



FOREST CITY LITTLE LEAGUE

2025 BYLAWS

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1.0 General League Policy

These Bylaws establish Forest City Little League's General League Policy by which all participants can have a structured, enjoyable experience. Bylaws are not meant to replace, or override any Little League International rules, regulations, or policies. They were created by the league's Board of Directors in accordance with the League Constitution.

1.1 Offices

The principal office of the Forest City Little League shall be located at 279 Vance St, Forest City, NC 28043 in Rutherford County, NC.

1.2 Fiscal Year

Forest City Little League's fiscal year begins July 1 and ends June 30 for league financial reporting purposes.

In accordance with Section 501(c)(3) of the Federal Internal Revenue Code, the Forest City Little League shall operate exclusively as a non-profit educational organization providing a supervised program of competitive baseball and softball games. Notwithstanding any other provisions of these Articles, this organization shall not carry on any activities not permitted to be carried on by (a) organization exempt from federal income tax under Section 501(c)(3) of the Internal Revenue Code of 1954 or the corresponding provisions of any future United States Internal Revenue Law, or (b) an organization's contributions to which are deductible under Section 170(c)(2) of the Internal Revenue Code of 1954 or any other corresponding provisions of any future United States Internal Revenue Law.

1.3 Operational Year

Forest City Little League's operations are ongoing throughout the year. Spring registrations will open the first week of December with play commencing in the first week of March and concluding by the middle to end of May. All-Stars will begin at the end of the regular season and potentially run throughout the summer months, depending upon successful advancement through the Little League tournaments. Fall registration will open at the beginning of June with play commencing in August and concluding by the end of October. During the fall season, the League Age charts for the next year are followed for a player's league age determination.

1.4 Registration Fees

A registration fee is required for each player participating in a league program. The fee may differ by program and division of play depending upon specific costs associated with those programs. The registration fee is set at the time of the annual budget by the Board of Directors and approved by the general membership.

1.5 Sponsorships

Forest City Little League is a non-profit 501(c)(3) tax-exempt educational organization supported by the dedicated efforts of our league volunteers and the generosity of our community sponsors. Sponsors recognize that the league is a mainstay for our community's youth, teaching the merits and benefits of teamwork, integrity, competition, and the love of the game. As such, sponsors join the league each year to make a positive impact on the youth of our community.

1.6 Financial Assistance

Little League and T-Mobile share the belief that every kid should have the chance to experience Little League. The T-Mobile Little League Call Up Grant Program is committed to helping families in need by covering registration fees associated with local Little League programs so that every kid has the chance to play. This program is available to families in need who can present verifications, such as a Free/Reduced Lunch Verification letter, SNAP, WIC, Foster Child Paperwork, or Enrollment in Medicaid or State Health Plans. The T-Mobile Little League® Call Up Grant offers a simple-to-use application to assist families in need with registration fees. Families interested in applying for a grant should apply online.

1.7 Team Equipment

Forest City Little League's Equipment Manager issues each minors division and above team an equipment bag containing catcher's gear, one bucket of practice balls, and a first-aid kit prior to each practice/game. Machine-Pitch teams are issued a mechanical pitching machine that is to be returned to the equipment room at the conclusion of each game/practice. Tee Ball teams are issued a batting tee and helmets to be returned to the equipment room at the conclusion of each game/practice. Any team that requires additional helmets or loaner bats may request these from the Equipment Manager. Additionally, teams will be provided a scorebook and lineup cards. Team Managers are responsible for the general upkeep and safekeeping of this equipment throughout the season. Equipment must be cleaned and returned per instructions provided by the Equipment Manager at the end of each season. Forest City Little League reserves the right to charge an equipment bag deposit fee to be refunded upon return of cleaned equipment in good working order with normal expected wear and tear. Forest City Little League reserves the right to refuse rental of equipment to any person(s) who have previously not turned in their equipment. Failure to return equipment will result in an invoice being sent to the Manager who signed out the equipment, or a police report being filed.

1.8 Uniforms

Recreational team uniforms are included with each player's registration fee. Softball team uniforms consist of a shirt, visor, belt, and socks. Baseball team uniforms consist of a shirt, hat, belt, and socks. Game pants are not provided by the league. The league standard game pants color is black; however, each team sponsor has the option to select a color that coordinates with their team uniform.

1.9 Pictures

Team and individual pictures are scheduled with a professional photography company each season. Team pictures are incorporated into plaques presented to sponsors to thank them for their support of the league. Additionally, parents have the option of purchasing a variety of picture products provided by the photography company. *Pictures are a league fundraising activity, and it is expected that coaches, parents, and players fully support and attend their scheduled picture shoot.*

1.10 Awards

In the spirit of creating lasting memories of the Little League Experience, the league presents each participant with a trophy at the end of the spring season and a medal at the end of the fall season.

1.11 Volunteer Applications & Background Checks

All league volunteers are required to complete a Little League volunteer application once each season, which grants permission for a criminal background check. Information gathered for background checks and results is considered confidential, protected from public disclosure, and not used for any purpose beyond determining volunteer eligibility. Volunteers must be approved prior to representing the league in any capacity. Any flagged background check will be investigated by the league's Safety Officer and President to determine if the applicant meets Little League requirements to participate as a league volunteer. Approved volunteers whose background check is subsequently flagged during the calendar year will be suspended to allow time for the league to investigate and make a final determination on continued volunteer privileges.

1.12 Three Strikes Policy

The Three Strikes Policy shall be determined by Forest City Little League's Disciplinary Committee composed of the League President, League Vice President, League Secretary, Player Agent, Umpire-in-Chief, and one or more other officers or directors who are not managers in the offender's division. Per Little League Rule 4.07, a game participant ejection will automatically result in a one game suspension. Any violation of our code of conduct or umpire interaction policies may result in a suspension, even if the participant is not ejected. Suspension resulting from this policy cannot be appealed. Individuals suspended from a game may not be present at the game site, including pregame and postgame activities. ***All offenders will be prohibited from participation in Little League activities, including pre-game and post-game activities, until a determination is made concerning the offender's actions. The League Board reserves the right to immediately dismiss offenders from the program with no possibility of a refund in lieu of the Three Strikes Policy.***

Any failure of an individual to serve a suspension ordered by the league will be deemed a new offense. The Forest City Police Department will be called to escort the individual off the premises.

(1) Strike One

The league will deliver an official written reprimand with the possibility of a one game suspension. The offender must submit a letter of apology to the league. The offender may request a meeting with the Board of Directors to discuss the incident, but it will not impact a suspension decision.

(2) Strike Two

The league will deliver an automatic suspension of at least two games up to revocation of privileges for the remainder of the season. The offender must submit a letter of apology to the league. The offender may request a meeting with the Board of Directors to discuss the incident, but it will not impact a suspension decision. No refunds will be issued to volunteers, parents, or players who are in violation of league policies.

(3) Strike Three! You're Out!

The league will deliver an automatic suspension of privileges and dismissal from Forest City Little League's programs. The offender would be expected to submit a letter of apology to the league. The offender may request a meeting with the Board of Directors to discuss the incident,

but it will not impact a suspension decision. No refunds will be issued to volunteers, parents, or players who are in violation of league policies.

A record of offenses will be kept on file in the office. Strikes will remain on an offender's record for one season from the date they received the strike. Each season the offender goes without receiving a strike, one strike will "fall off" of their record.

1.13 Unsportsmanlike Conduct

Per Little League Regulation XIV (a), the actions, on or off the field, of players, managers, coaches, umpires, and league officials must be above reproach. Any player, manager, coach, umpire, or league representative who engages in a verbal or physical altercation, or an incident of unsportsmanlike conduct, at the game site or any other Little League activity including through online or social media, is subject to the Three Strikes Policy. ***Based on the severity of the offense as determined by the Board of Directors the League Board reserves the right to immediately dismiss offenders from the program with no possibility of a refund in lieu of the Three Strikes Policy.***

1.14 Umpire Interaction Policy

Forest City Little League has a zero-tolerance policy for behavior that is disrespectful, discourteous, or may in any way be construed as intimidating towards umpires. The league strives to maintain an environment that is umpire-friendly and that teaches players to be respectful to individuals in authority. Violations of this policy will be considered Unsportsmanlike Conduct and shall be addressed by the board accordingly.

Players, coaches, parents, and spectators should understand that critical behavior towards umpires will not be tolerated within Forest City Little League. Our league umpires may be comprised of volunteers or paid adults and high school aged youth. Many of these youth are our sons and daughters who participated as players within our league and are now giving back to our community. All umpires must feel they are safe and protected. It is far more productive for individuals to react to disadvantageous umpire calls by focusing on how to overcome those "bad breaks," rather than focusing on the umpire who is doing the best that he/she can.

Parents/Spectators Interaction with Umpires:

Parents/Spectators shall not question or comment loudly to the field from spectating areas regarding umpire calls. Parents/Spectators shall not directly question umpires regarding calls during or after games.

Parent/Spectator questions should be directed to their Team Manager only after abiding by the 24- hour rule, NOT at the game site.

24-Hour Rule:

Parents/Spectators shall not discuss a game, a play, or a strategy with a coach for at least 24 hours after the contest. This moves the discussion away from the players and gives Parents/Spectators a chance to quell their emotions and resolve a disagreement rationally. The 24-Hour Rule is an effective way for all participants to take a breath and decide whether their concern really is a matter of fairness, or an intense emotional reaction forged in the heat of competition. Our children are the beneficiary of the 24-Hour Rule!

Coach Interaction with Umpires:

Coach actions on the field are viewed by all spectators, parents, and players from both teams; thus, coaches must set the highest standard of behavior. All communications with umpires should be done in a respectful and deferential manner by the **TEAM MANAGER ONLY**. The Team Manager should always speak directly to the umpire who made the call. Yelling across the field at an umpire over a call is not acceptable as this can be construed as hostile even when not intended. Team Managers should request a time out to approach the umpire and discuss the situation in a respectful and conversational manner. Coaches must remember that an adult coach approaching a youth umpire can be intimidating to the young umpire. Any questions should be directed to the plate umpire in the 8-10 divisions and above. A coach acting in a respectful manner will help mitigate that intimidation.

Additionally, coaches are expected to exercise control of their team's players, spectators, and parents; proactively intervening early in situations that could potentially result in disciplinary actions from the umpire and/or league. **If at any time a coach or umpire feels that he/she is losing control of a situation, play should be stopped immediately and the league officer on duty should be contacted.**

There will more than likely be instances when an umpire makes a bad call. In the interest of good sportsmanship, **judgment calls** by an umpire shall **NEVER** be questioned aloud. Coaches may not *demand* that an umpire seek help from another umpire. Umpires, at their discretion, may consult with the other umpire for help.

Interpretations of a rule may be questioned, but only in a quiet and respectful way by requesting to approach the umpire. For example, if a coach wanted to discuss the proper penalty for an interference call it would be appropriate since there are guidelines spelled out in the Little League Rulebook and it is not up to umpire discretion. However, arguing the umpire's judgment to call interference is not acceptable. If something cannot be resolved on the field, refer to the Little League Rule 4.19 regarding protesting a game.

2.0 Recreational Divisions of Play

Forest City Little League offers recreational baseball and softball programs for players who are league ages 4-16 (see League Age Charts in the Appendix). League age ranges are typical for these programs to keep participants playing age-appropriate ball. Age ranges often overlap, allowing players who need a little more time to develop to play down in a division, or play up in a division if they are ready to advance and if approved by the Board of Directors.

BASEBALL (BOYS & GIRLS)	BASEBALL LEAGUE AGES	SOFTBALL (GIRLS)	SOFTBALL LEAGUE AGES
Tee Ball	4-6	Tee Ball	4-6
Machine Pitch	6-8	Rookies	6-8
Minors Player Pitch	8-10	Minors	8-10
Majors	10-12	Majors	10-12
Junior League	12-14	Junior League	12-14
Senior League	14-16	Senior League	14-16

2.1 Petition to Play up or Play Down a Division

Parents may petition for their child to play up or down a division of play based on the general guidelines below. All petitions are heard by the Player Agent and/or President for review and approval. The general policy is to not allow a player to skip a division.

Petition to Play Up a Division

Parents may petition for their child to play up an age level division if the player has previously completed a season in the registered division. At league age 5 and 6, parents may petition for their child to play up in the Minor League after participation in tee ball for one year. Participants league age 6 are permitted to advance to Minor League Player Pitch division after participation in Tee Ball for one year, provided the maximum age limit in the division is league age ten (10).

For players petitioning to play up, the player's skills assessment score will be compared to the player pool for the higher division and must be in the top 25% of those scores for the petition to be considered. If the petitioning player is in the top quartile, the player can be added to the higher division's pool of available players for rostering.

Petition to Play Down a Division

Parents may petition for their child to play down an age level division if the player has not previously participated in an organized baseball/softball program or the parents are concerned about the child's safety at the age-appropriate division. **League age 12-year-olds, not eligible to pitch in the Minor League divisions, are required to be drafted in the Majors division or higher unless special circumstances warrant a Little League District evaluation and waiver.** For any player petitioning to play down, the player's skills assessment score and the parent's concern regarding safety will be considered to make a final determination.

3.0 Selection of Team Managers

Volunteers do not have tenure regardless of their years of service. Team Managers (Head Coaches) are appointed by the League President and approved by the Board of Directors each season. Prior to the player selection process, Team Managers may select one approved volunteer who is willing to be an Assistant Coach for his/her team. Following team formations, Team Managers may select assistant coaches from the approved volunteers on their team roster. Assistant Coaches provide on-field assistance during practices and games at the sole discretion of the Team Manager.

3.1 Appointment

Appointment of Team Managers shall be based on an evaluation by the Coaching Coordinator and the President with the following as guidelines.

- Demonstrated commitment to the mission of Little League.
- Attendance at Forest City Little League Coaches' Meetings.
- Support of and participation in Forest City Little League's activities, including but not limited to:
 - Past conduct with their team both on and off the field
 - Cooperation with league representatives
 - Assistance with fundraising (i.e., team pictures; league nights)
 - Maintenance and upkeep of facilities and league property
 - Active participation at general membership meetings
 - Cooperation and conduct with umpires.
 - Timely and complete pick-up and return of league equipment.
 - Timely submission of end-of-season player information forms

3.2 Goals & Expectations

Forest City Little League supports coaches throughout the year with clinics and mentoring from league officials and experienced coaches. These clinics and mentoring opportunities are intended to reinforce the following goals and expectations of coaches.

(1) Communicate Clearly with Parents...

- Expectations of coaches, players, and parents
- Practice and games schedules
- Proper equipment needed (i.e., glove; helmet; bat; cup; softball face mask; etc.)

(2) Reinforce Fundamentals, including...

- Throwing, catching, fielding, hitting and base running
- Position play – infield, outfield, backing up and cutoffs.
- Proper pitching mechanics
- Competitive play and Sportsmanship

(3) Pursue Two Goals...

In alignment with the key principles of the Positive Coaching Alliance, coaches are expected to pursue two goals: (1) Teaching Life Lessons through baseball and softball, and (2) Winning. The following points provide a framework for building a positive, character-developing culture on each team and throughout Forest City Little League.

- **Effort**
Emphasize the importance of effort. Explain why effort matters so much, not just in sports, but in other aspects of life. Reward players for their effort. Encourage players to sustain or increase their effort throughout the season.
- **Learning**
Motivate players to acquire new baseball/softball skills, as well as communication and teamwork skills that will serve them elsewhere in their lives. Teach players how to speak and behave as people of principle and character.
- **Mistakes are OK**
Be patient with mistakes, keeping verbal and non-verbal reactions to mistakes in check. Implement a mistake ritual, such as the physical gesture of “brushing it off” when mistakes are made.
- **Filling the Emotional Tank**
Deliver five (or more) specific, truthful pieces of praise for each specific, constructive criticism or correction. Provide a positive, upbeat, optimistic, fun environment. Give a lot of high-fives, fist-bumps and encourage players to do that for each other.
- **Honor the Game**
Show respect for ROOTS (Rules, Opponents, Officials, Teammates and Self). Explain the importance of each element to players, well enough and often enough that they exhibited that behavior on and off the field. Treat umpires respectfully. Model and explain self-control techniques to players.
- **Go Above and Beyond**
Get to know your players as people. Help your players deal with obstacles in their lives, such as family strife or academic challenges. Really sit and listen with full eye contact

and provide the best advice you can. Honestly do your best to make as substantial a difference as possible in these young lives.

There are no absolutes in how we assess our success in teaching life lessons. But we should be able to accomplish many of these goals. **Little League requires all coaches to complete the Diamond Leader Training Course and Child Abuse Awareness and Prevention Course online.** In addition to the required training, we encourage coaches to take the Little League Double-Goal Coach Online Course online, and to have conversations with other coaches, counselors, and respected community leaders for further guidance.

4.0 Player Assessments

The purpose of player assessments is to provide skill-based information on the player pool to support an objective team formation process with the goal of achieving divisional parity. Player assessments are completed on “Evaluations Day” prior to each season. In addition to Evaluations Day evaluations, Team Managers may also be asked to complete end-of-season player evaluations to further augment the player ratings database.

4.1 Player Skills Evaluations

All players participating in the Minor League divisions and above are required to be evaluated. Tee Ball players do not need to participate in player assessments. Per Little League rules, ***all players must attend at least one of the skills evaluations***. If a player can't attend, they may still be drafted if they provide an excuse that is acceptable to the board of directors. If the excuse is not acceptable according to the league's Board of Directors in consultation with the league's Player Agent, the child cannot play in the league AT ANY LEVEL for the season.

4.2 Location & Timing

Player assessments are held at either Charles R. Summey II Park or Crowe Park prior to the start of each season. Skills assessment date(s) are published on the league calendar and notifications are emailed to registered participants with final details.

4.3 Assessment Team

The vice president and player agent are responsible for the proper evaluation of all baseball and softball players. The vice president and player agents, with approval from the league president, schedules volunteers to support the assessments. At a minimum, the following individuals are required for a successful Skills Day:

- Board of Directors (*President, VP, Coaching Coordinator, Player Agents, and UIC*)
- Coaches
- Registration Volunteers
- Players & Parents

4.4 Volunteer Responsibilities

Prior to the beginning of each assessment time slot, the vice president and player agent will meet with volunteers to explain the evaluation process and assign responsibilities. Registration volunteers check players in and provide each player an identifying number to be placed on the BACK of his/her shirt.

4.5 Warmups

Once checked in, players assemble on their assigned field. After warm-ups, players are grouped and remain with their group throughout the evaluation station rotations. The vice president or player agent explains the evaluation process and guides players to their assigned station to begin.

4.6 Evaluation Stations

Evaluation stations are set up for each skill being assessed.

(1) Fielding/Throwing

- Players are positioned between third base and shortstop.
- A coach delivers up to five grounders to each player who fields the ball, then throws the ball to a coach at first base.
- Players are evaluated on their fielding and throwing skills.

(2) Outfield

- Players are positioned in the outfield.
- A coach delivers fly balls and line drives to each player who fields the ball, then throws the ball to a coach.
- Players are evaluated on their fielding and throwing skills.

(3) Hitting

- A coach delivers 5-10 pitches to each player.
- Players are evaluated on their hitting skills.

(4) Throwing Distance and Accuracy

- Players will throw balls down a line and the distance thrown, and the distance offline will be evaluated.

(5) Players Running Speed

- Players will be timed running 60' (90' in big league baseball divisions) which is the distance between bases in each division. If a player is not planning to try out for pitching or catching, they are excused from Evaluations Day after completing the above skills assessment rotations.

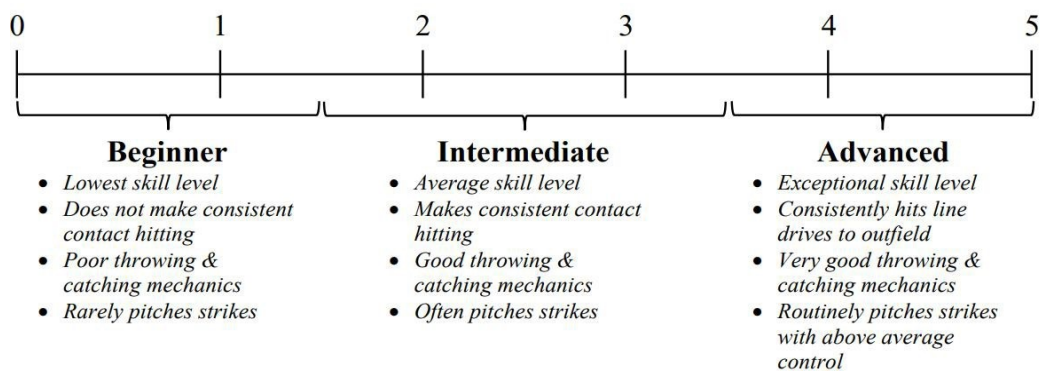
(6) Pitching and Catching

- Players throw 8-10 pitches to a catcher.
- Players are evaluated on their pitching and catching skills.

Evaluators record ratings based on each player's individual skill level as compared to other players within the same grouping.

4.6 Rating Scale

Players are evaluated at each evaluation station on a rating scale of 0 to 5 using the following as a guideline.



5.0 Rostering of Players

Players will be rostered based on the following.

5.1 Evaluation Rankings

Following player assessments, the Player Agent provides the President and Vice President with the results, ranking players based on an overall calculated evaluation score. This information is reviewed by the President and Vice President, then provided to each Team Manager. The player ranking sheet is utilized as a tool to assist coaches during the team formation process.

5.2 Conducting Drafts

The Player Agent or a delegated Board representative (*Vice President, UIC, or Coaching Coordinator*) conducts and monitors divisional drafts to achieve overall team parity for each division of play. If the Player Agent has a conflict in the drafting division, an additional delegated Board Representative must be present. The President and Vice President will oversee all drafts. **Drafts shall be completed within one week following Evaluations Day.**

5.3 Draft Participants

In addition to the Player Agent, and other Board representatives, each Team Manager is required to participate in the divisional draft. Team Managers may have their pre-draft selected Assistant Coach join them during the draft. If the Team Manager is unavailable to attend Draft Night, he may delegate drafting of his team to his Assistant Coach. If neither the Team Manager or Assistant Coach are available to draft their team, a board representative of their choosing will draft their team for them.

5.4 Secrecy Mandate

Evaluation rankings developed from skills assessments are confidential, and **neither players nor parents shall ever be informed of their evaluation ranking or position in which they were drafted.** Also, coaches must not communicate with any players, parents, or others outside of the league representatives involved directly in the draft prior to receiving their final roster. If there is a question regarding a player's registration data, the Player Agent or another delegated board representative will contact the parents for verification. Willful violation of this secrecy mandate, at the discretion of the Board of Directors, will be considered Unsportsmanlike Conduct.

5.5 Player Selection Process

Tee Ball players are rostered to teams by a league representative each season. Special requests, school of attendance, and hometown are all considered when formulating Tee Ball rosters.

All eligible players, including returning players, in the Minors division and above are drafted to teams within their division. Each player is evaluated on skill level prior to the season and ranked according to their individual capability. Prior year All-Star, challenger, or travel ball participants are marked on the player ranking sheet. A live draft with the Team Managers takes place using player rankings as a guide to keep talent levels evenly distributed across divisional teams. The draft order is determined by blind

draw. Once the draft order is determined, the children of the Team Manager and his/her pre-draft selected Assistant Coach (if applicable) are slotted in the draft sheet according to their rank, filling the draft slot number on the draft sheet that most closely aligns with the player's pre-draft ranking. From that point, the draft follows a "snake" format (i.e., 1-8, 8- 1, 1-8, etc.). Team Managers are not permitted to waive a draft choice. The draft is proctored by a league representative. At the end of each season, teams are dissolved, and players return to the player pool.

5.6 Player Trades

Following the player selection process, proposed player trades must be approved and completed on draft night. All trades must be for justifiable reasons, player for player only, by agreement of the Team Managers, and approved by the President.

5.7 Final Rosters

Final rosters are provided to Team Managers by the President within 48 hours after draft night.

5.8 Welcome Communication

Upon receipt of their final rosters, Team Managers must contact their team with specific team information, including practice schedules. Team Managers may reference the example team welcome letter located in the Appendix.

6.0 Local Rules

The following sections contain general league rules in addition to division-specific rules for play within Forest City Little League. These Local Rules apply for all intraleague games. Divisions participating in a district schedule shall abide by the Local Rules defined by the district. These Local Rules are NOT meant to replace, or override, any Little League International regulations, rules, or policies.

6.1 General League Rules

6.1.1 Field Reservations/Permits

Field reservations or permits provide the league with priority use of town facilities over other groups within the prescribed dates and times. League sanctioned activities generally include:

- Skills evaluations
- Coach and player clinics
- Team practices and scrimmages
- Regular and post-season tournament games
- All-Star tournament team practices and games
- Any other activity approved in advance by the Board of Directors.

To reserve the field for reasons NOT league-related, please contact the Town of Forest City's Parks & Recreation Department.

6.1.2 Number of Players

All Baseball and Softball teams must field a minimum of nine defensive players each inning. In the 6-8 divisions, teams may field four outfielders for a maximum of ten defensive players each inning. ***Any team that has only eight players available may request a player from the division's player agent. Managers/coaches will not have the right to randomly pick and choose players from the pool within their respective division.*** The player from the player pool will not be permitted to pitch in the game. Pool players who are called and show up at the game site must play at least nine (9) consecutive defensive outs and bat once. No team may have more than 15 players.

If any Baseball or Softball team has less than eight players available for a scheduled regular season game, the Team Manager must notify the President and the opposing Team Manager at least 24 hours in advance to reschedule the game for another date. **If the Team Manager fails to make this notification 24 hours in advance or arrives at the game with less than eight players, the game shall be forfeited. End of season tournament games are not eligible to be rescheduled.**

6.1.3 Umpires

In Tee Ball, coaches shall act as umpires and always maintain control of the game. All Baseball and Softball games are assigned paid or volunteer umpires. Paid umpires will receive \$50/game at the plate and \$40/game at the bases, or \$45/game for Coach/Machine Pitch divisions. These pay rates are non-negotiable. All umpires are expected to arrive on time, wearing proper attire to their scheduled games. Plate umpire must wear mask, shin guards, and chest protector. Male umpires must wear protective cup. It is highly recommended all umpires attach a “dangling” type throat protector to their mask. All umpires are also expected to wear a black collared umpire shirt and gray pants, unless otherwise indicated by the UIC or another authorized league official.

6.1.4 Dugout Assignments

Unless otherwise marked on the dugout fence, the third base dugout shall be the home team’s dugout.

6.1.5 Pregame Warmups

Teams are not allowed to take batting practice on the field prior to any game, except for soft toss into portable nets, or at the batting cages located between Fields 2 and 3. Teams may utilize the batting cage for up to 10 minutes each. Infield practice must be completed five minutes before game time with each team allowed 10 minutes of infield practice (visitors practice first).

6.1.6 Game Start Times

Per Regulation VII(h), weeknight games for the Minors divisions and above will start at 5:30 PM and last for one hour and 45 minutes (5:30 PM - 7:15 PM, 7:30 PM - 9:15 PM). Last inning will be called at 7:00 PM for games beginning at 5:30 PM, and at 9:00 PM for games beginning at 7:30 PM. Per Rule 4.15(a), a game may be forfeited by the UIC of the game in progress to the opposing team when a team being upon the field, refuses to start play within 10 minutes after the appointed hour for beginning the game, unless such delay, in the umpire’s judgement, is unavoidable. The starting time for weekend games shall be decided by the Board of Directors when the schedule is adopted each season. The umpire announces the game start time prior to the first at bat and is the official timekeeper. The official scorekeeper notes the game start time in the scorebook. In the case of game stoppage for any reason, the game clock is not stopped. Umpires will call last innings at the specified mark.

Weeknight games for the Tee Ball divisions will start at 6:00PM and last for 45 minutes (6:00 PM – 6:45 PM, 7:00 PM – 7:45 PM). Coaches will act as umpires in this division, keeping time to ensure their team is off the field promptly.

All post-game team meetings should be moved off the field to allow the next team time to warm-up.

6.1.7 Start of a New Inning

A new half-inning shall be considered underway immediately upon the last out or last batter of the previous half-inning. Once a half-inning is started it will be played to completion, or [Minor League] until the batting team reaches five (5) runs. A new inning shall not be started after the time limit has

expired, except in the event of a tie.

Tied games halted due to weather, curfew, or light failure shall be resumed from the exact point at which they were halted in the original game. It can be completed preceding the next scheduled game between the same teams. See Rule 4.10 (a), 4.10 (b), and 4.12 for more details concerning this rule.

6.1.8 Weather Cancellations

The League President will notify Team Managers at least 30 minutes prior to game time of a cancellation due to weather. Cancellations due to weather within 30 minutes of game time shall be called at the field of play. Cancelled games will be rescheduled for the earliest available date. During all league sanctioned activities, coaches shall abide by the Lightning Policy and Procedures found in the appendix. The Town of Forest City makes weather determinations by 4:00PM. The league attempts to send out announcements concerning weather cancellations by 4:30PM, but is permitted to notify team managers as late as 5:30PM for Tee Ball and 5:00PM for all other divisions. Always plan to play until you have been notified that the game is cancelled.

6.1.9 Home Team Responsibilities

The home team must provide field equipment (i.e., batting tee, pitching machine, game balls) for use by both teams during the game. In Minors divisions and above, the umpire will provide game balls. In addition, the Team Manager in all divisions above Tee Ball must provide an official scorekeeper to maintain the official game record, and a scoreboard operator if field is equipped with a scoreboard. **At the conclusion of the game, Team Managers must submit the final game score and pitching records to the designated basket in the office.**

6.1.10 Trash Pickup

All participants are responsible for cleaning up trash from the field, dugouts, bleacher, and playground areas after each game. Team managers will need to check behind their players to ensure that the facility is clean before leaving. Trash cans are conveniently located throughout the park for this purpose.

6.1.11 Approved Volunteers Allowed on the Field

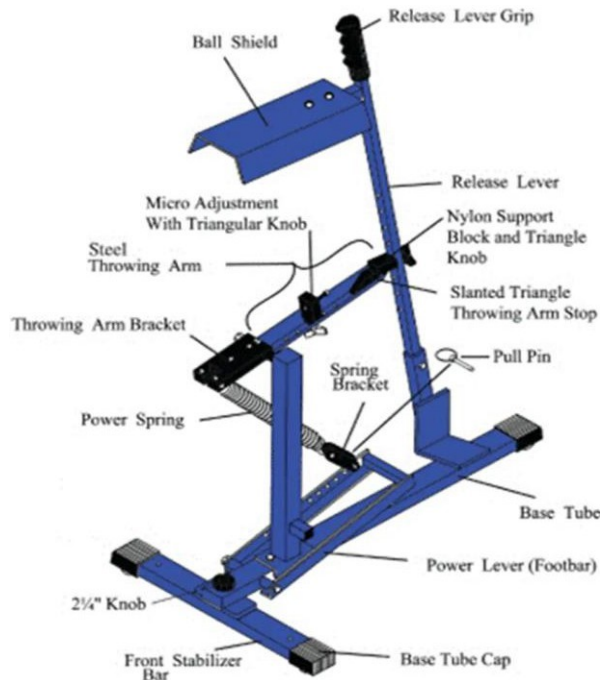
A maximum of four approved league volunteers can participate with each team during games. One volunteer must always be in the dugout. Two base coaches are allowed on the field during the game to coach first and third base. The fielding team is allowed one coach on the field directly in front of the dugout unless otherwise directed by the umpires. The fielding team for Tee Ball, machine-pitch baseball divisions, and the Rookies Softball Division is allowed two coaches behind the outfielders during play to direct the defensive players. Otherwise, coaches are not allowed in fair territory, nor allowed to engage umpires until the play is dead and time is called by the umpire. Parents and spectators are not allowed in the dugouts or on the field at any time unless invited to help prepare the field for play or to help an injured player. All parents and spectators are asked to remain outside the ball field fences and not sit or stand behind the back stop or behind the dugout fences. **Any parent or volunteer helping on the field is required to have completed their volunteer application, and received confirmation that they are eligible to volunteer.**

6.1.12 Bat Rules

For the latest information, review the official Little League bat rules found [on the Little League website](#).

6.1.13 Pitching Machine

The Louisville Slugger Ultimate Pitching Machine is utilized by all machine-pitch divisions of play. A coach must operate the pitching machine.



6.1.14 Pitching Machine Settings

The table below provides the proper spring, release lever, and micro adjustment settings as well as the pitching distance for each machine-pitch division of play. Pitching distance is measured from the back tip of the plate to the front bar of the machine.

Division	Spring	Release Level	Micro Adjustment	Pitching Distance
7/8 Baseball	8	3	3	40 Feet
All-Stars	8	3	3	40 Feet

6.1.15 Mandatory Play Rule

This Mandatory Play Rule applies to the Minors division and above of Baseball and Softball. This rule exceeds the requirements outlined in Little League Regulation IV section (i) for Mandatory Play and applies to every rostered player present at the start of a game except for disciplinary reasons, injury, or sickness. The Mandatory Play Rule states that every rostered player present at the start of a game will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time. For the purpose of this rule, “six defensive outs” is defined as: A player enters the field in one of the nine defensive positions when his/her team is on defense and occupies such position while six outs are made; “bat at least one (1) time” is defined as: A player enters the batter’s box with no count and completes that time at bat by being put out, called out by an umpire or by reaching base safely.

In other words, players will participate in each game batting in a continuous batting order, must play two innings defensively by the fourth inning, and must play a minimum of four innings defensively in a six-inning game. No player may sit out defensively consecutive innings, nor may any player sit defensively twice before another player sits.

6.1.16 Player Disciplinary Rule

A Team Manager may refuse to play a player for disciplinary reasons. The Team Manager must notify the President within 24 hours of the occurrence of disciplinary action. In addition, the Team Manager must notify the player and parents of the disciplinary action as well as the opposing Team Manager. Notification will help to prevent conflicts.

6.1.17 Bat Slinging Rule

Players shall get one warning for slinging the bat. Any subsequent infractions called by the umpire shall be ruled a dead ball, the batter shall be ruled out and all runners will return to their original base. An out shall be recorded in the scorebook.

6.2 Minor League Softball: Rookies (8u) Coach Pitch Division Rules

General:

1. **5-year-olds must sign up for tee-ball unless approved for Rookies at evaluations day. Players may enroll in this division beginning at age 6, dependent upon a player skills evaluation and the league president's approval. This division is designed for girls league age 7-8 and is a coach-pitch division.**
2. This division plays on a 60-foot diamond with a pitching distance of 35 feet.
3. This division uses an 11-inch softball.
4. All players in attendance must participate per the Mandatory Play Rule.
5. On deck batters are NOT allowed.
6. NO hitting sticks after pre-game on field warm-ups. Hitting sticks cannot be used as an "on-deck" preparation in foul territory or outside the dugout.
7. The game time limit is 1 hour and 45 minutes. Last inning shall be called at 7:00pm on early games and at 9:00pm on late games.
8. A regulation game consists of 6-innings of play. A game is official after 4-innings of play (inclement weather). A game is considered official once the time limit has been reached regardless of how many innings have been played.
9. If a team is ahead by 15 runs after 3-innings, 10 runs after 4-innings, or 8 runs after 5-innings the game shall end and is considered official.
10. Two coaches are allowed on the field on defense. Coaches must be positioned on the outfield grass before the first pitch is pitched and should not interfere with plays. At no time should a fielding coach call time or slow the game for a fielding lesson.
11. Three coaches are allowed on the field on offense. One shall be positioned as the coach pitcher, one shall be positioned at first base, and one shall be positioned at third base.

Pitching:

12. A coach will pitch the game. There will be an 8ft circle around the pitching rubber. The pitching coach must remain inside the circle the entire pitch. There are no exceptions to this rule.
13. The coach-pitcher or base coaches may verbally direct the batter to the correct positional stance. Any additional coaching must be done outside of immediate game time. The umpire may call time if the umpire determines that the batter is not understanding verbal direction or is positioned on the plate, at which point the coaches may physically direct the batter to a safe batting position.
14. The coach-pitcher may deliver up to seven pitches to each batter. Coach pitcher must start with one foot on the rubber. The coach-pitcher must be the same person throughout the entire game.
15. The coach-pitcher must attempt to deliver a flat pitch. A coach-pitch in excess of a four-foot arc, in the umpire's judgement, shall count against the batter as one of their allowed number of coach pitches. This rule is at the sole discretion of the umpire. Please reference the umpire interaction policy, if necessary.
16. The batter will be ruled out after three strikes or if the ball is not put into play after the allowed number of coach-pitches.
17. The batter is entitled to subsequent pitches if the last pitch is fouled and not caught.
18. Once the batter puts the ball into play, the coach-pitcher must stop coaching and allow the

base coaches to communicate with the base runners. The coach-pitcher must attempt to get out of the way of the player-pitcher. If it is deemed, in the umpire's judgement, that the coach-pitcher did not attempt to get out of the way of the player-pitcher, regardless of contact being made with the player, the umpire shall call the batter out for coach obstruction.

19. If a coach-pitcher is struck by a batted ball, the play will be called dead and treated like a foul ball.
20. The penalty for an illegal pitch is a ball.

Fielding:

SAFETY: The player in the pitching position must play to the right or left side of coach-pitcher within one foot of the coach-pitcher inside either circle. The pitcher should only move forward once the ball has been hit. The pitcher should attempt a throw to a base or home plate to record an out. **At no point should players positioned at first base or third base stand closer than mound distance (35 ft) without a chest guard to protect players against a potential line drive to the heart. A violation of this safety rule will result in immediate dismissal of the coach for the remainder of the season, or until the coach in violation understands the seriousness of a line drive to the chest.**

21. If no catcher is available, an approved volunteer is allowed to act as a catcher behind the kid catcher during the game. However, the coach shall NOT coach from behind the plate.
22. A batted ball hitting the offensive coach shall be considered a dead ball so long as the coach attempted to avoid the ball. (umpires' discretion).

Batting:

23. All players in attendance bat in a continuous order.
24. Bunting and slashing are NOT allowed.
25. The dropped 3rd strike rule is NOT in effect.
26. The infield fly rule is NOT in effect.
27. 5 Run Rule: No team can score more than 5 runs in an inning. If a hit brings in the 5th run, any additional runs within the same play do not count. The half-inning is over and only 5 runs count. The side is retired after three outs, when all players on the roster have batted one time in the half-inning, or when the offensive team scores five runs.
The 5 Run Rule is NOT in effect in the 6th inning, or may be suspended for the last inning if the inning is designated as the last inning prior to the first pitch of the first half-inning. If one or both defensive teams cannot make an out, the 5 Run Rule will remain in effect for all innings and players will bat to three outs or through the lineup in the last inning (time saving).

Base Running:

28. Outfield hits: Once an infielder has possession of the ball inside the basepath, time is called by the umpire. Any trailing runner more than halfway to the next base may advance, at their own risk, if the next base is open.
29. Overthrow: Base runners may attempt to advance only ONE BASE at their own risk on overthrows of any base, even if a subsequent throw is also an overthrow. Play should be dead,

and time should be called by an umpire once the ball is controlled by a player inside the basepath, unless attempting to make a play on a runner on a ball thrown from the outfield (umpire's discretion). Any trailing runner more than halfway to the next base may advance, at their own risk, if the next base is open.

30. If an overthrow results in the ball hitting the backstop or the foul line fence, the ball is dead and time is called. Runners more than halfway to the next base may advance at their own risk.
31. An overthrow for the rookie division may consist of errors either on the throw or errors catching and the ball passes the intended base player regardless of fair or foul.
32. A fake throw is considered a play while preventing a runner from advancing. A coach may direct the player to get the ball back to the pitcher at which point runners who are more than halfway to the next base may advance, and those who are not halfway to the next base must retreat back to their previous base.
33. Head-first sliding while advancing is NOT allowed. Violations will result in the runner being called out.
34. Leadoffs and base stealing are NOT allowed. All runners must remain in contact with the base until the ball is put in play by the batter. A runner leaving their base before a ball is put into play will be called out.

Any rule that is not adjusted here for regular season play that is in the Little League Softball (Minor League) Rulebook will be in effect.

6.3 Minor League Softball: Minors (10u) Player Pitch Division Rules

General:

1. **This division is designed for girls league age 9-10 and is a fast pitch division.**
2. This division plays on a 60-foot diamond with a pitching distance of 35 feet.
3. This division uses an 11-inch softball.
4. All players in attendance must participate per the Mandatory Play Rule.
5. On deck batters are NOT allowed.
6. NO hitting sticks after pre-game on field warm-ups. Hitting sticks cannot be used as an "on-deck" preparation in foul territory or outside the dugout.
7. The game time limit is 1 hour and 45 minutes. Last inning shall be called at 7:00pm on early games and at 9:00pm on late games.
8. A regulation game consists of 6-innings of play. A game is official after 4-innings of play (inclement weather). A game is considered official once the time limit has been reached regardless of how many innings have been played.
9. If a team is ahead by 15 runs after 3-innings or 10 runs after 4-innings, the game shall end and is considered official.
10. Two coaches are allowed on the field on offense. One shall be positioned at first base, and one shall be positioned at third base.

Pitching:

11. Any player who has attained the league age of twelve (12) is not eligible to pitch in the Minor League per Regulation VI (a).
12. A player may pitch a maximum of twelve (12) innings in a day. If a player pitches seven (7) or more innings in a day, one calendar day of rest is mandatory. Delivery of a single pitch constitutes having pitched in an inning.
13. Players shall pitch the ball to batters. All pitchers must pitch with respect of the legal pitching rules (Rule 8.00) in the Little League Softball Rulebook.
14. A coach may confer with a pitcher two times per inning. A third time is a mandatory relief pitcher. The relief pitcher must already be in play and switch positions. The pitcher being replaced may not be retired to the bench, but must take a fielding position.
(EXCEPTION: injury/composure of retired pitcher)
15. Relief coach-pitchers are NOT allowed.
16. If a ball slips from the pitcher's hand before, during, or up to the delivery of a pitch, a ball is declared on the batter. The ball will remain in play and the runner(s) may advance at their own risk. See rule 2.00 in the Little League Softball Rulebook.
17. Girl pitchers are encouraged to pitch underhand rather than windmill if they do not have a qualified pitching coach or cannot get the ball across the plate legally while pitching windmill.
18. Following four balls to a batter and after there have been three previously walked or hit-by-pitch batters in the inning, the batting team is allowed a pitcher change. The batter assumes the strike count when the new pitcher enters to pitch.
19. The batter will be ruled out after three strikes.
20. The batter is entitled to subsequent pitches if the last pitch is fouled and not caught.
21. A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game but only once in the same inning as he/she was

removed. A pitcher, withdrawn from the game offensively or defensively for a substitute, may not re-enter the game as a pitcher. Exception: See Rule 3.03(c).

Fielding:

22. A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game but only once in the same inning as he/she was removed. A pitcher, withdrawn from the game offensively or defensively for a substitute, may not re-enter the game as a pitcher. Exception: See Rule 3.03(c).

SAFETY: At no point should players positioned at first base or third base stand closer than mound distance (35 ft) without a chest guard to protect players against a potential line drive to the heart. First and third basemen are allowed to charge when a bunt is presented or anticipated. A violation of this safety rule will result in immediate dismissal of the coach for the remainder of the season, or until the coach in violation understands the seriousness of a line drive to the chest.

Batting:

23. All players in attendance bat in a continuous order.
24. Bunting is permitted; however, slashing is NOT allowed.
25. The dropped 3rd strike rule is NOT in effect.
26. The infield fly rule is in effect.
27. No team can score more than 5 runs in an inning for the first 3 innings. The side is retired after three outs, when all players on the roster have batted one time in the half-inning, or (during the first 3 innings) when the offensive team scores five runs. The 5 Run Rule is not in effect in the 6th inning, or may be suspended for the last inning if the inning is designated as the last inning prior to the first pitch of the first half-inning. The game will be finished regardless of win/loss ability.
28. (Rule 1.10) Alterations or Modifications made to the Bat: Products, such as, but not limited to, choke-knobs, choke-up assists, or thumb protectors are considered alterations to the bat and are not permitted.

Base Running:

29. Base runners may not challenge a pitcher who has controlled possession of the ball within the pitching circle UNLESS the pitcher “fake throws” or attempts to throw the ball. A fake throw is considered a play.
30. Rule 7.08(5) Circle Rule / Commit Rule
Base runners must either
 - 1) continually run to the next base or
 - 2) retreat back to previous base once turn has been made to recognize the pitcher has controlled possession of the ball within the pitching circle.

NOTE 1: If the ball slips from the pitcher’s hand before, during, or up to the delivery of a pitch, the ball will remain in play and the runner(s) may advance at their own risk (see 8.07(a) Dropped Ball). When a runner is off a base after a pitch or as a result of a batter completing a

turn at bat, and while the pitcher has the ball within the eight (8) foot radius circle, the runner must immediately attempt to advance to the next base or return to the base the runner is entitled.

NOTE 2: If the pitcher has possession of the ball within the pitcher's circle and is not making a play (a fake throw is considered a play), runners not in contact with their bases must immediately attempt to advance or return to base.

31. Base runners may attempt to advance at their own risk on overthrows of any base and any pitch that passes home plate without being put into play or fouled off.
32. Base stealing is permitted, including home, on any live ball play. Live ball plays are to include wild pitches, passed balls, throws back to the pitcher, or overthrows to any base.
33. Head-first sliding while advancing is NOT allowed. Violations will result in the runner being called out.
34. Leadoffs are permitted after the ball reaches the batter.
35. A courtesy runner is permitted for the pitcher and/or catcher of record with two outs. The courtesy runner should be the player in the batting order who made the last out.
36. A base runner will be called out for leaving the base before the pitched ball has reached the batter.

Any rule that is not adjusted here for regular season play that is in the Little League Softball Rulebook will be in effect.

6.4 Little League Softball: Majors (12u) Little League Division Rules

General:

1. **This division is designed for girls league age 11-12 and is a fast pitch division.**
2. This division plays on a 60-foot diamond with a pitching distance of 40 feet
3. This division plays with a 12-inch softball.
3. All players in attendance must participate per the Mandatory Play Rule.
4. On deck batters are NOT allowed.
5. NO hitting sticks after pre-game on field warm-ups. Hitting sticks cannot be used as an “on-deck” preparation in foul territory or outside the dugout.
6. No new inning may start after the game time limit of 1 hour and 45 minutes. No new inning may start after 7:15pm on early games and no new inning should start after 9:00pm on late games.
7. The game time limit is 1 hour and 45 minutes. Last inning shall be called at 7:00pm on early games and at 9:00pm on late games.
8. A regulation game consists of 6-innings of play. A game is official after 4-innings of play (inclement weather). A game is considered official once the time limit has been reached regardless of how many innings have been played.
9. Two coaches are allowed on the field on offense. One shall be positioned at first base, and one shall be positioned at third base.

Pitching:

10. Players shall pitch the ball to batters. All pitchers must pitch with respect of the legal pitching rules (Rule 8.00) in the Little League Softball Rulebook.
- 11. Pitchers are limited to pitching a maximum of twelve innings per day. If a player pitches seven or more innings in a day, one calendar day of rest is mandatory per Little League Softball Regulation VI-b.**
12. Coaches must abide by the rest requirements outlined in “Regulation VI — Pitchers” within the Little League Softball Rulebook.
13. The penalty for an illegal pitch is a ball.
14. If a ball slips from the pitcher’s hand before, during, or up to the delivery of a pitch, a ball is declared on the batter. The ball will remain in play and the runner(s) may advance at their own risk. See rule 2.00 in the Little League Softball Rulebook.

Fielding:

15. There are no restrictions regarding defensive positioning or rotations, except for pitching. See rule 11.

SAFETY: Any third baseman positioned closer than 30 feet is required to wear a chest guard to protect the player from a line drive to the chest.

Batting:

16. All players in attendance bat in a continuous order.
17. Bunting and slashing are permitted.
- 18. The dropped 3rd strike rule is in effect.**

19. The infield fly rule is in effect.
20. A batter hit by a pitched ball shall be awarded first base.
21. No team can score more than 5 runs in an inning for the first 3 innings. The side is retired after three outs, or (during the first 3 innings) when the offensive team scores five runs.

Base Running:

22. The Look Back (Commit) Rule is in effect. When the pitcher has control of the ball in the pitcher's circle and is not attempting to make a play on a runner (including a fake or threatened throw); any runner stopped on a base must stay on the base, and any runner not on a base must immediately either advance toward the next base or return to the previous base. Any subsequent change in direction or stop by the runner while off the base will result in the runner being called out, so long as the pitcher does not attempt to make a play.
23. Base runners may attempt to advance at their own risk on overthrows of any base.
24. A base runner will be called out for leaving the base before the pitcher has released the ball.
25. Head-first sliding while advancing is NOT allowed. Violations will result in the runner being called out.
- 26. Leadoffs are permitted after the ball leaves the pitcher's hand.**
27. Base stealing is permitted.
28. A courtesy runner is permitted for the pitcher and/or catcher of record with two outs. The courtesy runner should be the player in the batting order who made the last out.

Any rule that is not adjusted here for regular season play that is in the Little League Softball Rulebook will be in effect.

6.5 Little League Softball: Juniors/Seniors Little League Division Rules

General:

1. **This division is designed for girls league age 14-16 and is a fast pitch division.**
2. This division plays on a 60-foot diamond with a pitching distance of 43 feet
3. This division plays with a 12-inch softball.
4. All players in attendance must participate per the Mandatory Play Rule.
5. On deck batters are NOT allowed.
6. NO hitting sticks after pre-game on field warm-ups. Hitting sticks cannot be used as an "on-deck" preparation in foul territory or outside the dugout.
7. No new inning may start after the game time limit of 1 hour and 45 minutes. No new inning may start after 7:15pm on early games and no new inning should start after 9:00pm on late games.
8. The game time limit is 1 hour and 45 minutes. Last inning shall be called at 7:00pm on early games and at 9:00pm on late games.
9. A regulation game consists of 6-innings of play. A game is official after 4-innings of play (inclement weather). A game is considered official once the time limit has been reached regardless of how many innings have been played.
10. Two coaches are allowed on the field on offense. One shall be positioned at first base, and one shall be positioned at third base.

Pitching:

11. Players shall pitch the ball to batters. All pitchers must pitch with respect of the legal pitching rules (Rule 8.00) in the Little League Softball Rulebook.
12. No pitching restrictions apply.
13. For a 12-year-old participating in the Major and Junior League Divisions as permitted under Regulation IV(a), the pitching rules and regulations regarding days of rest that are pertinent to the division in which the pitcher is used will apply to that game. Innings pitched previously in both divisions are taken into account when determining the eligibility of the pitcher for a particular game, with respect to days of rest and number of innings available.
14. Not more than five (5) pitchers per team shall be used in one game. EXCEPTION: In case of illness or injury to a fifth pitcher, an additional pitcher may be used.
15. Coaches must abide by the rest requirements outlined in "Regulation VI — Pitchers" within the Little League Softball Rulebook.
16. The penalty for an illegal pitch is a ball.
17. If a ball slips from the pitcher's hand before, during, or up to the delivery of a pitch, a ball is declared on the batter. The ball will remain in play and the runner(s) may advance at their own risk. See rule 2.00 in the Little League Softball Rulebook.

Fielding:

18. There are no restrictions regarding defensive positioning or rotations, except for pitching. See rule 11.

SAFETY: Any third baseman positioned closer than 30 feet is required to wear a chest guard to protect the player from a line drive to the chest.

Batting:

- 19. All players in attendance bat in a continuous order.
- 20. Bunting and slashing are permitted.
- 21. The dropped 3rd strike rule is in effect.**
- 22. The infield fly rule is in effect.
- 23. A batter hit by a pitch shall be awarded first base and all base runners advance one base.
- 24. No team can score more than 5 runs in an inning for the first 3 innings. The side is retired after three outs, or (during the first 3 innings) when the offensive team scores five runs.

Base Running:

- 25. The Look Back Rule is in effect. When the pitcher has control of the ball in the pitcher's circle and is not attempting to make a play on a runner (including a fake or threatened throw); any runner stopped on a base must stay on the base, and any runner not on a base must immediately either advance toward the next base or return to the previous base. Any subsequent change in direction or stop by the runner while off the base will result in the runner being called out, so long as the pitcher does not attempt to make a play.
- 26. Base runners may attempt to advance at their own risk on overthrows of any base.
- 27. A base runner will be called out for leaving the base before the pitcher has released the ball.
- 28. Head-first sliding while advancing is NOT allowed. Violations will result in the runner being called out.
- 29. Leadoffs are permitted after the ball leaves the pitcher's hand.**
- 30. Base stealing is permitted.
- 31. A courtesy runner is permitted for the pitcher and/or catcher of record with two outs. The courtesy runner should be the player in the batting order who made the last out.

Any rule that is not adjusted here for regular season play that is in the Little League Softball Rulebook will be in effect.

6.6 Tee Ball Minor (4-5) First Year Division Rules

General:

1. **This division is designed for players league age 4-5 who are in their first year of tee ball.**
2. This division plays on a 50-foot diamond with a coach-pitching distance of 10-15 feet.
3. Games have a time limit of 45-minutes. A regulation game consists of 2-innings of play.

Pitching:

4. A coach may deliver up to five pitches per batter, after which the ball shall be placed on a Tee for the batter to put the ball into play. Additionally, the coach may choose to utilize the Tee without delivering any pitches to the batter, depending on the batter's ability.
5. Another coach is advised to assist the batter, retrieve pitched balls not put into play, and to set the batting tee in place as needed.

Fielding:

6. All players in attendance may participate each inning. There is no minimum or maximum number of fielders required.
7. No player shall play the catcher position.
8. No infielder may start the play any closer than ten (10) feet in front of first and third base.
9. The player positioned at pitcher must start with both feet in the pitching circle, either to the left or right of the coach. The pitcher cannot leave the pitching circle before the ball is hit.
10. Infielders shall be encouraged to throw the ball to the first baseman to make plays at first base rather than rolling the ball or running with the ball to make a play.
11. Outfielders must be positioned in the outfield grass prior to the start of play. Outfielders may not make a play on the infield, but rather, must throw or hand the ball to an infielder.
12. Coaches shall rotate players defensively so that they do not play the same position more than once per game. Coaches are encouraged to rotate players during innings if opportunities present themselves to align players at positions where batted balls are often fielded (pitcher, first base, second base, short stop).

Batting:

13. All players in attendance bat in a continuous order each inning.
14. On deck batters are NOT allowed. All batters waiting to hit must remain behind the dugout fence.
15. Bunting and slashing are NOT allowed.
16. No outs or runs are recorded.

Base Running:

17. Base runners advance only one base at a time except for the last batter of the inning who can round the bases. There are no base runner advancements on overthrows of any base.
18. Head-first sliding while advancing is NOT allowed.
19. Leadoffs and Base Stealing are NOT allowed

6.7 Tee Ball Majors (6 Years) Second Year Division Rules

General:

1. **This division is designed for players league age 6 who are in their second year of tee ball.**
2. This division plays on a 50-foot diamond with a coach-pitching distance of 10-15 feet.
3. Games have a time limit of 45-minutes. A regulation game consists of 2-innings of play.

Pitching:

4. A coach may deliver up to five pitches per batter with the goal of achieving either a base hit or three strikes. After three strikes, the ball shall be placed on a Tee for the batter to put the ball into play.
5. Another coach is advised to assist the batter, retrieve pitched balls not put into play, and to set the batting tee in place as needed.

Fielding:

6. Players in attendance will play in one of the eight field positions. Mandatory Play Rule is in effect. No player shall play the catcher position.
7. No infielder may start the play any closer than ten feet in front of first and third base.
8. The player positioned at pitcher must start with both feet in the pitching circle, either to the left or right of the coach. The pitcher cannot leave the pitching circle before the ball is hit.
9. Infielders shall be encouraged to throw the ball to first base or second base to make plays instead of rolling the ball or running with the ball to make a play.
10. Outfielders must be positioned in the outfield grass prior to the start of play. Outfielders may not make a play on the infield, but rather, must throw or hand the ball to an infielder.
11. Defensive players shall not chase after a runner to record an out. Except in a normal rundown, defensive players are expected to throw the ball to make a play on the runner.
12. Coaches shall rotate players defensively so that they do not play the same position more than once per game. Coaches are encouraged to rotate players during innings if opportunities present themselves to align players at positions where batted balls are often fielded (pitcher, first base, second base).

Batting:

13. All players in attendance bat in a continuous order each inning.
14. On deck batters are NOT allowed. All batters waiting to hit must remain behind the dugout fence. Bunting and slashing are NOT allowed.
15. No runs shall be recorded. Players will be called "out" when plays are executed successfully in the Tee Ball Majors division, at which time they will return to the dugout bench.
16. Coaches are encouraged to instruct players about the "strike zone" while delivering pitches.

Base Running:

17. Base runners advance only one base at a time except for the last batter of the inning who can round the bases.
18. There are no base runner advancements on overthrows of any base.
19. Head-first sliding while advancing is NOT allowed.
20. Leadoffs and Base Stealing are NOT allowed.

6.8 Minor League Baseball: 8u Machine Pitch Division

General:

1. **This division is designed for players league age 7-8 and is a machine pitch division.**
2. This division plays on a 60-foot diamond with a machine-pitching distance of 46 feet. The machine-pitching distance is measured from the front of the pitching machine to the back of home plate.
3. All players in attendance must participate per the Mandatory Play Rule.
4. On deck batters are NOT allowed.
5. The game time limit is 1 hour and 45 minutes. Last inning shall be called at 7:00pm on early games and at 9:00pm on late games.
6. A regulation game consists of 6-innings of play. A game is official after 4-innings of play (inclement weather). A game is considered official once the time limit has been reached regardless of how many innings have been played.
7. Three (3) outs or five (5) runs maximum will end the half-inning. Exception in the final inning: no run limit in the final inning.
8. If a team is ahead by 15 runs after 3-innings or 10 runs after 4-innings, or 8 runs after 5-innings, the game shall end and is considered official.

Pitching:

9. The pitching machine is operated by a coach to pitch the ball.
10. The pitching coach may deliver up to five pitches to each batter.
11. The batter is ruled out after three strikes or if the ball is not put into play after the allowed number of pitches.
12. The batter is entitled to subsequent pitches if the last pitch is fouled and not caught.
13. The pitching machine coach may only coach the batter while he/she is in the batter's box. Once the batter puts the ball into play, the pitching coach must stop coaching and allow the base coaches to communicate with the base runners.
14. If the batted ball hits the pitching machine the ball is dead and each base running including the batter is awarded one base. If the batted ball deflects off a fielder and into the machine the ball is live.
15. If a batted ball directly hits the coach operating the pitching machine the ball shall be considered a foul ball and no runners shall advance.

Fielding:

16. Outfielders must be positioned in the outfield grass prior to the start of play. Outfielders may not make a play on the infield, but rather, must throw the ball to the infield on any batted ball that is fielded.
17. Two coaches are allowed on the field on defense. Coaches must be positioned on the outfield grass before the first pitch is pitched and should not interfere with plays.
18. Three coaches are allowed on the field on offense. One shall be positioned at the pitching machine, one shall be positioned at first base, and one shall be positioned at third base.
19. The player positioned as pitcher must play to the right or left side of the pitching machine within one foot of the pitching machine inside either circle. The pitcher should only move forward once the ball has been hit. The pitcher should attempt a throw to a base or home

plate to record an out.

Batting:

20. All players in attendance bat in a continuous order.
21. Bunting and slashing are NOT allowed.
22. The dropped 3rd strike rule is NOT in effect.
23. The infield fly rule is NOT in effect.
24. The hit-by-pitch rule does NOT apply.
25. The side is retired after three outs, when all players on the roster have batted one time in the half-inning, or when the offensive team scores five runs.

Base Running:

26. The fielding team must stop the lead runner or get the third out. Once the forward progress of the lead runner is stopped, time is called. Any trailing runner more than halfway to the next base may advance if the next base is open.
27. TIME CALLED IS AT THE UMPIRE'S DISCRETION. Reference the umpire interaction policy if altercations occur.
28. Base runners may attempt to advance only ONE BASE at their own risk on overthrows of any base, even if a subsequent throw is also an overthrow.
29. If an overthrow results in the ball hitting the backstop or the foul line fence, the ball is dead and time is called. Only if the trailing runner is halfway to the next base may they advance.
30. Head-first sliding while advancing is NOT allowed. Violations will result in the runner being called out.
31. Leadoffs and base stealing are NOT allowed.
32. Final Inning: Umpire shall declare last inning based upon time remaining.
33. 5 Run Rule: No team can score more than 5 runs in an inning. If a hit brings in the 5th run, any additional runs within the same play do not count. The half-inning is over and only 5 runs count. The side is retired after three outs, when all players on the roster have batted one time in the half-inning, or when the offensive team scores five runs.

The 5 Run Rule is NOT in effect in the 6th inning, or may be suspended for the last inning if the inning is designated as the last inning prior to the first pitch of the first half-inning. If one or both defensive teams cannot make an out, the 5 Run Rule will remain in effect for all innings and players will bat to three outs or through the lineup in the last inning (time saving).

6.8 Minor League Baseball: 8u Coach Pitch Division

General:

1. **This division is designed for players league age 7-8 and is a coach pitch division.**
2. This division plays on a 60-foot diamond with a pitching distance of 46 feet.
3. All players in attendance must participate per the Mandatory Play Rule.
4. On deck batters are NOT allowed.
5. The game time limit is 1 hour and 45 minutes. Last inning shall be called at 7:00pm on early games and at 9:00pm on late games.
6. A regulation game consists of 6-innings of play. A game is official after 4-innings of play (inclement weather). A game is considered official once the time limit has been reached regardless of how many innings have been played.
7. Three (3) outs or five (5) runs maximum will end the half-inning. Exception in the final inning: no run limit in the final inning.
8. If a team is ahead by 15 runs after 3-innings or 10 runs after 4-innings, or 8 runs after 5-innings, the game shall end and is considered official.

Pitching:

9. The pitching coach may deliver up to five pitches to each batter.
10. The batter is ruled out after three strikes or if the ball is not put into play after the allowed number of pitches.
11. The batter is entitled to subsequent pitches if the last pitch is fouled and not caught.
12. The pitching coach may only coach the batter while he/she is in the batter's box. Once the batter puts the ball into play, the pitching coach must stop coaching and allow the base coaches to communicate with the base runners.
13. If the batted ball directly hits the pitching coach the ball shall be considered a foul ball and no runners shall advance.

Fielding:

14. Outfielders must be positioned in the outfield grass prior to the start of play. Outfielders may not make a play on the infield, but rather, must throw the ball to the infield on any batted ball that is fielded.
15. Two coaches are allowed on the field on defense. Coaches must be positioned on the outfield grass before the first pitch is pitched and should not interfere with plays.
16. Three coaches are allowed on the field on offense. One shall be positioned at the pitching machine, one shall be positioned at first base, and one shall be positioned at third base.
17. The player positioned as pitcher must play to the right or left side of the pitching machine within one foot of the pitching machine inside either circle. The pitcher should only move forward once the ball has been hit. The pitcher should attempt a throw to a base or home plate to record an out.

Batting:

18. All players in attendance bat in a continuous order.
19. Bunting and slashing are NOT allowed.
20. The dropped 3rd strike rule is NOT in effect.

21. The infield fly rule is NOT in effect.
22. The hit-by-pitch rule does NOT apply.
23. The side is retired after three outs, when all players on the roster have batted one time in the half-inning, or when the offensive team scores five runs.

Base Running:

24. The fielding team must stop the lead runner or get the third out. Once the forward progress of the lead runner is stopped, time is called. Any trailing runner more than halfway to the next base may advance if the next base is open.
25. TIME CALLED IS AT THE UMPIRE'S DISCRETION. Reference the umpire interaction policy if altercations occur.
26. Base runners may attempt to advance only ONE BASE at their own risk on overthrows of any base, even if a subsequent throw is also an overthrow.
27. If an overthrow results in the ball hitting the backstop or the foul line fence, the ball is dead and time is called. Only if the trailing runner is halfway to the next base may they advance.
28. Head-first sliding while advancing is NOT allowed. Violations will result in the runner being called out.
29. Leadoffs and base stealing are NOT allowed.
30. Final Inning: Umpire shall declare last inning based upon time remaining.
31. 5 Run Rule: No team can score more than 5 runs in an inning. If a hit brings in the 5th run, any additional runs within the same play do not count. The half-inning is over and only 5 runs count. The side is retired after three outs, when all players on the roster have batted one time in the half-inning, or when the offensive team scores five runs.

The 5 Run Rule is NOT in effect in the 6th inning, or may be suspended for the last inning if the inning is designated as the last inning prior to the first pitch of the first half-inning. If one or both defensive teams cannot make an out, the 5 Run Rule will remain in effect for all innings and players will bat to three outs or through the lineup in the last inning (time saving).

6.9 Minor League Baseball: 10u Divisions Rules

General:

1. **This division is designed for players league age 9-10 and is a player pitch division.**
2. This division plays on a 60-foot diamond with a pitching distance of 46 feet.
3. All players in attendance must participate per the Mandatory Play Rule.
4. On deck batters are NOT allowed.
5. The game time limit is 1 hour and 45 minutes. Last inning shall be called at 7:00pm on early games and at 9:00pm on late games.
6. A regulation game consists of 6-innings of play. A game is official after 4-innings of play (inclement weather). A game is considered official once the time limit has been reached regardless of how many innings have been played.
7. Three (3) outs or five (5) runs maximum will end the half-inning. Exception in the final inning: no run limit in the final inning.
8. If a team is ahead by 15 runs after 3-innings or 10 runs after 4-innings, the game shall end and is considered official.

Pitching:

9. Players shall pitch the ball to batters.
10. Coaches must abide by the pitch count limits and rest requirements outlined in "Regulation VI – Pitchers" within the Little League Baseball Rulebook. Each team will be provided with an age chart and 12 pitch count sheets. **You must keep the pitch count and are expected to have the pitch count signed and returned to the office after each game. If you have a game at another park, the pitch count sheet is expected to be turned into the office by the end of your next scheduled game at Summey Park.**
11. Intentional walks are NOT allowed.
12. The penalty for an illegal pitch is a ball.

Fielding:

12. Once a pitcher is removed from the mound they may not return to the pitcher position for the remainder of the calendar day.
13. Two coaches are allowed on the field on offense. One shall be positioned at first base, and one shall be positioned at third base.

Batting:

14. All players in attendance bat in a continuous order.
15. Bunting is permitted; however, slashing is **NOT** allowed.
16. The dropped 3rd strike rule is **NOT** in effect.
17. The infield fly rule is in effect.
18. A batter hit by a pitched ball shall be awarded first base.
19. The side is retired after three outs, when all players on the roster have batted one time in the half-inning, or when the offensive team scores five runs.

Base Running:

20. The fielding team must stop the lead runner or get the third out. Once forward progress of the lead runner is stopped, time is called. Any trailing runner more than halfway to the next base may advance if the next base is open.
21. Base runners may attempt to advance at their own risk on overthrows of any base.
22. Head-first sliding while advancing is **NOT** allowed. Violations will result in the runner being called out.
23. Leadoffs are permitted after the ball reaches the batter.
24. Base stealing is permitted.
25. A courtesy runner is permitted for the pitcher and/or catcher of record with two outs. The courtesy runner should be the player in the batting order who made the last out.

7.0 Little League Baseball: 12u Majors Divisions Rules

General:

1. This division plays on a 60-foot diamond with a pitching distance of 46 feet.
2. All players in attendance must participate per the Mandatory Play Rule.
3. On deck batters are NOT allowed.
4. The game time limit is 1 hour and 45 minutes. Last inning shall be called at 7:00pm on early games and at 9:00pm on late games.
5. A regulation game consists of 6-innings of play. A game is official after 4-innings of play (inclement weather). A game is considered official once the time limit has been reached regardless of how many innings have been played.
6. Three (3) outs or five (5) runs maximum will end the half-inning. Exception in the final inning: no run limit in the final inning.
7. If a team is ahead by 15 runs after 3-innings or 10 runs after 4-innings, the game shall end and is considered official.

Pitching:

8. Players shall pitch the ball to batters.
9. Coaches must abide by the pitch count limits and rest requirements outlined in "Regulation VI – Pitchers" within the Little League Baseball Rulebook. Each team will be provided with an age chart and 12 pitch count sheets. **You must keep the pitch count and are expected to have the pitch count signed and returned to the office after each game. If you have a game at another park, the pitch count sheet is expected to be turned into the office by the end of your next scheduled game at Summey Park.**
10. Intentional walks are NOT allowed.
11. The penalty for an illegal pitch is a ball.

Fielding:

14. Two coaches are allowed on the field on offense. One shall be positioned at first base, and one shall be positioned at third base.

Batting:

16. All players in attendance bat in a continuous order.
17. Bunting is permitted; however, slashing is NOT allowed.
18. The dropped 3rd strike rule IS in effect.
19. The infield fly rule is in effect.
20. A batter hit by a pitch shall be awarded first base and all base runners advance one base.
21. The side is retired after three outs, when all players on the roster have batted one time in the half-inning, or when the offensive team scores five runs.

Base Running:

22. Base runners may not advance unless they are more than halfway to the next base once an infielder has possession of the ball on the pitching mound.
23. Base runners may attempt to advance at their own risk on overthrows of any base.
24. Base runners may advance home on any play.

25. Head-first sliding while advancing is NOT allowed. Violations will result in the runner being called out.
26. Leadoffs are permitted after the ball reaches the batter.
27. Base stealing is permitted.
28. A courtesy runner is permitted for the pitcher and/or catcher of record with two outs. The courtesy runner should be the player in the batting order who made the last out.

7.1 Little League Baseball: Majors (Junior/Senior) Division Rules

General:

1. This division plays on a 90-foot diamond with a pitching distance of 60.5 feet.
2. All players in attendance must participate per the Mandatory Play Rule.
3. On deck batters are NOT allowed.
4. The game time limit is 1 hour and 45 minutes. Last inning shall be called at 7:00pm on early games and at 9:00pm on late games.
5. A regulation game consists of 6-innings of play. A game is official after 4-innings of play (inclement weather). A game is considered official once the time limit has been reached regardless of how many innings have been played.
6. Three (3) outs or five (5) runs maximum will end the half-inning. Exception in the final inning: no run limit in the final inning.
7. If a team is ahead by 15 runs after 3-innings or 10 runs after 4-innings, the game shall end and is considered official.

Pitching:

8. Players shall pitch the ball to batters.
9. Coaches must abide by the pitch count limits and rest requirements outlined in "Regulation VI – Pitchers" within the Little League Baseball Rulebook. Each team will be provided with an age chart and 12 pitch count sheets. **You must keep the pitch count and are expected to have the pitch count signed and returned to the office after each game. If you have a game at another park, the pitch count sheet is expected to be turned into the office by the end of your next scheduled game at Summey Park.**
10. Intentional walks are NOT allowed.
11. The penalty for an illegal pitch is a ball.

Fielding:

12. There are no restrictions regarding defensive positioning or rotations.

Batting:

13. All players in attendance bat in a continuous order.
14. Bunting is permitted; however, slashing is NOT allowed.
15. The dropped 3rd strike rule is in effect.
16. The infield fly rule is in effect.
17. A batter hit by a pitched ball shall be awarded first base.
18. The side is retired after three outs.

Base Running:

19. Base runners may not advance unless they are more than halfway to the next base once an infielder has possession of the ball on the pitching mound.
20. Base runners may attempt to advance at their own risk on overthrows of any base.
21. Head-first sliding while advancing is NOT allowed. Violations will result in the runner being called out.
22. Leadoffs are permitted after the ball reaches the batter.
23. Base stealing is permitted.

24. A courtesy runner is permitted for the pitcher and/or catcher of record with two outs. The courtesy runner should be the player in the batting order who made the last out.

7.2 All-Stars

Forest City Little League participates in Little League's International Tournament at the completion of each spring recreational season. Players from regular season teams are nominated for the opportunity to represent the league as All-Stars and compete against other Little Leagues within the district during the month of June with the potential to advance to the State Tournament. At the Little League "Majors" division and above, teams that win the State Tournament advance to the Southeast Regional Tournament where the winner advances to the World Series.

7.2.1 Tournament of Champions

Currently, District 1 does not offer a Tournament of Champions.

7.2.2 District Tournament

The District Tournament is the first stage of the Little League International Tournament. District champions are invited to advance to the State Tournament. At the Little League "Majors" Division and above, teams that win the State Tournament advance to the Southeast Regional Tournament where the winner advances to the World Series. The District Tournament consists of a double elimination format. Game schedules and locations are set by district officials. Weekday games are in the evening. Weekend games are held all day and into the evening.

Players are eligible for District Tournament participation provided they meet the criteria established by the Little League Residency and School Attendance Player Eligibility Requirement, meet the league age requirement for the applicable tournament division, and have participated in at least eight regular season games (six regular season games for Senior League) during the current spring season.

7.2.3 All-Stars Commitment Requirement

Participating in All-Stars is a choice for each child selected. While it is a privilege to participate, it is also a commitment with added practices and games. Practices begin immediately following the spring end-of-season and often occur daily leading up to tournament play. Missing a few practices and even a game does not necessarily prevent selection to All-Stars; however missing an entire week takes an opportunity away from another player who could commit to preparing with the team. If you realize that you or your child have several conflicts during the All-Star tournament schedules, it may be a wise decision to pass on a tournament selection. Players and coaches should expect 4-5 practices each week and tournaments that may last anywhere from 2 to 6 days. Participants should expect the possibility of travel for state and regional tournaments. Coaches will put their All-Star team first, as should the players who choose to participate. Parents that choose to have their child participate in both All-Stars and travel ball will need to prioritize the All-Star team and communicate clearly the All-Star expectations with their travel coaches. ALL-Stars is ALL-in!

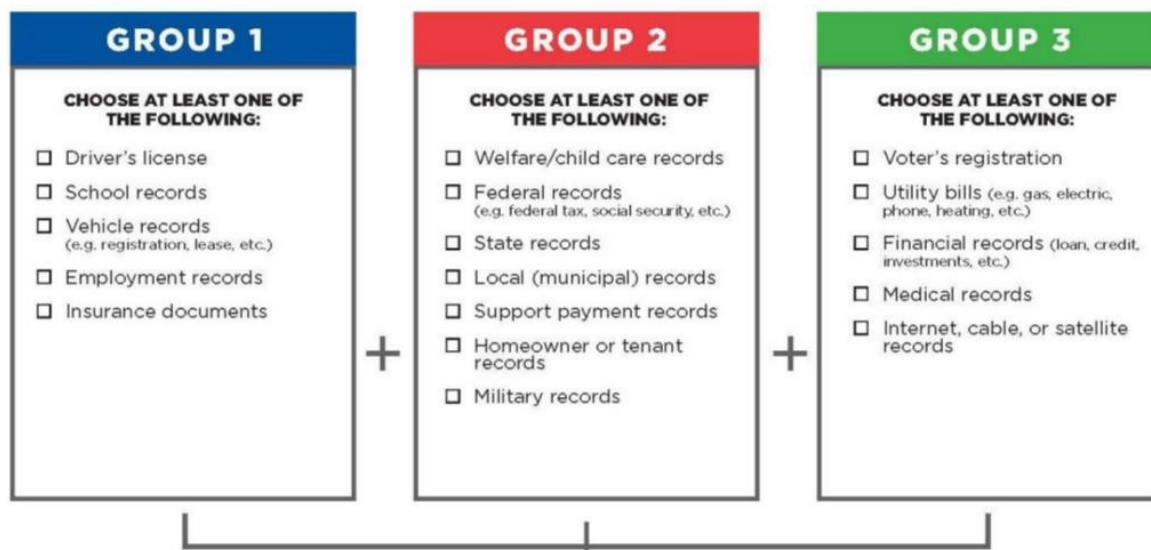
7.2.4 Documentation Requirements

All players selected to participate in All-Stars must provide the following documentation. The league encourages parents to complete the School Enrollment Form as the simplest method of providing residency proof, assuming the player attends a school within the league boundary.

- (1) Original Birth Certificate (**copies are NOT ACCEPTED by Little League**). Birth Certificates will be returned to parents at the conclusion of tournament play.
- (2) Tournament Player Verification Form, completed and signed by a parent/legal guardian.
- (3) Medical Release Form, completed and signed by a parent/legal guardian.
- (4) Residency Proof:
 - (a) Preferred: School Enrollment Form, completed and signed by a parent/legal guardian and the player's school administrator,
– OR –
 - (b) If School Enrollment Form is not an option: One document from EACH of these three groups (3 proof of residency documents in total):

RESIDENCY SHALL BE ESTABLISHED AND SUPPORTED BY:

Documents containing the full residence which includes **parent(s) or court-appointed guardian(s) name, street address, city, state, and zip code information, dated or in force between February 1 of the previous year and February 1 of the current year, from ONE or more documents from EACH of the three groups outlined below:**



Note 1: Three documents from the same group constitute only ONE document.

Note 2: Certain documents may be used in different Groups, but will count for only one Group per child. Example – If a water/sewer bill is used to satisfy Group II as a municipal record, that same bill CANNOT be used as a utility bill to satisfy Group III.

7.2.5 All-Stars Uniforms

All-Star uniforms must be purchased for participating players and include a league hat, jersey, belt, and socks. Parents are required to provide game pants.

7.2.6 Selection of All-Star Team Managers

The Coaches' Committee is comprised of all head coaches within each division. The Coaches' Committee, with the help of the Coaching Coordinator, will nominate Team Managers from the eligible divisions of play. Team Managers are not required to have a child selected to a team to be eligible for selection. The League President will make final approval of each Team Manager.

7.2.7 Selection of All-Star Players

Regular season Team Managers may nominate up to five players from their team for All-Stars. All-Star nominees are then voted on by the appropriate All-Stars selection committee comprised of two coaches from each team within the applicable age division. Once all votes are counted the top nine vote receivers at each age group make the team with the final roster spots being determined by the All-Star Committee, Team Managers within the division and league officials.

*Coaches may select more than five players if a younger player on their team deserves a nomination to a younger all-star team. (ie. Little league age 10-year-old is playing in majors and their team has 5 players at the 11 or 12 age division also nominated) The Board of Directors will then decide if teams can be formed from these results or if tryouts for any specific All-Star teams are necessary.

7.2.8 All-Star Tryouts (if needed)

If All-Star tryouts are required to finalize a team roster, the top 15-20 vote getters will be invited to an all-star tryout where coaches and league officials select the final 3-5 spots. Forest City Little League will establish and communicate dates for this to occur by the end of May each year. Multiple age-specific tryouts may be scheduled to finalize rosters. Final team assignments will be determined by the league.

7.2.9 All-Star Player Notifications

Per Little League guidelines, the release of names of players selected to Forest City Little League's All-Star Teams shall not be made before the provided date and not until the availability and eligibility of all prospective team members has been established. All parents of players nominated for All-Stars will be notified via phone call, email, or text message. Tournament teams shall consist of a maximum of fourteen players (sixteen players for Senior League), a Team Manager, and two Assistant Coaches (three Assistant Coaches for machine-pitch divisions).

8.0 Appendix

8.1 Player Agent Responsibilities

There shall be three Player Agents for the league. One each for the softball, tee ball, and baseball divisions. The Player Agent is an officer on the Board. The Player Agent shall:

- (1) Receive and review player registrations and assist the President in verifying residence and age eligibility.
- (2) Help organize and conduct player skill evaluations, help with conducting the selection of players (drafts), and help with all other player transactions or selection meetings.
- (3) Record all player transactions and maintain an accurate and up-to-date record thereof.
- (4) Prepare team rosters and the tournament team eligibility affidavit for the President's approval and submission to Little League.
- (5) Notify Little League of any subsequent player replacements or trades.
- (6) Assign all players in the Tee Ball divisions with the assistance of the President. (Tee Ball PA Only)

8.2 Little League Baseball – League Age Chart

2025 Little League® Age Chart



Match month (top line) and box with year of birth. League age indicated at right.

JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	SEP	OCT	NOV	DEC	AGE
2021	2021	2021	2021	2021	2021	2021	2021	2020	2020	2020	2020	4
2020	2020	2020	2020	2020	2020	2020	2020	2019	2019	2019	2019	5
2019	2019	2019	2019	2019	2019	2019	2019	2018	2018	2018	2018	6
2018	2018	2018	2018	2018	2018	2018	2018	2017	2017	2017	2017	7
2017	2017	2017	2017	2017	2017	2017	2017	2016	2016	2016	2016	8
2016	2016	2016	2016	2016	2016	2016	2016	2015	2015	2015	2015	9
2015	2015	2015	2015	2015	2015	2015	2015	2014	2014	2014	2014	10
2014	2014	2014	2014	2014	2014	2014	2014	2013	2013	2013	2013	11
2013	2013	2013	2013	2013	2013	2013	2013	2012	2012	2012	2012	12
2012	2012	2012	2012	2012	2012	2012	2012	2011	2011	2011	2011	13
2011	2011	2011	2011	2011	2011	2011	2011	2010	2010	2010	2010	14
2010	2010	2010	2010	2010	2010	2010	2010	2009	2009	2009	2009	15
2009	2009	2009	2009	2009	2009	2009	2009	2008	2008	2008	2008	16

NOTE: This age chart is for BASEBALL DIVISIONS ONLY, and only for 2025.

8.3 Little League Softball – League Age Chart

2025 Little League® Age Chart



Match month (top line) and box with year of birth. League age indicated at right.

JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	SEP	OCT	NOV	DEC	AGE
2020	2020	2020	2020	2020	2020	2020	2020	2020	2020	2020	2020	4
2019	2019	2019	2019	2019	2019	2019	2019	2019	2019	2019	2019	5
2018	2018	2018	2018	2018	2018	2018	2018	2018	2018	2018	2018	6
2017	2017	2017	2017	2017	2017	2017	2017	2017	2017	2017	2017	7
2016	2016	2016	2016	2016	2016	2016	2016	2016	2016	2016	2016	8
2015	2015	2015	2015	2015	2015	2015	2015	2015	2015	2015	2015	9
2014	2014	2014	2014	2014	2014	2014	2014	2014	2014	2014	2014	10
2013	2013	2013	2013	2013	2013	2013	2013	2013	2013	2013	2013	11
2012	2012	2012	2012	2012	2012	2012	2012	2012	2012	2012	2012	12
2011	2011	2011	2011	2011	2011	2011	2011	2011	2011	2011	2011	13
2010	2010	2010	2010	2010	2010	2010	2010	2010	2010	2010	2010	14
2009	2009	2009	2009	2009	2009	2009	2009	2009	2009	2009	2009	15
2008	2008	2008	2008	2008	2008	2008	2008	2008	2008	2008	2008	16

NOTE: This age chart is for **SOFTBALL DIVISIONS ONLY**, and only for **2025**.

8.4 Example Team Welcome Letter

Subject: Welcome to Forest City Little League – [Season] – [Division] – [Team Name]

Hello!

Welcome to another exciting season with Forest City Little League!

My name is [Team Manager's Name], and I have the privilege of being your child's Head Coach this season with Forest City Little League. I'm looking forward to a great season! [Add any personal details you would like here including volunteer/coaching experience, family participation in the league, etc.]

This season, our team will be the [Team Name] and we will wear [team color] jerseys. Each player will need to provide their own game pants, which shall be black [black is standard, but team sponsors have the option of choosing another color that matches team jerseys].

PRACTICES: Practices will begin at [practice start time] and last [practice duration]. We will end practices on time, so please have your players there promptly so they don't miss any valuable practice time.

[Insert listing of preseason practice dates and locations.]

GAMES: Games will be played at [list parks where division games will be played] this season. Games will be scheduled on [list game days of the week]. Games begin at [list game start times] and we ask players to arrive by [list arrival time] for warm-ups. Our first game will be played on [enter date of first game]. Complete schedules will be available on the league's website over the next week or so.

Please e-mail me at any time or call/text me at [Team Manager's cell phone number]. My goal is to communicate regularly with you and do my absolute best for your kids so that they have a memorable and fun season. I want every player to walk away from this season being proud of their growth and accomplishments.

Let's PLAY BALL!

Sincerely,

[Team Manager's name & contact information]

8.5 Lightening Policy & Procedures

This Policy is intended to protect participants during league activities. This procedure is mandatory upon the presence of lightning and thunder in the immediate area of activities. To these points, the league will comply with “Appendix A – Lightning Safety Guidelines” as outlined in Little League’s Official Regulations, Playing Rules, and Operating Policies.

LIGHTNING MONITOR

The Safety Officer designates or maintains the role of Lightning Monitor at games. The Lightning Monitor should not be a game participant as they are unable to devote the attention needed to monitor conditions. The Lightning Monitor must be empowered to ensure guidelines are followed. The Lightning Monitor is encouraged to download a weather application to their smartphone that includes lightning safety among its features. During practices, Team Managers shall designate or maintain the role of Lightning Monitor for the team’s practice field.

LIGHTNING PROCEDURE

The sooner activities are stopped, and people get to a safe place, the greater the level of safety. In general, a significant lightning threat extends outward from the base of a thunderstorm cloud about 6 to 10 miles. Therefore, people should move to a safe place when a thunderstorm is 6 to 10 miles away. Here are some criteria that could be used to halt activities.

- (1) If lightning is observed or detected with the Skyscanner
- (2) If thunder is heard
- (3) If time between lightning and corresponding thunder is less than 30 seconds (indicates storm is 6 miles or less away)

When the Lightning Monitor identifies a need to act, s/he should communicate with the umpires, coaches, players, and fans to temporarily suspend play and inform all to seek a safe place. We will have everyone move to their vehicles.

SAFE PLACES include the following:

- (1) A hard-topped vehicle
- (2) A substantial building

Safe areas DO NOT INCLUDE:

- (1) Anywhere on the field
- (2) Dugouts
- (3) Bleachers

WHEN PLAY RESUMES

In the event of lightning, games and practices shall halt for at least 30 minutes before resuming. The Lightning Monitor is responsible for keeping track of the 30-minute time limit and shall inform umpires once it is safe to resume play. If lightning occurs during the 30-minute wait period and it is determined to be within 6-10 miles away, the 30-minute wait period restarts until the Lightning Monitor determines it is safe to resume play or postpone the event. All games have specific time limits. In the event a lightning delayed game cannot be resumed within the time limit, the game may need to be postponed at the discretion of the Lightning Monitor.

8.6 Volunteer Code of Conduct

Forest City Little League requires all volunteers to comply with this code of conduct and acknowledge their understanding and agreement with this policy during registration.

VOLUNTEER CODE OF CONDUCT:

No league volunteer, player, or spectator shall, at any time:

1. Lay a hand upon, push, shove, strike, or threaten to strike an official.
2. Be guilty of heaping personal verbal or physical abuse upon any official for any real or imaginary belief of a wrong decision or judgement,
3. Be guilty of an objectionable demonstration of dissent at an official's decision by throwing of gloves, helmets, hats, bats, balls, or any other forceful unsportsmanlike action.
4. Be guilty of using unnecessarily rough tactics in the play of a game against the body of an opposing player.
5. Be guilty of a physical attack upon any board member, official, coach, volunteer, player, or spectator.
6. Be guilty of the use of profane, obscene, or vulgar language in any manner at any time.
7. Appear on the field of play, stands, or anywhere within the sports complex while in an intoxicated state. Intoxicated will be defined as an odor or behavior issue.
8. Be guilty of gambling upon any play or outcome of any game with anyone at any time.
9. Smoke while in the stands or on the playing field or in any dugout. Smoking will only be permitted in designated areas (if available).
10. Be guilty of publicly discussing with spectators in a derogatory or abusive manner any play, decision, or an opinion on any participants during the game.
11. As a coach, be guilty of mingling with or fraternizing with spectators during the game.
12. Speak disrespectfully to any coach, official, or representative of the league.
13. Be guilty of tampering with or manipulating any league rosters, schedules, draft positions or selections, official score books, rankings, financial records, or procedures.
14. Challenge an umpire's authority. The umpires shall have the authority and discretion during a game to penalize the offender according to the infraction up to and including expulsion from the game.

The Disciplinary Committee will review all infractions of this Code of Conduct. Depending on the seriousness or frequency, the league may assess disciplinary actions as outlined in the League Bylaws.

8.7 Parents Code of Conduct

Forest City Little League requires all volunteers to comply with this code of conduct and acknowledge their understanding and agreement with this policy during registration.

Sport Parent Code of Conduct

We, the _____ Little League, have implemented the following Sport Parent Code of Conduct for the important message it holds about the proper role of parents in supporting their child in sports. Parents should read, understand and sign this form prior to their children participating in our league.

Any parent guilty of improper conduct at any game or practice will be asked to leave the sports facility and be suspended from the following game. Repeat violations may cause a multiple game suspension, or the season forfeiture of the privilege of attending all games.

Preamble

The essential elements of character-building and ethics in sports are embodied in the concept of sportsmanship and six core principles:

- Trustworthiness,
- Respect,
- Responsibility,
- Fairness,
- Caring, and
- Good Citizenship.

The highest potential of sports is achieved when competition reflects these "six pillars of character."

I therefore agree:

1. I will not force my child to participate in sports.
2. I will remember that children participate to have fun and that the game is for youth, not adults.
3. I will inform the coach of any physical disability or ailment that may affect the safety of my child or the safety of others.
4. I will learn the rules of the game and the policies of the league.
5. I (and my guests) will be a positive role model for my child and encourage sportsmanship by showing respect and courtesy, and by demonstrating positive support for all players, coaches, officials and spectators at every game, practice or other sporting event.
6. I (and my guests) will not engage in any kind of unsportsmanlike conduct with any official, coach, player, or parent such as booing and taunting; refusing to shake hands; or using profane language or gestures.
7. I will not encourage any behaviors or practices that would endanger the health and well being of the athletes.
8. I will teach my child to play by the rules and to resolve conflicts without resorting to hostility or violence.
9. I will demand that my child treat other players, coaches, officials and spectators with respect regardless of race, creed, color, sex or ability.
10. I will teach my child that doing one's best is more important than winning, so that my child will never feel defeated by the outcome of a game or his/her performance.
11. I will praise my child for competing fairly and trying hard, and make my child feel like a winner every time.
12. I will never ridicule or yell at my child or other participants for making a mistake or losing a competition.
13. I will emphasize skill development and practices and how they benefit my child over winning. I will also de-emphasize games and competition in the lower age groups.
14. I will promote the emotional and physical well-being of the athletes ahead of any personal desire I may have for my child to win.
15. I will respect the officials and their authority during games and will never question, discuss, or confront coaches at the game field, and will take time to speak with coaches at an agreed upon time and place.
16. I will demand a sports environment for my child that is free from drugs, tobacco, and alcohol and I will refrain from their use at all sports events.
17. I will refrain from coaching my child or other players during games and practices, unless I am one of the official coaches of the team.

Parent/Guardian Signature

8.8 Board Member Responsibilities

8.8.1 LEAGUE PRESIDENT

Presides at league meetings, and assumes full responsibility for the operation of the local league. The president receives all mail, supplies, and other communications from the Little League International. The president must see to it that league personnel is properly briefed on all phases of rules, regulations, and policies of Little League; is ex-officio member of all committees and is the contact between the local organization and Little League International.

8.8.2 LEAGUE VICE PRESIDENT

Presides in the absence of the president; works with other officers and committee members; is ex-officio member of all committees and carries out such duties and assignments as may be delegated by the President.

8.8.3 LEAGUE SECRETARY

Maintains a register of members and directors; records the minutes of meetings; is responsible for sending out notice of meetings, issues membership cards and maintains a record of league's activities.

8.8.4 LEAGUE SAFETY OFFICER

Coordinates all safety activities; ensures safety in player training; ensures safe playing conditions; coordinates reporting and prevention of injuries; solicits suggestions for making conditions safer; reports suggestions to Little League International through the league president and prepares the ASAP plan for submission to Little League International.

8.8.5 LEAGUE TREASURER

Signs checks co-signed by another officer or director; dispenses league funds as approved by the Board of Directors; reports on the status of league funds; keeps local league books and financial records; prepares budgets and assumes the responsibility for all local league finances.

8.8.6 LEAGUE COACHING COORDINATOR

Represents coaches/managers in league; presents a coach/ manager training budget to the board; gains the support and funds necessary to implement a league-wide training program; orders and distributes training materials to players, coaches and managers; coordinates mini- clinics as necessary; serves as the contact person for Little League and its manager-coach education. Receives and distributes coaching information from Little League International and distributes to all coaches and managers.

8.8.7 LEAGUE UMPIRE-IN-CHIEF

Serves as coordinator of and advises the league President on the league umpire program; responsible for recommending umpires to the league President for appointment to the league umpire roster; recruiting and retaining volunteer umpires; establishing a league umpire training program consistent with Little League® guidelines; coordinating and assisting with conducting umpire clinics at league and district level; communicating rule changes to league umpires; scheduling league umpires for regular season games; evaluating league umpires using established guidelines to maintain program integrity; further continual improvement, and prepare league umpires for advancement to tournament levels; communicating with and providing updates to the District Umpire Consultant on the league umpire program, and attending Umpire Training programs at the District, State, Region, and/or Headquarters level.

8.8.8 LEAGUE PLAYER AGENTS

See Article 8.1

Local League Requirement: Player Agents may not coach in their assigned divisions of play.

(i.e.: The Softball Player Agent may not coach softball.)

There shall be three Player Agents for the league. One each for the softball, tee ball, and baseball divisions. The Player Agent is an officer on the Board. The Player Agent shall:

- (1) Receive and review player registrations and assist the President in verifying residence and age eligibility.
- (2) Help organize and conduct player skill evaluations, help with conducting the selection of players (drafts), and help with all other player transactions or selection meetings.
- (3) Record all player transactions and maintain an accurate and up-to-date record thereof.
- (4) Prepare team rosters and the tournament team eligibility affidavit for the President's approval and submission to Little League.
- (5) Notify Little League of any subsequent player replacements or trades.
- (6) Assign all players in the Tee Ball divisions with the assistance of the President. (Tee Ball PA Only)

8.8.9 LEAGUE SPONSORSHIP AND FUNDRAISING MANAGER

Solicits and secures local sponsorships to support league operations; collects and reviews sponsorship and fundraising opportunities; organizes and implements approved league fundraising activities; coordinates participation in fundraising activities; and maintains records of monies secured through sponsorship and fundraising initiatives.

8.8.10 LEAGUE EQUIPMENT MANAGER

The League Equipment Manager distributes and collects league provided equipment to each team. Notifies the League President if replacements need to be ordered. Maintains adequate sign-in and sign-out records for users. The League Equipment Manager maintains the equipment inventory, determines what equipment is needed each season and orders equipment. The League Equipment Manager reports to the board.

Signature Page

These Bylaws were approved by Forest City Little League's general membership and Board of Directors on 11/14/2024. Amended January 14, 2025.

SIGNED:

Kayla Brooks, President

Little League ID No. 3330107

Federal ID No. 59-1781256

These Bylaws, on file at Regional Headquarters, are the Official Bylaws of Forest City Little League.