

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 and Playing Rules for All Divisions of Little League Baseball Incorporated.

Mark Bertone, President, Fiscal Year 2017-2018

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ARTICLE I. OVERALL LOCAL RULES (includes Tee Ball, Farm, Minors 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- a) These local rules may be amended, repealed, or altered in whole or in part by a majority vote at any authorized meeting of the Upland Foothill Little League Board of Directors.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.
- d) All pitchers must warm up with another player.

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 immediately following the last game and prior to leaving the field. A complete written equipment inventory is to be provided to the Equipment Manager at that time.
- (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.

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 at www.ufl.org. 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 game schedule will be established by the Board of Directors
- (b) 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.
- (c) All games will begin as close to the scheduled time as possible, even if this results in a shortened warm-up period.
- (d) All teams that have completed their game will vacate the field and dugouts as soon as possible if another game is scheduled to follow.
- (e) The team managers of the game in progress or the umpire will stop play on the field whenever an injury has occurred. The umpire will award bases as allowed by rule on a batted-ball.
- (f) 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.
- (g) Batboys/batgirls are not permitted.
- (h) No smoking is allowed on the field of play or in the area of the dugout.
- (i) All protective equipment, bats, and balls must meet Little League standards.
- (j) Catchers must wear all protective equipment, including a catcher's mask w/ throat guard, helmet, shin guards, and chest protector. All gear must be worn during warm-ups.
- (k) All batters, base runners, non-adult base coaches, and on deck batters must wear a protective helmet.
- (l) No player is allowed to swing a bat at any time except while batting in the batter's box.

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.

(b) Original birth certificates must be received at least seven (7) days prior to the beginning of the regular season.

(c) If a Tee Ball, Farm, or Minor division player is lost due to injury, illness, or change of address, the team manager must contact the Player Agent immediately. The Player Agent will handle any possible player replacement proceedings from that point.

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 hour from the scheduled game time, whichever comes first.
- (b) The Tee Ball Division will play one game a week.
- (c) There will be no league standings or championships for Tee Ball division games. No protests or forfeits are allowed.
- (d) All-star tournament games are not permitted.

Section 2.02 The Players

- (a) Players 4 - 6 years of age must play in the Tee Ball division. However, 6 year olds may be eligible for the Farm Division at the discretion of the Player Agent.
- (b) No tryouts are required to play in the Tee Ball division.
- (c) 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.
- (d) Players will be listed on the line-up card prior to the beginning of each game. The line-up card will be kept to aid in determining which player is to bat. All players on the entire team will bat in the order listed for the entire game. Batting orders do not need to be exchanged between managers before the game.
- (e) All players on a team will play defensively every inning. All "excess" players shall be placed in the outfield so as to not jam up the infield.

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 on the line-up card.
- (b) All batters will use the batting tee to put the ball into play. Pitching by managers, coaches, parents, or players will be allowed during the second half of the season upon agreement of both Managers.
- (c) 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.
- (d) The pitcher must remain on the pitching rubber until the ball is hit. 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) If, in the judgment of either manager, a player throws a bat, that player shall be declared out.

(h) The batters will not be allowed to bunt. Any ball not traveling beyond a 10 foot radius will be ruled a foul ball. Any fair ball traveling beyond 10 feet will be in play unless in the judgment of the managers, the bat completely missed the ball.

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

ARTICLE III. FARM DIVISION

Section 3.01 The Games

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

Section 3.02 The Players

- (a) Players 7- 8 years of age must play in the Farm Division. However, 6 year olds may play at the discretion of the Player Agent.
- (b) Players 9 years of age must try out for the league's Minor/Major divisions. Players 9 years of age who do not try out will not be permitted to participate in the league, or at the discretion of the Player Agent, they may be placed on a Farm team.
- (c) 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.
- (d) All players on the roster must play an equal number of innings defensively.
- (e) All players must be rotated equally between the infield and the outfield.
- (f) If a game is halted prior to the start of the 5th inning, all active players on the roster shall be considered as having played.
- (g) All players bat. Each player will bat in the same order throughout the game, regardless of his/her being used as a defensive player. Defensive changes will not change the batting order. Players arriving late will be added to the end of the batting order.

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 Manager when the next batter is the last batter of the inning. The batting order shall not be changed during the game. Batting orders need not be exchanged by the Managers.
- (b) There will be a maximum of ten (10) defensive players on the field. (Ten defensive players using four outfielders may be permitted at the discretion of the manager.) The managers and coaches should position their players in all defensive fielding positions and not overload the infield, outfield, etc.
- (c) 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.

- (d) 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 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.
- (e) 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.
- (f) 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.
- (g) The manager/coach shall pitch at a distance of 35-40 feet from home plate.
- (h) 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.
- (i) Base stealing is not permitted. Two adult base coaches will be allowed.
- (j) The defensive team may have a maximum of two coaches on the field of play for instructional purposes.
- (k) If in the judgment of either manager a player throws a bat, that player shall receive a warning. A subsequent violation will result in the player being declared out.
- (l) 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.
- (m) On overthrows from the infield or outfield, the runner will be awarded one base.
- (n) Managers, coaches, and/or parents may be used as umpires.
- (o) The managers are permitted free defensive substitution at any time when the ball is dead.

ARTICLE IV. MINOR DIVISION

Section 4.01 The Games

- (a) Minor Division game limits: There will be no new inning after one hour and forty-five minutes from the actual start of the game, and the game must conclude by two hours and fifteen minutes from actual start of game. If the game is not concluded by two hours and fifteen minutes, the game will revert back to the previous completed full inning to determine the final score.
- (b) 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 (at the Major Manager's discretion). If unsuccessful, recruit a substitute mutually agreeable to both managers. Any substitute will relinquish the job upon arrival of the regular umpire.
- (c) No pitcher may use the playing field mound for warm-ups prior to the start of the game, except for normal warm-up pitches prior to the start of an inning.
- (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. Additional rules under sections 4.10, 4.11, and 4.12 of the Little League Baseball International, Inc. rules will apply.

Section 4.02 The Players

- (a) All players must try out to be eligible for the Minor division draft.
- (b) Each player must play in each game for a minimum of nine defensive outs. Players arriving late will be added to the end of the batting order. The official scorebook shall be made available, upon request, for review by any manager or member of the Board of Directors.
- (c) If a game is halted prior to the start of the 5th inning, all active players on the roster shall be considered as having played.
- (d) 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.
- (e) 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. Little League Regulation V(a) - Players Little League Age 12 must be drafted to a Major Division team. Exceptions can only be made with written approval from the District Administrator, and only if approved at the local league level by the Board of Directors and the parent of the candidate.
 - 2) Age 9- 12: All players not formerly on a Major division roster in this league must tryout. Failure to tryout will result in the player being dropped from the league and his/her registration money returned. See Section 3.02(b) for possible 9 year old player exceptions.
 - 3) Age 8 (Minors): These players will be allowed to tryout for minors. After the draft the number of 8 year olds allowed to play in the minors will be determined by the amount of players needed to fill that year's optimal number of minor roster spots. For example, if after the major league draft it is

determined that the ideal number of teams for the minor division is 8 teams with 12 roster spots. If in this scenario there are only 90 players league ages 8-12 eligible for minors there will be a total of six 8 year olds allowed to be drafted into the minor division.

4) Players age 7 may be eligible for the Minor division at the discretion of the Player Agent.

a. A petition must be submitted to and authorization to tryout must be granted by the Player Agent.

(f) Tryouts will consist of each player fielding three fly balls in left field and throwing to second base, fielding three ground balls at shortstop and throwing to first base, and taking three swings at pitched balls and running from home plate through second base after the last swing. Twelve-year-old players may be permitted additional attempts.

Section 4.03 Special Playing Rules

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

1) Minor division games will be played with a modified inning concept commonly called the "five-run rule", also known as the "CATCH-UP RULE". A team is up to bat for three outs or until five runs have scored. If a team is behind by more than five runs when they come to bat, they may bat until three outs are recorded or until they tie the game, "CATCH-UP". There will be no scoring restraints after the 3rd inning.

2) 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. A complete inning is defined only as three consecutive defensive outs by sitting player's team. 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). Before the beginning of the season, a last and final warning letter will be presented to each Minor manager. The first minimum play or player substitution violation will result in a one game suspension for the manager. Prior to the beginning of the game, managers are required to deliver to opposing managers and scorekeeper copies of their UFLI issued line-up sheet complete with batting line-up and scheduled substitutions for all six innings of that day's game. If a substitution violation occurs during the "play-off" tournament further disciplinary action may be taken by the UFLI Board of Directors.

3) All players bat. Each player will bat in the order presented to the opposing manager prior to the game, regardless of his/her being used as a defensive player. Defensive changes will not change the batting order. Players arriving late will be added to the end of the batting order.

4) Three innings will constitute a complete game.

5) A runner may advance as appropriate on a walk, batted ball, passed ball, or stolen base.

(b) The following rules apply when using the double first base.

1) A batted ball hitting or passing over the inside base shall be declared fair; a batted ball hitting or passing over the outside base shall be declared foul.

- 2) Whenever a play is being made on the batter-runner, the defense must use the inside base and the batter-runner must use the outside base.
- 3) On extra-base hits, or balls hit to the outfield where there is no play being made at the double base, the runner may touch either base.
- 4) The batter-runner must use the outside base on the first attempt at first base, however, should batter-runner reach and go beyond first base, he/she must return to the inside base.
- 5) Failure of the batter-runner to use the outside base in accordance with the above rules shall result in the batter-runner being declared out upon proper appeal.

(c) Pitch Counts – UFL has adopted the Regular Season Optional Pitch Count Regulation. It is described below:

- 1) The following rules have been adopted from the current year Little League Rule Book Regulation VI – Pitchers section
- 2) A Player who has attained a league age of twelve (12) is not eligible to pitch in the Minor division.
- 3) A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day
- 4) UFL adopts Little League Rule Book Regulation VI (d) for pitching:
 - 66 or more pitches in a day, 4 calendar days of rest are needed.
 - 51-65 pitches in a day, 3 calendar days of rest are needed.
 - 36-50 pitches in a day, 2 calendar days of rest are needed.
 - 21-35 pitches in a day, 1 calendar day of rest is needed.
 - 1-20 pitches in a day, no calendar days of rest is needed.

5) In addition to the rule 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 an inning will be allowed to finish the existing batter and must be removed from pitching the remainder of the game.

6) Regulation VI – PITCHERS in the Baseball Rule Book has been amended to read, in part:

- Any player on a regular season team may pitch. Exception: Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.

Summary and Implementation: Beginning immediately, this prohibits a player – who has played the position of catcher in any part of four innings in a game – from being used as a pitcher at any time on that calendar day. This applies to all baseball divisions, and will apply to the International Tournament as well.”

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

6) The official pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed. The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Green Book Regulation VI (c). The umpire-in-chief will inform the pitcher’s manager that the pitcher must be removed in accordance with Green Book Regulation VI (c). However, the failure by the pitch count

recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

7) It will be the responsibility of both teams to keep track of the pitch count per inning and report to the official scorekeeper that innings final count. All on-field discrepancies will be resolved by the home plate umpire prior to play resuming the next inning.

Section 4.04 The Draft System

(a) The regular season draft will be conducted as recommended in Little League Operating Policies, 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 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 player can be brought up to a Minor team without having played four games in the Farm division. No players shall be brought up in the last two weeks of the season.

(d) Draft options on the manager's/coach'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

(e) If a team has two or more options on players of the same age, the option will be exercised on the next draft opportunity.

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

(g) 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 4.05 Minor Division Playoffs/Champion

(a) The Minor Division will not keep standings during the regular season. Following the regular season, there will be a double elimination tournament involving all minor teams to decide a champion. Seeding will be selected by a random draw, held with a minimum of 3 Board Members present. Home team will be determined by a coin flip before the game. No coin flip is needed if one team is in the winner's bracket and the other is in the loser's bracket. **UFL Board could vote to keep standings to determine Minor Division playoff seeding. If seeding is determined by standings, the*

home team will be determined in the same format as in the Major division.

- (b) During playoffs, game time will officially start with the first pitch of the game at the discretion of the umpire
- (c) Game Time: No new inning will start after one hour forty-five minutes of play.
- (d) There can be no ties in the playoffs. If the score is tied following the end of an inning, which completes after the one hour forty-five minute time 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.
- (e) TEN RUN RULE: If at the end of a regulation game (4 innings) one team has a lead of ten (10) or more runs, the manager of the team with the least runs shall concede victory to the opponent. Note: If the visiting team has a lead of ten (10) or more runs, the home team must bat in their half of the inning.
- (f) PITCH COUNT: Follow the Little League regulations (Little League Rule Book) for regular season play.

ARTICLE V. MAJOR DIVISION

Section 5.01 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 (at the Major manager's discretion). If unsuccessful, recruit a substitute mutually agreeable to both managers. Any substitute will relinquish the job upon arrival of the regular umpire.
- (d) No pitcher may use the playing field mound for warm-ups prior to the start of the game, except for normal warm-up pitches prior to the start of an inning.
- (e) "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. Additional rules under sections 4.10, 4.11, and 4.12 of the Little League Baseball International, Inc. rules will apply.
- (f) The offensive team shall station two base coaches on the field during its time at bat, one near first base and one near third base. Base coaches shall be eligible players in the uniform of their team; or two (2) adult managers or coaches. An adult manager or coach is only permitted to occupy the first or third base coach's box if there is "at least one other adult manager or coach in the dugout" (Rule 4.05).
- (g) 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. Any manager, coach, or player ejected from a game is suspended for a minimum of his/her team's next physically played game (Rule 4.07).
- (h) 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. Any parent/spectator ejected from a game is suspended for a minimum of his/her team's next physically played game.

Section 5.02 The Players

- (a) All players must try out to be eligible for the Major division draft with no exceptions.
- (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.
- 1) If a game is halted prior to the start of the 5th inning, all active players on the roster shall be considered as having played.
 - 2) 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 sign it following each game.
- (e) 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. Failure to try out will result in the player being dropped from the league and his/her registration money returned. See Section 3.02(b) for possible 9 year old player exceptions.
- (f) Tryouts will consist of each player fielding three fly balls in left field and throwing to second base, fielding three ground balls at shortstop and throwing to first base, and taking three swings at pitched balls and running from home plate through second base after the last swing. Twelve-year-old players receive 5 attempts at each station.
- (g) 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) When a player misses more than seven (7) consecutive days of participation for an illness or injury, a physician or other accredited medical provider must give written permission for a return to full baseball activity. (Reg. IIIId)
 - 3) 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.
 - 4) 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.)
 - 5) 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.
 - 6) Any player lost for the season due to injury or illness will remain on the roster for the entire season.

7) When a Major manager needs such 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 or players during the current season for any reason other than injury or illness, the following rules will apply:

- a) 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.
- b) The Player Agent will handle the proceedings and an eligible player from the Minor division will be placed on the team within seven (7) days from the date when the player is lost.

8) 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:

- a) The team manager will immediately notify the Player Agent when it becomes known that a player will be lost.
- b) The team manager will draft a player from the remaining non-drafted players in the general draft pool as listed on draft day.

Section 5.03 Special Playing Rules

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

- 1) Ten run Rule: If at the end of a regulation game (4 innings) one team has a lead of ten (10) or more runs, the manager of the team with the least runs shall concede victory to the opponent. Note: If the visiting team has a lead of ten (10) or more runs, the home team must bat in their half of the inning.

(b) Minimum Play:

- 1) If a player receives minimum play as defined in Regulation IV (i) then the player will start the next scheduled game and cannot be subbed out before 3 innings and two at bats or completion of the game.
- 2) During regular season play, each team shall bat the entire line-up. If a player is injured or becomes ill during the game, that player will count as an out at each subsequent at bat.
- 3) Playing statistics will be monitored on a routine basis by the Player Agent(s) and Official Scorekeeper. Any Manager who is not adhering to these guidelines will be subject to the disciplinary review by the Board's Discipline Committee.

(c) Pitch Counts – UFLB has adopted the Regular Season Optional Pitch Count Regulation. It is described in the Green Book in under Regulation VI – Pitchers.

(k) If a team is not able to start a game with nine currently registered UFLB players, it is automatically a forfeit without needing board approval. The manager may appeal to the board.

Section 5.04 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, their records versus each other will determine the draft order. The team with the better "head to head" record will draft after the other team.

2) If two teams ended the previous season tied and their record versus each other is a tie, a coin toss will determine the draft order.

(b) Major teams are permitted only seven (7) players who are 12 years of age. Major teams are permitted only six (6) players who are 11 years of age. Managers may not draft more 10 year old players than they will be able to retain as 11 year-olds (6) the following year. Managers may not draft more 9 year old players than they will be able to retain as 10 year-olds (6) the following year.

(c) Information on draft options, brother/sister options, etc. is contained in the Little League Operating Policies under the section entitled Local League Draft Methods.

(d) 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. No parents or players will be contacted by a manager or other representative. No player can be brought up to a Major team without having played four games in the Minor division. No players shall be brought up in the last two weeks of the season.

(e) Draft options on the manager's child and brother/sister combinations will be allowed per the Operating Manual.

(f) 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.

(g) There are no automatic coach's options in the Major division.

(h) 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. 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 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 a game to the number 2 seed. In the next game, the number 2 seed will be the home team.

(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 that 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.

(d) PITCH COUNT: Follow Little League regulations (Green Book) for regular season play.

ARTICLE VI. ALL STAR TEAMS AND PLAYER SELECTION

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 15th, or two weeks prior to the start of the tournament within their respective division (whichever is earlier), and not until the availability and eligibility of all prospective team members have been established.

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, 11 year olds, and 9/10 year olds. Refer to appendix A for an example of a ballot.

II. Player Voting

The PA will arrange to meet with all the 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 only 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 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 two votes are removed from the pool. Add the player 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 makers 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. Players with less than four votes are removed from the pool. Add the player to the team list. Typically the final 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 the list of players who were removed from the initial manager voting process. 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 at Flowers Field. 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 VII. DISCIPLINE RULES

Section 7.01 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 7.02 Disciplining a Member

(a) In the case of a Regular Member (not a player), Upland Foothill Little Leagues procedure is for a committee to gather complaints, in writing if possible. This committee (Discipline Committee) is defined per UFLC 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.