baseball Incorporated regarding pitching). The first minimum play or player substitution violation will result in a one game suspension for the manager. If a substitution violation occurs during the playoff tournament further disciplinary action may be taken by the UFLB Board of Directors.
- 2) Minor AAA will utilize the continuous batting order.
- 3) Three innings will constitute a complete game.
- 3) Minor AAA games will be scored and keep standings.

(b) 1) In addition to the rules stated above. UFLB has decided that no pitcher shall throw more than 40 pitches in any one inning. Any pitcher who throws 40 pitches in one inning may be allowed to finish the batter but must be removed from pitching for the remainder of the game.

- 2) The home team must designate the scorekeeper or another game official as the official pitch count recorder.

Section 5.04 The Draft System

(a) The regular season draft will be conducted as recommended in Little League Regulations, Plan A. The Minor division order of draft is determined by a draw

(b) When a Minor manager needs a player, he/she must contact the Player Agent and no one else. No parents or players will be contacted by a manager or other representative. No players shall be brought up in the last two weeks of the season.

(c) Draft options on the manager's child and brother/sister combinations will be allowed per the following schedule.

Age of Player	Option exercised by end of round
12	3
11	4
9-10	5
8	6

(d) If desired, managers may trade players following the draft up until seven (7) days prior to the start of the season. All trades are subject to the approval of the Player Agent and league

President. Minor division players may not be traded for Major division players. All trades are for players only; trades for draft choices are not permitted.

Section 5.05 Minor AAA Division Playoffs/Champion

(a) Minor AAA Division will keep standings during the regular season. Following the regular season, there will be a double elimination tournament involving all Minor AAA teams to decide a champion. The tournament will follow the Little League Double Elimination Tournament Guidelines.

(b) There can be no ties in the playoffs. The teams will continue to play until there is a winner. If the second game of the day needs to be moved because of an extended game then that is what we will have to do.

(c) Game Time: No new inning after one hour and forty minutes. Drop dead time at two hours.

Article V. Major Division

Section 6.01 The Games

(a) Major division weekday games will be terminated according to Official Regulations and Playing Rules for All Divisions of Little League Baseball Incorporated. No new inning shall start after 2 hours have elapsed from the start of the game. No drop dead time limit will be imposed.

(b) Saturday games: No time limit will be in effect for the final game on Saturday. For all other games prior to the final game - no new inning shall start after 2 hours have elapsed from the start of the game. No drop dead time limit will be imposed.

(c) If no umpires arrive, make calls to the Director of Umpires or the Umpire's Association. If unsuccessful, the Major division has priority over the use of umpires scheduled for a Minor game. If unsuccessful, recruit a substitute mutually agreeable to both managers. Any substitute will relinquish the job upon arrival of the regular umpire.

(d) "Called" games must be replayed at the earliest opportunity or prior to the next scheduled game between the same teams. The home team manager must notify the Director of Scheduling (or Vice President if Director of Scheduling seat is vacant) within 24 hours.

(e) When a manager, coach, or player is ejected from a game, he/she shall leave the field immediately and take no further part in that game. He/she may not sit in the stands, can remain no closer to the fields than the upper parking lot, and may not be recalled.

(f) If a parent/spectator is ejected from a game, he/she shall leave the field immediately and take no further part in that game. He/she may not sit in the stands and must remain no closer to the fields than the upper parking lot.

Section 6.02 The Players

(a) All players must try out to be eligible for the Major Division draft.

(b) A player moving into the area after the final day of tryouts shall be eligible to play in the Major division under the following circumstances with the majority approval of the Board of Directors:

- 1) He/she must have been on the roster of another Little League Major division team prior to or during the current season.
 - 2) It must be verified through school records that the player was not a resident within the league boundaries prior to the last day of tryouts.
 - 3) He/she may only be called up as a replacement player on a Major division roster.
- (c) Each player must play in each game for a minimum of six defensive outs and bat at least once. The official scorebook shall be made available upon request for review by any manager or member of the Board of Directors.
- (d) The rules for placing players based on age are as follows:
- 1) Age 9- 12: These players will be selected to a Minor or Major division team based on an accepted and approved draft method.
 - 2) Age 9- 12: All players not formerly on a Major division roster in this league must tryout.
- (e) Players Lost to Injury or Illness: If a Major division team manager loses a player or players during the current season due to illness or injury, the following rules will apply:
- 1) The manager of the team will present to the Player Agent within five days from the injury a doctor's report specifying the illness or injury and the approximate length of time the player will be unable to play.
 - 2) If in the opinion of the treating physician the player is expected to miss more than one half of the regularly scheduled games, the manager must obtain another player through the Player Agent. In the event that the player returns to the team during the regular season, the team will carry the extra roster player for the remainder of the season.
 - 3) If in the opinion of the treating physician the player is expected to miss less than one half of the regularly scheduled games, the manager has the option as to whether or not he wants to add a replacement player. In the event that the injured player returns to the team during the regular season, the team will carry the extra roster player for the remainder of the season. (This will result in the team having 13 active players.)
 - 4) If a player is injured in the second half of the season and in the opinion of the treating physician will be lost for the remainder of the season, the manager must obtain another player through the Player Agent. No players, however, shall be brought up in the last two weeks of the season.
 - 5) Any player lost for the season due to injury or illness will remain on the roster for the entire season.
 - 6) When a Major manager needs a player, he/she must contact the Player Agent and no one else. The Player Agent will handle the proceedings from that point and the replacement player will be placed on the Major roster by the Player Agent within seven (7) days from notification. Players lost for any reason other than injury or illness: If a major division team manager loses a player(s) during the current season for any reason other than injury or illness, the following rules will apply:
 - i) The Team Manager will immediately notify the Player Agent when it becomes known that a player will be lost for any reason other than injury or illness.
 - ii) The Player Agent will handle the proceedings and an eligible player from the Minor AAA Division will be placed on the team within seven (7) days from the date when the player is lost.
 - iii) No players shall be brought up from Minors AAA in the last two weeks of the season.

7) Players Lost Prior to Start of Regular Season: If a Major team manager loses a player or players prior to the start of the current season for reasons other than injury or illness, the following rule will apply:

- i) The team manager will immediately notify the Player Agent when it becomes known that a player will be lost.
- ii) The player agent will handle the proceedings.

Section 6.03 Special Playing Rules

- (a) During regular season play, each team shall bat the entire line-up.
- (b) If a team is not able to start a game with nine currently registered UFLB players, all reasonable means should be taken to avoid a forfeit.

Section 6.04 The Draft System

- (a) The regular season draft will be conducted as recommended in Little League Operating Policies, Plan A. Once a tryout program has been completed, the last place team from the previous regular season gets the first choice in every round of the draft, the next to last place team gets the second choice, and the remaining teams select in the reverse order of the previous year's finish during the regular season. Results from the playoffs will be excluded.
 - 1) If two teams ended the previous season tied, the tie breaker method used to establish playoff seedings will be used to establish draft order.
- (b) If a team has two or more options on players of the same age, the option will be exercised on the next draft opportunity except when the next opportunity is a bonus round; bonus rounds are "free pick" rounds for the teams that qualify.
- (c) There are no automatic coach's options in the Major division.
- (d) If desired, managers may trade players following the draft up until seven (7) days prior to the Opening Day ceremonies. All trades are subject to the approval of both managers, the Player Agent(s), President and a majority of the remaining board members. On draft night, Board members who are not present at the draft will be requested to be available by telephone. Managers should notify the Player Agent(s) well in advance of the draft if they are considering asking for a trade on the night of the draft to expedite the approval process. It is understood that some trades do initiate on draft night or even after the draft has been concluded. Trades will be considered on the basis of the best interest of both teams involved as well as the best interests of the League as a whole.

Section 6.05 Playoff and Tournament Special Playing Rules

- (a) The Major Division will keep standings during the regular season. Following the regular season, there will be a double elimination tournament involving all major teams to decide a champion. The tournament will follow the Little League Double Elimination Tournament guidelines.
- (b) The higher seeded team will be the Home Team throughout the tournament. If a higher seed loses, they can become the visiting team. Example: The number 1 seed advances to the championship game undefeated. They lose the game and the "if needed" game is played. They would be the visiting team for the "if needed" game.
- (c) Game Time: No new inning will start after 2:00 hours of play.

1) There can be no ties in the playoffs. If the score is tied following the end of an inning which completes after the 2:00 limit, the teams will continue to play until there is a winner. If the second game of the day needs to be moved because of an extended game then that is what we will have to do.

Article VII. All Star Teams and Player Selection

Section 7.01 All Star Team Election Process

Procedure Overview

The Major Player Agent (PA) will run the All Star selection process. It is important that the PA not have a child in consideration for selection to an All Star team nor be a manager or coach in the Major Division.

The announcement of the All Star teams shall not be made prior to June 1st.

Therefore, the PA should conduct the voting process among the Major division teams during the end of the regular season of play. This would ensure that players are afforded the opportunity to qualify for selection by meeting the minimum requirements or having played in at least 60% of the regular season games.

I. **Ballot Preparation**

The PA will prepare ballots that all players will use to nominate their fellow players. The ballots need to separate the players into the following age groups: 12 year olds, Major 11 year olds, and Major 9/10 year olds.

II. **Player Voting**

The PA will arrange to meet with all Major teams so the players can vote. The PA should have an impartial witness present during this process. During player voting, **ONLY THE PLAYERS ARE ALLOWED TO BE PRESENT, NO MANAGERS, COACHES OR ANYONE ELSE.** The voting should take place at a convenient location, such as the Board Room, and before or after a practice or game.

Voting will be done one team at a time. The PA will pass out the ballots to the players and explain the criteria. Players vote for 5 players in each age group. **THEY DO NOT VOTE FOR ANYONE ON THEIR OWN TEAM.** When the players finish voting, they turn in their ballots to the PA and ensure that the votes are clear and 5 players per age group were nominated. Place the ballots in an envelope and seal it. Repeat this process for all teams.

III. **Counting Ballots & Manager Voting**

The PA should arrange a Manager's meeting about 1 week prior to the date in which teams can be announced. The PA and assistant will meet and count the ballots. The 5 players in each age group receiving the most votes are automatically on the team. It would be convenient to have a large paper for each age group taped to the wall to write down the player's names.

Once the top 5 players have been established for each age group, invite the managers into the room. After the managers have reviewed the player names of the teams, they will begin the nomination process. Start with the 12-year-old team.

Each manager can nominate however many players they wish. Write the names down on a separate paper on the wall for all to see. The managers may discuss why their nominees should be on the All Star team. Once all managers have nominated players, ask if there are any last minute nominations.

At this point, the voting process begins. Provide ballots to the managers and instruct them to vote for 5 players. The PA and assistant will count the ballots privately. The player with the most votes automatically makes the team. Players with votes from all managers automatically make the team. Players with no votes are removed from the pool; cross their name off the list of eligible players and add those who made it to the team list. Typically, 2 players will make it on the team.

Second round of voting - managers vote for 4 players. Player(s) with the most votes make the team. Players with a unanimous vote or who receive votes from all but 1 manager make the team. Players with less than three votes are removed from the pool. Add the player(s) to team list. Typically, 1 player makes it on the team.

Third round of voting - managers vote for 3 players. Players with the most votes makes the team. Players with a unanimous vote or who receive votes from all but 2 managers make the team. Players with less than three votes are removed from the pool. Add the player to the team list. Typically, 1 player makes it on the team.

Fourth round of voting - managers vote for 2 players. Players with the most votes makes the team. Players with a unanimous vote or who receive votes from all but 1 manager, or who receives votes from all but 2 managers, or receives votes from all but 3 managers, make the team. Add the player to the team list. Typically the 10th player will make it on the team.

Once 10 players have made the team, the process will stop and management selection will begin.

IV. Manager Selection

The PA will open the floor to manager nominations. The nominations are made by the current Major division managers only. If no managers are available or interested in managing, Major division coaches could be nominated. The nominated can then declare their interest and present their qualifications for the job. The PA will excuse those nominated and facilitate a discussion among the voting managers. Voting will be done by secret ballot.

In the event of a tie, repeat the process until a winner is declared. If a tie cannot be broken, the candidates will decide amongst themselves who will manage and who will coach.

V. Completing the Roster

The All Star manager will then decide whether to carry 12 or 13 players on the team. The eligible players for the final spots will come from all nominated players. The All Star manager will make recommendations for the final spots on the team. All managers will then vote for the 2 or 3 (depending if the roster will be 12 or 13) remaining spots on the team. The players receiving the highest vote total will make the team.

In the case of a tie, the tying players will be discussed among the managers and voting will take place for only those players. In the event of another tie, the manager will pick the player.

Review the team with the manager and then repeat the process for the next team. After all teams have been filled, the PA will arrange to have the teams announced publicly. Announcements about the teams **shall not** be made prior to the date specified by Little League.

In the event a player, after being called, cannot fulfill the commitment to the team, the manager will pick a replacement player from the available list of nominated players.

Article VIII. Discipline Rule

Section 8.01 Upland Foothill Code of Conduct

(a) Upland Foothill Little League adheres to a strict Code of Conduct for all of its players, managers, coaches, volunteers and parents. Any player, manager, coach, volunteer, or parent (Members) not adhering to the Code of Conduct is subject to discipline from the Discipline Committee. The Discipline Committee is responsible for hearing all matters related to ejections as cited in rule 9.05 (c). In addition, the committee will hear all written and verbal complaints about Members and determine appropriate action.

(b) Poor sportsmanship (by managers, coaches, players or spectators) can result in ejection from the game and removal from the park. Examples of poor sportsmanship include: throwing equipment, bad language, arguing with an umpire's judgment call or harassing an umpire, opposing players or spectators. Any manager, coach or player ejected from a game is automatically suspended for his or her teams next physically played game. (Rule 4.07).

Section 8.02 Disciplining a Member

(a) In the case of a Regular Member (not a player), Upland Foothill Little League's procedure is for a committee to gather complaints, in writing if possible. This committee (Discipline Committee) is defined per UFL Constitution by-laws. The committee reports its findings to the Board of Directors. At this point, the Board could dismiss the case, or could send written notice to accused, stating the charges in general, as well as when and where to appear to answer the charges.

1) At the disciplinary meeting for Regular Members:

- i) Re-state charges for the record.
- ii) Give the accused ample opportunity to respond.
- iii) Board could decide to take no further action.
- iv) Board could decide to draft a warning or letter of reprimand.
- v) Board could decide to revoke all or part of the person's Membership privileges for a specific period of time, but not longer than the remainder of the fiscal year.
- vi) Any punishment must be approved by two-thirds vote of the board.

(b) In the case of a Player Member, the Discipline Committee gathers complaints, in writing if possible, and reports its findings to the board of directors. The board could dismiss the case, or could send written notice to accused, stating the charges, as well as when and where to appear to answer the charges. The player's manager and parent(s) should also be present.

This process is detailed below.

1) At the disciplinary meeting for a Player Member (May be entire board or the committee):

- i) Re-state charges for the record.
- ii) Give the accused ample opportunity to respond.
- iii) Board could decide to take no further action.
- iv) Board could decide to draft a warning or letter of reprimand.
- v) Board could decide to revoke all or part of the person's player Membership privileges for a specific period of time, but not longer than the remainder of the season. This action could include the mandatory suspension of one or more games, exclusion from eligibility from the tournament (All-Star) team, and suspension of playing privileges for the remainder of the season.
- vi) Any decision must be approved by 2/3 vote of the board.