



**2011 Homer Little League  
Local Regulations, By-Laws, and Playing  
Rules**

**League ID # 232-07-03**



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**NOTE- The 2011 Homer Little League Local Regulations, By-Laws, and Playing Rules were approved by the Homer Little League Board of Directors on March 24, 2011**

## ***Article I***

### **OFFICERS and DUTIES**

In addition to the prescribed duties outlined in the Homer Little League Constitution, the following Board of Directors Officers shall have the additional responsibilities:

#### **President-**

- Shall review the monthly checking account statement and forward to the League Treasurer monthly.
- Primary approval for League purchases less than \$ 200.00
- Direct liaison with the community groups in support of the league, or appoint an alternate appropriate Board Member as such to take their place.

#### **Vice President-**

- Oversee all daily and season operations at the field in coordination with the Head Umpire and / or appropriate Division Director.
- Secure field usage dates with the Homer Recreation Department Director.
- Check signing approval for League checking account.
- Secondary cardholder for League credit card.

#### **Treasurer-**

- Primary cardholder for League credit card.
- Responsible for collection of all NSF checks returned on League's bank account.

#### **Player Agent-**

- Coordinate with the Information Officer, the organization of Player Registration data to ensure draft is executed as smoothly as possible.
- Assist Sponsorship Director(s) in matching up teams with specific sponsors.
- Secure and coordinate photographs for opening week pictures.

#### **Safety Officer-**

- Coordinate Little Leagues volunteer forms, conduct background checks and issue ID badges for board members, managers, and assistant coaches.
- Check for and remove bats that are dented and or do not contain the manufactures statement "BPF 1.15."

## ***Article II***

### **ADDITIONAL OFFICERS and DUTIES**

The HLL Board of Directors has created the following positions for the 2011 fiscal year.

#### **Director of Umpires-**

- Oversee all umpire activities including selection, training, rules review, scheduling, and payment to umpires that are not volunteers.
- -Final decision on need to postpone games due to weather conditions in coordination with the field Manager.
- Coordinate all operational activities with the Vice President.
- Create an appropriate game schedule for the regular season.
- Create an appropriate field usage and practice schedule for all post-season teams.
- Coordinate make-up schedule for rainouts with coaches as needed.

### **Little League/Vosburgh/Diamond/Rookie Division Directors-**

- Review Division rules, excluding Little League, and propose modifications to Rules Director when necessary.
- Interview, recruit, select, and monitor coaches in your respective Division. Work with Vice President and Safety Officer to make sure all coaches are adequately trained and understand coaching guidelines and Division rules.
- Hold a mid-season meeting with coaches and Board Members to review the progress of the season and determine any necessary changes for the remainder of the season.
- Work with Director of Umpires to coordinate schedules as necessary.
- Coordinate pre-season practice schedule with the Vice President.

### **Fundraising, Sponsors, and Special Event Director(s)-**

- Coordinate and manage implementation of fundraising programs including distribution of prizes and / or rewards.
- Manage all fundraising activities the League undertakes.
- Oversee HLL apparel order program and other fundraising events such as Winterfest as needed.
- Recruit and organize team parents for each team. These individuals will help the League coordinate all non-coaching activities for the team.
- Contact all League corporate sponsors to secure their support for the upcoming year.
- Find replacement corporate sponsors for those who do not renew their commitment for the upcoming year.
- Obtain a signed statement from corporate sponsors that state their involvement, identifies name to be printed on the uniforms, payment timing, and a team preference.
- Once teams are drafted, in coordination with the Player Agent, match sponsors with teams while maximizing the sponsor preferences as possible.
- Coordinate with the Treasurer the invoicing of corporate sponsors as necessary.
- Write thank you letters to the sponsors for their participation.
- Distribute sponsor plaques to corporate sponsors before the close of the season.
- -Order trophies and special recognition items.
- Coordinate efforts with the President and Treasurer.

### **Player Development Director-**

- Organize tournament activities that will be supported through our League, including those we participate and host.
- Oversee all “on the field” competitions and training to improve skills and provide outside play (i.e. Sunday league, whiffleball, etc.)
- Coordinate efforts for coaches training with Safety Officer and Vice President to ensure consistent programs between coaches and players.
- Participate in the rating of players from League tryouts in order to ensure player talent is evenly distributed for draft selection process (Assist Vice President and Player Agent).
- Research, secure, and develop a 12-month schedule of events to support the regular baseball season including clinics, non-LL tournament teams and recreational leagues.
- Coordinate clinic activities including the Winter Clinic and those sponsored by Homer Little League.

### **Equipment Director-**

- Inventory, order, distribute, maintain, and collect all equipment for all three divisions, and umpires, excluding field supply equipment.
- Coordinate efforts with Division Directors to make sure coaches have adequate supplies.
- Provide the Board an annual proposal for new supplies prior to the beginning of the season.
- Coordinate all activities through the Vice President and Treasurer.

### **Field Manager –**

- Oversee field prep activities on Field Prep Day.
- Determine repairs needed to fields and secure resources needed to complete the work (i.e. new pitching mounds, dugouts, etc.).
- Oversees improvements to all our facilities for the upcoming season (fields and support buildings).
- Access, order, and maintain ample amounts of drainage supplies for the fields.
- Coordinate activities through the Vice President.
- Oversee all daily, seasonal operations at the field that may include:
  - o Daily field preparation
  - o Rainouts (field condition)
  - o Field supplies
  - o Maintenance (coordinate with Village of Homer crew)
  - o Special projects (electricity to batting cage, new benches, etc.)
- Work with the Building, Property, and Grounds Committee on behalf of Homer Little League.

## ***Article III***

### **OTHER COMMITTEES**

In addition to the prescribed committees outlined in the Homer Little League Constitution, the following committees, with their responsibilities.

#### **Concession Stand Committee-**

2 Directors and Treasurer-This committee shall be responsible to secure stand management volunteers and act as the liaison between these volunteers and the Board. Committee will provide oversight of regular operations to ensure successful operations of the Stand.

#### **Player Development Committee-**

2 Directors and Player Agent-This committee will be responsible for formulating proposals of all Player Development opportunities (skills clinics, summer camps, etc.) and present proposals to the Board for approval. Committee will be responsible for securing all facilities and equipment for approved activities. Also responsible for proposing and coordinating all league-wide player & family events such as bus trips, etc.

#### **By-Laws Committee-**

Minimum 2 Directors and the President- It shall be the duty of this committee to examine annually the Constitution & By-Laws and recommend any changes to the Board for later proposal to the general Membership.

#### **Information / Public Relations Committee-**

2 Directors plus Information Officer- It shall be the duty of this committee to design and maintain the Local League's official web site. Committee shall be responsible for timely dissemination of league-wide information pertaining to pictures, opening day, family events, player development activities, annual meeting, league-wide announcements, etc.

#### **Evaluation Committee-**

At least 5 Directors appointed by the President, one of whom must be the Player Agent- It is the duty of this committee to evaluate and rank the players based on their tryout performance and prior league history. If directed by the President, the committee may draw on other League volunteers, (umpires, coaches, etc.) for input to make the ranking as equitable as possible.

#### **Protest Committee-**

5 Directors, or 3 Directors and a Regular Member with prior League Officer experience. In either scenario three of the Directors shall be the President\*, Head of Umpires, and the Player Agent- It is the duty of this committee to hear any protest that cannot be resolved on the field by the umpire in charge. The President within 24 hours must receive protests that are not resolved, in writing from the manager. In addition the Head of Umpires will also submit a report to the President immediately. The committee shall hear and resolve any such protest, including playing rules. If the protest is allowed, resume the game from the exact point where the infraction.

**\*If the President serves as a coach or an umpire, they may not be a member of the Protest Committee. If the President is not eligible, they will be replaced by the Vice President. If the Vice**

**President serves as a coach or an umpire a Regular Member with prior League Officer experience shall replace them.**

**Tournament Committee-**

Minimum of 3, maximum of 6 Directors of which it shall consist of the President, Player Agent, Head of Umpires, Safety Officer, Little League Director and/or Vosburgh Director- this committee shall meet to discuss all applicants for the available manager positions for the Little League post-season tournament. They will decide by a majority vote which coaches to recommend to the full Board for approval. The committee shall also approve any tournament roster before it is announced.

## Article IV

### Section 1- Homer Little League Draft Method

(Based on eight, 12-player teams)

**Step 1-** Each coach will draw a numbered card from a hat. (Numbers will reflect the total number of teams in the League)

**Step 2-** Coaches will be placed in “ascending order” by the numbered card that they picked in Step 1. (Example 1-2-3-4-5 etc.)

**Step 3-** Coaches will then take turns, for the first eight rounds, drawing a random color from a hat. (Number 1 picks color for the first round; number 2 picks color for the second round, etc.)

**Step 4-** Once a color has been chosen, the corresponding list of players is distributed\*. The coach who drew that color gets the first pick from that list. Draft picks will continue using the “weave” method shown on **Chart A**.

**Step 5-** The remaining 4 picks will be selected from 2 player groups of 16\*\*, using the “snake” method (1-8; 8-1), shown on **Chart B**, with the coaches redrawing numbers for each group.

\* Players are arranged in groups of eight by the League Evaluation Committee, 2 groups of pitchers, one group of catchers, the other five being the next 40 highest ranked players according to their score in the League tryouts. The Player Agent then places them on a random color sheet so no coach knows what group of players they are picking from until the colored sheet are distributed.

\*\* The remaining 32 players are placed in two groups of sixteen by the Evaluation Committee according to their abilities / tryout scores. The Player Agent then places them on a random color sheet so no coach knows what group of players they are picking from until the colored sheet are distributed.

**Chart A**

	Color A	Color B	Color C	Color D	Color E	Color F	Color G	Color H
Coach I	1	8	7	6	5	4	3	2
Coach II	2	1	8	7	6	5	4	3
Coach III	3	2	1	8	7	6	5	4
Coach IV	4	3	2	1	8	7	6	5
Coach V	5	4	3	2	1	8	7	6
Coach VI	6	5	4	3	2	1	8	7
Coach VII	7	6	5	4	3	2	1	8
Coach VIII	8	7	6	5	4	3	2	1

## **Section 2- Homer Little League Draft Method Charts**

**Chart B**

<b>Group 1</b>		<b>Group 2</b>	
Redraw numbers		Redraw numbers	
Player 9	Player 10	Player 11	Player 12
Coach I	Coach VIII	Coach I	Coach VIII
Coach II	Coach VII	Coach II	Coach VII
Coach III	Coach VI	Coach III	Coach VI
Coach IV	Coach V	Coach IV	Coach V
Coach V	Coach IV	Coach V	Coach IV
Coach VI	Coach III	Coach VI	Coach III
Coach VII	Coach II	Coach VII	Coach II
Coach VIII	Coach I	Coach VIII	Coach I

### **Section 3- Release of Players-**

ALL players in each Division will be released upon the completion of the season and or elimination from post-season play. All players will be placed in pool of players for the next year's draft.

## ***Article V***

### **Homer Little League Williamsport Tournament Team and Manager Selection Guidelines**

#### **Section 1- General Guidelines**

##### **A- Number of players, managers, and coaches:**

Tournament teams are limited to a maximum of fourteen (14) players, one (1) manager and a maximum of two (2) coaches.

##### **B- Release of Names:**

The release of names of players selected for the tournament team shall not be made before JUNE 15 and not until the availability and eligibility of all prospective team members have been established.

##### **C- Eligibility:**

Players are eligible for Tournament Play if they reside within the territory, must be of the correct age, and must have parental consent. Players must also have participated in the regular season for at least one-half (50%) of the season games as of June 15.

##### **D- Tournament Team Practice:**

Tryouts or practices by tournament teams shall not be held before **June 15.**

#### **Section 2- Selection**

##### **A- Manager Selection:**

- Coaches who are interested in the manager position must apply to the League President by May 15, 2011. The Tournament committee that is made up of board members selects coaches: President, Player Agent, Head Umpire, Division Directors and Safety Director. If a board member on the committee has applied for the manager position then her / she cannot serve on the selection committee.
- Managers will be selected based on: coaching skills, coaching experience (in regular and tournament season) and sportsmanship. Experience in coaching Williamsport Teams is strongly recommended for the 11/12 team manager. Coaching styles will also be considered. Once managers are selected, the President will notify them.
- Managers will select up to two (2) assistant coaches (with the Board of Directors approval) - also based on similar characteristics and will follow the 2011 Little League Official Regulations and Playing Rules.

##### **B- Little League Player Selection:**

- All eligible players will vote for 6 players from the eligible pool (players can not vote for themselves or players on their own team). Four players will be selected based on the largest number of votes. LL Coaches must explain eligibility requirements to their players prior to voting. Votes will be turned into the Player Agent who will tally the votes and notify the 11/12 Manager. Under no circumstances will the 11/12 Manager or Player Agent release these names prior to June 15 to anyone outside the Tournament Committee.

- The 11/12 manager will select those players, that combined, will be the most competitive team Homer has to offer in this age group. The manager must take into consideration having adequate talent to fill every position on the field when selecting their team.
- With the addition of the 11-year-old tournament, the 11/12 manager has preference in choosing players from the eligible pool prior to the selection of the 11 team roster. It is suggested that the 11/12 and 11 managers work together cooperatively to field the best teams for this program. In the event of a dispute, the Managers will solicit the input of the Tournament Committee for resolution.
- A **Fun Day** in the form and manner suitable to the Manager is recommended for all teams. The top 4 players voted by the players must be included in this **Fun Day**.
- In selecting the team, all managers will solicit recommendations from all regular season managers for consideration (4 per team). The Manager will also solicit input from the adult umpires who have participated at the LL level and the Head of Umpires and Vosburgh umpires as appropriate.
- The manager also has the right to include additional players that may not be recommended by the Head of Umpires or Regular Season Managers, as he/she deems appropriate for choosing a complete team.
- The **Fun Day** will be organized in conjunction with other post-season tournament team players and under no circumstances will players be made aware of which team they are being considered until the selections are announced. The **Fun Day** will be communicated by the Selection Committee to the league. However, players and parents may indicate which team they are interested in participating.
- Once the **Fun Day** process is complete, the Manager will choose his team by using a rating system that he/she develops. The Manager will also take into account the input from the assistant coaches, player agent and other tournament committee members as needed. The Manager chooses his/her team keeping in mind that he/she is trying to field the best team possible throughout the tournament (skill level of players is critical, but sportsmanship is also a big factor). Given the pitching limitations, the Manager may choose players who have multiple defensive abilities in order to maximize the success of the team. The Manager has the right to limit the number of players selected on the team that play a particular position (i.e. He may select only a total of 2 catchers if he deems appropriate).
- The Manager(s) will take into account performance at **Fun Day and** regular season play in selecting their team. The Manager will also take into account the input from the assistant coaches, player agent, adult umpires and other tournament selection committee members as needed. Once the team is selected, it will be communicated to all interested players on a timely basis, no earlier than June 15, 2011.
- In addition to the LL Rules on eligibility, the Homer Little League has high expectations for their players in the area of sportsmanship. Those players who represent the Homer Little League through positive actions, good character, and positive sportsmanship will be able to participate on a World Series Team.
- Equal consideration will be given to all players who meet the eligibility requirements regardless of age. However, experience may be a contributing factor.

### **C- 9/10 Player Selection**

- Managers will hold a ***Fun Day*** for all eligible players interested in playing on the 9/10 team(s). The ***Fun Day*** will be publicly communicated to all Vosburgh coaches, through league email, and posted on the concession stand. Eligibility requirements are consistent with 11/12 team with the exception of age.
- Managers will establish a fair and quantitative rating system to measure the performance of the players. Managers will find suitable volunteers to conduct the ratings of the players and they should be qualified to do a fair and equitable assessment.

### **D- Two teams format**

- In the event that Homer Little League is sending 2 teams in the same division, the following guidelines will be followed:
- The East team will select up to 14 players. The West team will select up to 14 players. The managers must work together to ensure there is adequate pitching and players who are skilled in each position before making their final determinations. A similar selection process will be used for the 11/12 and 11 year old teams.

In the event of a dispute, the Managers will solicit the input of the Tournament Committee for resolution. This committee will make a final determination that takes into consideration the best interests of the program and its players.

## Article VII

### HOMER LITTLE LEAGUE BASEBALL, INC. **GENERAL RULES AND REGULATIONS** SUMMER 2011

Rules are the Official Little League Baseball Rules superseded by the following special rules:

#### 1. BEGINNING OF THE SEASON (ALL DIVISIONS)

The season will **begin** with games on **April 25, 2011** in all Divisions. **Opening Ceremonies** will be **Saturday, April 30, 2011**. Rain date is Sunday, May 1, 2011.

#### 2. GAME SCHEDULING

To be provided to the managers by each corresponding Division Director upon approval of the Head of Umpires.

#### 3. SUMMER POST SEASON

- All teams in the Vosburgh & Little League Division will qualify for post-season play. Diamond & Rookie Divisions will have their season extended by one week instead of a post season.
- Pairings will be based upon teams records with the first place team playing the last, second place playing next to last, etc.
- Tiebreakers will be decided on Head-to-Head record between the tied teams.
- The Playoffs will be played under regular season rules.
- There will be no time limits for playoff games.
- Suspended games will be rescheduled the next day and completed in case of a tie.

#### 4. UNIFORMS

The Equipment Manager, Division Directors and/or Managers will distribute uniforms prior to opening ceremonies. However, should a team fail to have a representative participate in field preparation prior to the opening ceremonies then, in that event, said team's players will not be issued uniforms until after opening ceremonies.

Players must be in full uniform to participate in a game. Full uniform includes: team hat, team jersey, team socks and **white baseball pants!**

**Little League, Diamond & Rookie, Vosburgh Division Managers must wear the League-provided team Shirts.** This promotes unity among the team and professionalism for the league.

#### 5. GENERAL RULES FOR GAMES

##### A. Time Limit on Games

No inning can start after 8:00 p.m. and games shall not exceed the following time limits:

ROOKIE	2.0 HOURS
DIAMOND	2.0 HOURS
VOSBURGH	2.0 HOURS
LITTLE LEAGUE	2.0 HOURS

An inning started prior to the 2.0 hour limit can continue until completed. However, no inning shall begin after the 2.0 hour time limit.

It should be noted that Managers should agree with the umpire on the official starting time for the game prior to the start of the game. If this does not occur, the official starting time shall be determined to be the scheduled starting time of the game.

**B. Tied Games**

If a game is tied at the conclusion of regular innings, said game will continue with the following limitations:

**ROOKIE, DIAMOND & VOSBURGH** - Maximum of eight innings will be played and no inning can start after 8:00 p.m.

**LITTLE LEAGUE** - Maximum of nine innings will be played and no inning can start after 8:00 p.m.

No inning can be started after the two-hour time limit. Any innings begun prior to said time limit shall be completed.

**C. Maximum Run Rule**

**ROOKIE & DIAMOND** - During the first through fourth innings a team can score a maximum of five (5) runs, unless the last batter hits a ball over the outfield fence for a homerun, then all runs will count. Unlimited runs can be scored in the Fifth or any extra innings. However, there is a ten-batter limit in effect for the Fifth and all subsequent innings. There is no "ten run rule" in Rookie or Diamond for purposes of ending a game.

**VOSBURGH** - During the first through fourth innings a team can score a maximum of four (4) runs, unless the last batter hits a ball over the outfield fence for a homerun, then all runs will count. In the fifth and subsequent innings there is a ten-batter limit. If at the end of the 4th inning or 3 ½ if the home team is winning or at any point thereafter, a team is 10 or more runs ahead, the game will immediately be called and become official. However, with the consent of the coaches the game can continue until the designated innings or time limit is reached.

**LITTLE LEAGUE** - Official Little League rules will be followed.

**D. Batting**

**ROOKIE, DIAMOND, VOSBURGH & LITTLE LEAGUE** - All players will bat in rotation. If a player is injured, ill or removed by the manager for disciplinary reasons the manager will notify the opposing manager, the umpire and the official score keeper immediately and the player will not be eligible to return to the game. The spot in the batting order will be skipped over and not count as an out. If a batter gets hurt while running the bases and cannot continue the last offensive out will then become the runner. If a player is ejected his or her place in the batting order will count as an out.

**E. Minimum Playing Time**

**ROOKIE, DIAMOND & VOSBURGH** - free substitution with each child playing an infield position for at least 2 innings and sitting on the bench no more than 2 defensive innings, unless safety concerns dictate otherwise. Failure of manager to comply will result in an automatic one game suspension. **Exception:** Any game shortened because of playing

rules or field conditions or a game extended by extra innings. Managers are strongly encouraged to keep track of all players playing time and positions and to freely rotate players between the outfield and the infield. It is the desire of the League that all players are taught and given a chance to play each position.

**LITTLE LEAGUE** - Official Little League Rules will be followed.

**F. Fielding**

**ROOKIE & DIAMOND** - Ten (10) players are used in the field with an extra player used as a 4<sup>th</sup> outfielder. No more than six (6) players may be in the infield. One infielder must have one foot inside the pitcher's circle. Outfielders must play beyond the infield circle. Outfielders cannot enter the infield to field a ground ball and must wait until the ball enters the outfield before fielding same. If the outfielder fields a ground ball within the designated infield the play is over and all runners are safe.

\*\*\* A batter running to first base after putting the ball in play may not advance to second base on an overthrow to first by an *infielder*. Runners on 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> base may only advance one base on a play to first by an infielder. However, if an *outfielder* attempts to make a play to 1<sup>st</sup> base to get the batter out, then all runners may advance at their own risk.

**VOSBURGH** - Nine (9) players are used in the field. No more than six (6) players may be in the infield.

**LITTLE LEAGUE** - Official Little League Rules will be followed.

**G. Pitching Rule**

**ROOKIE & DIAMOND** - Coaches (including the Manager) will pitch the entire five (5) innings. Coaches will pitch to their own team. During coach pitching, the batter is allowed only five (5) pitches. The coach must pitch overhand from the pitching circle. *One foot of the pitching coach must be within the pitching circle.* The batter is out if he or she strikes out, or fails to swing on the fifth pitch. A foul ball on the fifth pitch or any pitch thereafter, the batter continues until the ball is hit in fair territory or the batter misses or takes a pitch. There is no base on balls awarded to a batter at any time. When the coaches are pitching and the ball is put in play, the coach shall immediately proceed to foul territory. Rookie coaches will pitch from 30 feet and Diamond coaches from 40 feet.

The batted ball must travel outside the 5-foot arch in front of home plate to be live. A ball not batted outside the 5-foot arch is a foul ball.

**VOSBURGH and LITTLE LEAGUE** – Both divisions will follow the Pitch Count Regulation.

(a) Any player on a regular season team may pitch. (**NOTE:** There is no limit to the number of pitchers a team may use in a game.)

(b) A pitcher once removed from the mound cannot return as a pitcher.

(c) The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

13-16 95 pitches per day

11-12 85 pitches per day

9-10 75 pitches per day

7-8 50 pitches per day

**Exception:** Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning. **Note 1: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.**

(d) Pitchers league age 16 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

The league will designate an official game Pitch Recorder.

- The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.

- The official pitch count recorder should inform the Home Plate Umpire when a pitcher has delivered his/her maximum limit of pitches for the game, as noted above. The Home Plate Umpire will inform the pitcher's manager that the pitcher must be removed in accordance with regulation VI. However, the failure by the pitch count recorder to notify the Home Plate Umpire, and or the failure of the umpire to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

**-VIOLATION OF ANY SECTION OF THIS REGULATION CAN RESULT IN PROTEST OF THE GAME IN WHICH IT ACCURS. PROTEST SHALL BE MADE IN ACCORDANCE WITH PLAYING RULE 4.19.**

**Notes:**

**Vosburgh-**

Any pitcher who hits two (2) players in an inning or three (3) players in a game must be removed from pitching. This is for the safety and confidence of the other players.

Any pitcher who walks five (5) batters in an inning must be removed.

**H. Dead Ball**

**DIAMOND** - The ball/play becomes dead when a defensive player has control of the ball in the area marked as the "infield area". If the runner has not crossed the halfway point in between bases, the runner must return to the last base. If the runner is more than half way, the runner can continue and a play can be made on that runner.

**VOSBURGH & LITTLE LEAGUE** - Official Little League Rules will be followed.

**I. Strike Zone**

The strike zone is knees to the armpits.

**Bats**

All non-wood bats used in all HLL divisions shall be printed with a BPF of 1.15 or less. Official Little League approved bats only. T-ball bats are allowed in the Rookie & Diamond Division only.

**J. Disciplinary Action (for Flagrant or Unsportsmanlike Conduct)**

Managers, Coaches, Players or Spectators: Anyone ejected from a game will result in a one (1) game suspension from the next immediately scheduled game. There will be no appeals of this rule.

Anyone initiating violent physical contact will be barred from present and future participation in the league, either permanently, or for a specific number of years.

Verbal abuse of an umpire, coach, manager, player or other person by anyone may result in that person being immediately ejected from the game and/or park. Additionally, that person may be barred from present and future participation in the league, either permanently, or for a specific number of years.

All managers, coaches and players must participate in the post-game traditional handshake unless ill or injured, or face disciplinary action by the Board.

Player Disciplinary Action: A manager may sit a player for any game for disciplinary reasons. However, a discussion with the Vice President, Player Agent and parent or other caretaker of said player must take place 48 hours prior to such action. During a game, a manager can remove a player for disciplinary reasons. The opposing manager must be informed immediately and the appropriate parent or other caretaker of said player, the Player Agent and Vice-President must be notified within twenty-four (24) hours. The manager, parent or other caretaker, Player Agent, and Vice-President must have a meeting before that player can participate in the next game. Ejection from games will be at the total discretion of the umpire and any such decision will be final.

Verbal Abuse: Anyone verbally abusing a player, coach, umpire, etc. is subject to immediate removal from the field and baseball park by the presiding umpire. This is the sole discretion of the umpire(s).

**K. Complaints:** Any complaints concerning players, managers, coaches or umpires will be accepted and acted upon only if they are submitted in writing to the Little League President. Additionally, the Board will address no complaint unless an attempt to solve said complaint has been addressed by the President.

**L. Playing Rules:** The applicable playing rules will be those of Little League Baseball as applicable.

**M. Volunteer Applications:** All volunteers must complete and turn in to the Board of Directors a "Little League Volunteer Application" prior to rendering any assistance in any manner to a specific team or to Homer Little League in general.

**N. Personnel on the Field:** There shall be no more than four (4) coaches, including the manager and scorekeeper, in the dugout during a game. Each team may use an alternate coach in case of absence provided said alternate has an approved Volunteer Application on file with the Board. For practices, a manager may have as many adult helpers as he or she deems necessary, but they must complete a Volunteer Application and receive Board approval before being allowed to participate.

**O. Score Keeping:** Unless otherwise stated, the official scorekeeper for the game will be furnished by the home team. Any discrepancies must be reported first to the home plate umpire. The visiting team shall operate the scoreboard.

P. **Infield Fly Rule:** There is no infield fly rule in Rookie or Diamond. Little League and Vosburgh - Official Little League Rules will be followed.

Q. **Signs:**

**DIAMOND:** There will be no "take" signs by any batter or the manager will be brought before the Executive Committee of the Board of Directors for disciplinary action. There will be no flagrant holding of Players on base to prevent scoring.

**VOSBURGH & LITTLE LEAGUE:** Official Little League Rules will be followed.

R. **Stealing Bases & Leading Off:**

**DIAMOND:** Stealing bases are not allowed. Leading off is not allowed. Base runners must wait until the ball is hit before leaving a base.

**VOSBURGH & LITTLE LEAGUE:** Official Little League Rules will be followed.

S. **Bunting:**

**DIAMOND:** No bunting is allowed.

**VOSBURGH & LITTLE LEAGUE:** Bunting is allowed.

T. **Jewelry:**

Jewelry, which includes earrings, bracelets, necklaces, watches, etc., is not to be worn by any player at any time while playing in a game or participating in a practice. This is for the safety of the players. Exception: Medical Alert jewelry is allowed to be worn if player's physician deems it necessary.

6. **GAME CANCELLATIONS & MAKE UP GAMES:**

Only the Head Umpire, Field Manager, League President, Vice President or a representative specifically authorized by them can cancel a game due to bad weather, field conditions, etc. Often games will not be canceled until the last minute, so please be sure your players are instructed to arrive at the field regardless of the weather. The Head Umpire and Division Director will reschedule any and all games based upon field availability, schedule conflicts, etc.

All games that need to be made up must be played on the first available make-up day to be determined by the Division Director. If no consensus as to the date and time, then said Director shall assign a date and time. Failure of a team to appear when scheduled will result in forfeiture. Tied games must be continued on the first available day. It must be completed prior to the next meeting of the two teams in question.

7. **TEAM MOTHERS AND TEAM FATHERS:**

The Team Mother or Team Father must be approved by the Team Manager and must complete and submit a Volunteer Application.

8. **REQUIRED NUMBER OF PLAYERS:**

If, at any point in the season, a team loses a player, it must be reported to the President and Player Agent within twenty-four (24) hours. The required registered replacement will be provided from the waiting list. No player will be added to a team after the halfway mark in the season unless the addition is necessary to avoid less than 10 rostered players. Any player added after the season begins will be required to register and present a birth certificate to the Player Agent at least forty-eight (48) hours prior to participating in any game. In addition, he or she should attend one (1) non-game day practice with the assigned team prior to playing.

A team must be able to field 8 players to start a game. Failure of a team to field 8 players prior to the start of a game may result in forfeiture. (this is only for Rookie & Diamond Divisions only, Vosburgh & Little League divisions must field 9 players)

**LITTLE LEAGUE** - Official Little League Rules will be followed

**9. PROTESTS:** In order for a protest to be valid, the following must be complied with:

The protest must have been timely recorded with the umpire, scorekeeper, and opposing manager. The timely aspect of the protest is governed by the applicable Rules of Little League Baseball.

Such protest must be submitted, in writing, to the Head Umpire within twenty-four (24) hours of the game in question.

The managers for both teams must be present, and if necessary, the umpires of the game will be requested to attend. After all is heard, the Protest Committee will make a decision within forty-eight (48) hours. Such decision will be final. Furthermore, there will be no protest on a judgment call made by an umpire.

**10. FIELD MAINTENANCE:**

Both teams will be responsible for field maintenance before each game is played. Failure to do so will result in a one game suspension. The field must be watered, raked and lined before each game during the week and before the first game on Saturday.

The field director in writing will assign weekly scheduled work detail.

Any team not represented in the work detail will result in the Manager being suspended for his/her next game.

**11. DUGOUT AND SURROUNDING AREA:**

Policing the grounds by all involved will be strictly enforced. Bench areas must be cleaned up after every game, as well as areas around the stands. Parents and players must help or the manager will be suspended for his/her next game.

**12. METAL CLEATS:**

Metal Cleats are not allowed at any time.

**13. MANAGER ABSENCES FROM GAMES:**

Any manager, who misses a regular scheduled league game that was played, must report his/her absence to the President before the next scheduled game.

**14. FOOD, BEVERAGES & CANDY IN BENCH AREA:**

Players are not allowed to eat food of any kind inside the dugout area or on the playing field. Drinks are allowed in the dugout area only in non-glass containers. If there is a continuous problem with a particular manager, he or she will be brought before the board.

**15. NOISE MAKERS:**

There will be no artificial noise makers (rattles, drums, horns, etc.) allowed during the games.

**16. ALCOHOL, TOBACCO & PROFANITY:**

There will be no alcohol, use of any tobacco product or use of profanity allowed by managers, coaches or players on the playing field during scheduled games or scheduled practices.

**17. PROTECTIVE GEAR:**

It is required that all male catchers wear protective cups when catching. It is also strongly urged that parents encourage each child to wear protective gear during the games regardless of position.

**18. TRYOUTS:**

Tryouts are mandatory for all players ages 8 and up.

**19. BATTING HELMETS:**

All batters must wear a batting helmet with a full face guard

**PLAY BALL**