



2005

EVERGREEN LITTLE LEAGUE MANAGER HANDBOOK



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1 INTRODUCTION

Welcome to Evergreen Little League.

This handbook has been prepared to assist you in performing an important role. Please take some time and read this handbook thoroughly.

This league, founded in 1962, has a long history of service to the children in the community. As a Manager or Coach your role has a large impact on the future of many children. We've seen many of our players come back as parents in roles of leadership.

The purpose of Evergreen Little League Baseball is to have a sports program that will teach boys and girls the game of baseball, fair play and sportsmanship, how to be competitive, how to cooperate with others and how to win or lose with dignity. The program should also provide an atmosphere conducive to wholesome community participation for family, friends and other members of the community. For these things to come about, an atmosphere of cooperation, patience, good will and sportsmanship must exist. All spectators, Managers and players will be expected to conduct themselves in a manner that is above reproach.

When snack shacks are available, please help keep the area clean and deposit any trash in the trash receptacles, as the area will only stay as clean as you keep it. It is often good practice to have the children and parents pickup the trash around the field after each game. Leave the field cleaner than you found it.

Alcoholic beverages are prohibited at practices and games. The use of tobacco in any form is also prohibited on the playing fields, benches or dugouts during all games and practices.

Banners, pennants, etc. can add to the spirit of the team. Each team that displays camaraderie and positive feelings among the parents will have a successful season. The players share those same positive feelings, almost without fail. Youngsters really enjoy having the support of parents and friends. Positive encouragement is ever so important as it leads to good team spirit and high player morale.

Evergreen Little League encourages positive adult participation. Providing a fun experience and the cooperation of the parents is essential. Parents are encouraged to help out at practices and games. Adults should behave in a way that sets a good example to the players. Good sportsmanship can only be learned with the help of proper behavior. Both sides should appreciate good play. Please do not become upset with calls made by the umpires. Remember that most persons associated with Evergreen Little League are all **volunteers**. Accept and respect the job the umpires are doing. Youngsters place a great deal of pressure on themselves, as do their peer groups. There is no need to add any additional pressure. Encouragement and constructive criticism bring out the best in these youngsters.

Volunteer Eligibility:

As a condition of service to the league, all Managers, coaches, Board of Directors members and any other person, volunteers or hired workers, who provide regular service to the league and/or have repetitive access to, or contact with players or teams, must annually complete and submit an official "Little League Volunteer Application: to the local league President. Annual background screenings must be completed prior to the applicant assuming his/her duties for the current season. Refusal to annually submit a fully completed Little League Volunteer Application" will result in the immediate dismissal of the individual from the local league. (See Official Regulations and Playing Rules 1 (b) and 1 (c) 8 and 9).

2 PRESIDENT'S MESSAGE

Dear Manager,

I still remember the first time I was coerced into managing a youth sports team. I say "coerced" because my son was assigned a team without a Manager, and if someone didn't volunteer... my son and several others, wouldn't play. Whatever "encouragement" it took was well worth it. I had so much fun, I haven't stopped managing youth sports (Soccer, Basketball, Football, Baseball) since then.

For those of you who volunteered to manage a team of their own free will, you know what I am talking about. For those of you who were "coerced", welcome to the club. We are very glad to have all of you, and we already know that you will be at the front of the line to volunteer next year.

As the team manager, you are looked upon as the team leader, organizer, and teacher. Your actions are observed by players in both dugouts and the parents in the stands. Your attitude will set the tone for players and parents to follow. Remaining calm in all situations will go along way. After game comments should be positive and constructive.

Goals for 2005:

- Become certified as a "Double Goal Coach" through Stanford University's Positive Coaching Alliance.
- Treat every child on your team the way you would want your child to be treated by a manager.
- Ensure that every player on your team becomes proficient at hitting, catching, and throwing
- Make the game fun for all

On behalf of the Board, players, parents, and friends of ELL we thank you for volunteering your time and efforts to bring the sport of Baseball, and the life lessons of teamwork, fair play, and sportsmanship to our community. ELL is a 100% volunteer run operation. We would not be here without your help and support

Sincerely,



Scott Karstetter
President, Evergreen Little League

3 EMERGENCY & SAFETY PROCEDURES

Medical Release forms must be on hand at every game or practice in the event of an emergency. Medical personnel will not be able to treat or transport an injured child without a medical release if a parent is not available. Therefore, a copy of each player's medical release form must be on file with ELL, and another copy kept with the Manager/coach during all practices, games, and team meetings.

Basic knowledge of first aid and CPR training is highly recommended for all Managers and coaches. A First Aid Kit is available in the on-field equipment boxes during games and practices held at the little league fields. If an emergency kit is not available in the equipment box or an emergency kit is depleted or low of supplies, please notify the Safety Officer as soon as possible.

Accidents will happen, in the event of an emergency, follow these steps:

1. Provide immediate emergency care.
2. Send someone to call 911 to ask for an ambulance to be dispatched.
3. Send a parent to alert a league official on duty that an injury has occurred.
4. When calling for help, know the following information:
 - a. Where the emergency situation is located.
 - b. Know the phone number you are calling from.
 - c. Note the time that the accident occurred and what happened.
 - d. How many people need help?
 - e. What is being done for the injured person(s)?

Note: For insurance purposes, contact the League Safety Officer. The Safety Officer must be contacted when an injury has occurred. Please have as much information as possible about the accident available when you call.

3.1 INSURANCE

Evergreen Little League provides accident insurance for all participants in the league including players, coaches, spectators and league officials. Each parent is required to have their own insurance for their child. If a child is injured, his/her family insurance is required to pay for each injury. Evergreen Little League insurance will pay any cost (after a deductible is met) exceeding that, which is not paid by the personal insurance.

Any baseball player, league official or volunteer incurring a baseball related injury at the Evergreen Little League game fields or practice fields should promptly report the accident to the Safety Officer or a League Official within 24 hours from the time the incident occurred. At that point the appropriate paper work can be initiated.

4 RULES FOR PLAYING IT SAFE

“**Playing It Safe**”, means following a few safety rules and using common sense to maximize fun for players, coaches and spectators. For the complete Safety Code for Little League, see your Rules and Regulations Handbook.

- v Ask your parents at the beginning of the season if any of them are certified or have basic first aid training. Appoint this person as your Team Safety Officer.
- v Perform a field inspection for sharp and dangerous objects or hazardous conditions before every game.
- v First Aid kits are located in the equipment boxes and kept fully equipped. If supplies become low please notify the Safety Officer ASAP!! (*Safety Officer number in section 11*)
- v Bring ice to every practice and game. Be prepared for injuries.
- v Have the players properly warm-up and stretch before every game and/or practice.
- v Warming up a pitcher during play or practice, is to be done by a catcher or substitute player in full catching gear (mask, chest protector, shin guards) behind the plate. If an equipped catcher (in full catching gear) is not available, the pitcher may throw/catch to the third baseman to stay warm.
- v Players may not handle a bat until it is their turn to bat. **No practice swings are allowed** until the player is at the plate.
- v Batters must wear Little League approved helmets. Face guard style helmets are provided in all equipment boxes. If one is not available please alert the Equipment Manager as soon as possible.
- v To avoid players from dehydrating please make sure you have adequate amounts of water available.
- v Report all injuries immediately to the League Safety Officer with detailed information. The League Official contact numbers are posted in the back of this guide. An Incident Report Form is also included in this handbook. (Appendix A).
- v **NO** food (this includes seeds, nuts, candy, etc.) is allowed on the field during the games and/or practices. Managers are responsible for making sure the dugouts and fields are cleaned after each game (**no exceptions**).
- v **DO NOT LEAVE ANY CHILD UNATTENDED AFTER GAMES OR PRACTICES.**

5 ROLES & RESPONSIBILITIES

Evergreen Little League is a community program managed and operated 100% by volunteers. Sponsors, fundraisers, snack shack sales and sign-up fees financially fund us. Volunteer Managers and coaches manage our teams. Parent volunteers operate our snack shacks and assist with team correspondence and organization. Volunteers umpire our games. The Board of Directors goal is to make Evergreen Little League the best it can be. No one connected with the league receives any financial compensation. Evergreen Little League is **ALL VOLUNTEER!**

The following information should be shared with all parents.

5.1 **LEAGUE PRESIDENT**

The President must ensure all league personnel are properly briefed on all phases of rules, regulations, and policies of Little League Baseball.

The President investigates complaints, irregularities and conditions detrimental to the Local League and reports thereon to the Board as circumstances warrant. The President is the contact between the local organization, the District (District 59) and Little League Headquarters.

Little League Regulations prohibit the President of the League from managing, coaching or umpiring. The President presides on the Protest Committee, which consists of the Player Agents and the Umpire-in-Chief. The President presides at monthly Board meetings, and attends monthly District meetings.

Additional responsibilities are – appoints Extended Board members (Board approval), serves on the protest committee, and appoints all Managers with Board approval. Prepares and submits an annual budget to the Board of Directors and is responsible for the proper execution thereof.

Designates in writing, with other officers if necessary, the power to take and execute for/and in the name of the Local League such as contracts and leases as may have received prior approval of the Board.

The President **holds a vote** on the Executive Board.

5.2 **LEAGUE VICE-PRESIDENT**

The Vice-President is responsible for the daily activities of the League and presides in the absence of the President and attends monthly Board meetings. The Vice President represents the coaches and Managers and as such is responsible for coordinating a Manager/coach training program that can be implemented League wide.

The Vice President works with the Player Agent to ensure Little League Rules and Regulations are enforced. The Vice President's position is an escalation point for all rules, safety, scheduling, and player/coach/fan/behavioral issues.

Additional responsibilities are – To plan and oversee Picture Day, conduct score keeping clinics, plans, designs, and orders league pins and trophies. Will visit each League field during the pre-season and game season.

The Vice-President **holds a vote** on the Executive Board.

5.3 LEAGUE SECRETARY

The Secretary maintains a register of members, volunteers, and directors, records the minutes of meetings, and is responsible for sending out notices on meetings, events, and activities.

The Secretary, on behalf of the Board of Directors and Committees, distributes all communication related items to the schools and news agencies. The Secretary also assists the Player Agent in conducting registration, and maintaining the official database of the League's activities and its membership.

The Secretary **holds a vote** on the Executive Board.

5.4 LEAGUE TREASURER

The Treasurer assumes the responsibility for all league finances, which includes signing checks co-signed by another director or officer, dispensing League funds as approved by the Board of Directors, reporting on the status of League funds, keeping local League books and financial records, and preparing the operating and annual budgets.

The Treasurer attends monthly Board meetings and is responsible for providing budget reports and bank statements. Additional responsibilities - prepare all annual documents and reports (i.e. income tax forms, financial accounting) and submit them to the appropriate agencies, the Board and District Administrator at the close of each year.

The Treasurer **holds a vote** on the Executive Board.

5.5 LEAGUE PLAYER AGENT

The Player Agent is in charge of setting up and conducting annual tryouts, in charge of player selection, and assists the President in checking both birth records and eligibility of players. The Player Agent is also responsible for registration, conducting the Player Distribution Draft, prepares the game and practice schedules, and observes Managers and coaches in the handling of our children.

Little League regulations prohibit a Player Agent from managing, coaching or umpiring in their respective division. The Player Agent supervises and coordinates the transfer of players to or from the Minor Leagues and maintains the list of players eligible for elevation to the Major Leagues throughout the season according to the provisions of the regulations of Little League Baseball.

The Player Agent attends monthly Board meetings and reports directly to the President of the League, but subject to the control of the League's Board of Directors. The Player Agent **holds a vote** on the Executive Board.

5.6 LEAGUE SAFETY OFFICER

The Safety Officer is responsible for preparing and submitting the Safety Plan to the District and Little League Headquarters (Williamsport, PA). The Safety Officer also prepares and inspects all fields and safety kits (in each equipment box) before the season start (bi-weekly during the season).

The Safety Officer prepares and performs a safety clinic for all volunteers before the season starts. The Safety Officer performs a follow-up after a reported accident, prepares and submits accident forms (to Williamsport, PA) and reports the incident to the President. The Safety Officer attends monthly Board meetings and the District Safety meetings.

The Safety Officer **holds a vote** on the Executive Board.

5.7 LEAGUE INFORMATION OFFICER

The Information Officer (IO) is responsible for managing the league's official website and home page. The IO ensures League news and scores are updated regularly. The IO collects posts and disseminates League information; serves as primary point of contact for myteam.com and submits player roster information to Little League Headquarters (Williamsport, PA).

5.8 PARENT AUXILIARY CHAIR

The Parent Auxiliary presides over Auxiliary meetings, oversees and guides the Board approved annual fundraiser and sponsorship activities (i.e. Opening Day), and establishes team parent phone trees for each division. The Parent Auxiliary Chair may appoint an Auxiliary Secretary.

The Parent Auxiliary Chair **holds a vote** on the Executive Board.

5.9 EQUIPMENT MANAGER

The Equipment Manager (EM) is responsible for the inventory, storage, care and purchase of all equipment and uniforms to be used by Evergreen Little League and to ensure that the equipment being used is properly sanctioned for Little League use.

The EM collects all equipment at the end of the season from the Managers. The EM distributes equipment and uniforms to Team Managers and All-Star Managers.

The EM handles all equipment repairs, orders replacement uniforms and equipment when necessary. All equipment and uniform purchases are to be approved by the Board before purchasing.

5.10 UMPIRE-IN-CHIEF

The Umpire-in-Chief (UIC) is responsible for scheduling, recruiting training, and the assurance of umpires at all games to be played. The UIC conducts, prior to the season start, umpiring clinics covering the rules and regulations of Little League and Jr./Sr. umpires.

The UIC sits on all protest and rules interpretations sessions. The UIC attends most Rules Clinics and may attend Regional Umpire classes in San Bernadino with the league paying for the class. The UIC coordinates on the field training with League's Tournament Umpire Crew Chief for the development of tournament umpires.

5.11 FIELD COORDINATOR

The Field Coordinator (FC) coordinates contact between Evergreen School District and the City of San Jose regarding league needs and usage permits. The FC coordinates field activities with Division Representatives. Field activities includes – spray/remove weeds, edge infield, fertilize, groom mound, spread red fines, water when necessary, and mows infields weekly.

Other duties include the appearance and placement of the portable potties on site, the appearance of snack shacks, the stocking of equipment boxes (i.e. chalk, garbage bags), and to make sure the necessary equipment is available (i.e. hoses, rakes, shovels, mowers).

5.12 SPONSORSHIP COORDINATOR

The Sponsorship Coordinator (SC) is responsible to raise income for the benefit of the entire league. The SC is responsible for contacting Managers and/or Team Parents to explain the Sponsorship Program. The SC contacts past sponsors requesting continued support. The SC orders and distributes commemorative plaques to each team for their sponsor by the last scheduled game.

5.13 TOURNAMENT DIRECTOR

The Tournament Director is responsible for coordinating and setting up the season opener and the post-season tournament play. Activities include scheduling events, volunteers, and dignitaries and setting up concessions and fields.

5.14 MANAGERS & COACHES

Managers and Coaches must possess leadership ability and the know-how to work with youngsters. Training youngsters in the rudiments of teamwork, good sportsmanship and discipline are the goals of the program.

Responsibilities include - manage the team; know the ELL Handbook and Little League rule book, general rules and special rules; **acquire** assistant coaches, team umpires, Official Scorekeepers, Team Parents for communication and other team functions.

Managers are to explain to all players and parents the Code of Conduct. Managers are responsible for the conduct of their coaches, players, parents, and fans. If an incident occurs the umpire will ask you to control the situation. Failing to do so will result in the umpire taking whatever action necessary to control the situation.

Maintain the team equipment and return the equipment at the end of the season in a timely manner (within two weeks from the end of the regular season). Failure to comply will result in a \$50 fine charged to the Manager.

Managers and Coaches are required to attend training clinics:

- A minimum of two rules clinics or one all-day umpire clinic on or before the third week from the start of the season.
 - Safety Clinic
 - Positive Coaching Alliance training clinic
 - AI and AI baseball skills training clinic
- Failure to meet the mandatory requirement will result in continued game suspensions until the requirement is met.

By all means get **volunteers** to help you!

5.15 PARENT

Little League is more than just a place you can drop your kids off for a couple of hours while you do your own thing. As stated in the Little League handbook:

The parents of millions of Little Leagues combined with their youngsters, league officials, umpires, coaches, auxiliary members and countless volunteer agencies, including sponsors; represent an important cross section of this nation.

Parents should accept the fact that they must shoulder responsibility and take initiative to make the local program successful. Little League is not a club in which membership implies baby-sitting benefits and entertainment privileges.

Practically speaking, Little League is a volunteer work project constructed, supervised and assisted by parents to make its benefits extend to their children.

*Each parent should join in the total effort. There is a place and job to do for all. The burden of operating the league **should not** fall on a few. The parent who shirks this responsibility cannot, in turn, expect others to assume the burden.*

As a parent of a player in Evergreen Little League, your responsibilities include, at a minimum.

1. Make sure your child attends all practices and games at the times announced by the Manager and are picked up promptly after practices and games. If you cannot make a practice or a game, notify the Manager or coach.
2. Try to attend all games yourself to cheer on your child and the entire team. Nothing disheartens a child more than looking up in the stands and not seeing anyone there rooting for him/her.
3. Let Managers, coaches, and umpires do their jobs. If you do not agree with an umpire's call or with how the Manager is running the team, refrain from comment or criticism. Remember they are volunteers that give their time and experience freely.
4. Keep alcohol and smoking off the premises. If you are caught with alcohol or smoking, you will be asked to leave the field.
5. **VOLUNTEER!** The team parent is a crucial part of the Manager's staff.
6. Parents and players have two rights: 1) the right to register into the league, 2) the right to try out. Williamsport, PA, stands firm on these rules and feels there are no exceptions to them. Below is a message from the District Administrator -

No parent, Manager or coach can hold a player back from going up to the next level of play. This rule applies before tryouts, drafts and during the season. At no time can a parent, Manager, coach or Board Member hold down his or her son or daughter from playing in any division that he or she is drafted to. It is the privilege of all Managers to choose whatever player they think is best suited for that Division.

7. If the Manager is not operating in accordance with the ELL Handbook or Little League rule book, a parent should take the action of – talk with the Manager, the Division Representative, Player Agent, or President.

5.16 TEAM PARENT

A Team Parent is the link between Managers, coaches and team members. Get to know their faces and names and keep an accurate list of their phone numbers. Keep team members and/or their parents informed about all activities and upcoming events.

A Team Parent's responsibilities include:

- preparing snack schedules for after-game snacks & drinks
- select parents to work on opening day and picture day
- coordinate the parents for snack shack coverage
- distribute league information
- collect money for team sponsored events
- provide team roster to all players on the team
- make a team banner to bring to each game, this adds to team spirit
- attend Parent Auxiliary Meetings
- make sure no one is left behind after practices or games

5.17 UMPIRING

Managers in the Farm, Minor, Major, Junior, and Senior Divisions will have the following umpiring responsibilities:

- It is suggested that you recruit either your coaches or parents to help you with your umpiring duties. Remember you are not required to umpire the game but you are required to make sure that the games, which you have been assigned, have sufficient umpiring. **Failure of a Manager to supply a minimum two (2) umpires will result in penalties described in Section 6.2.1.**
- It is mandatory that you, your coaches, and /or your parents attend at least two (2) of the rule clinics within the first three (3) weeks of the season start.
- You are required to read the Little League Official Regulations and Playing Rules book. If there is anything that you do not understand, either bring it up at the Rule's Clinic or talk to the Umpire in Chief.
- You should be sure and confident of your call and, if necessary, be able to find it in the rulebook.
- You are required to report all ejections to the President within 24 hours of the incident.
- If you cannot make an assigned umpiring duty and cannot get a replacement, it is your responsibility to call the Division Representative as soon as you can.
- **NO** alcohol or drugs are to be used before your umpiring assignment. Violation of this rule will result in immediate suspension from the league for the remainder of the season and loss of your team.
- **NO** Fighting or profanity will be allowed. Violation of this rule will result in a review of the incident by the Umpire in Chief and the Board of Directors.
- You are required to be impartial. If it is determined that your values are prejudicial in nature, your actions will be reviewed by the Board of Directors.
- Call the police when violent or destructive behavior occurs and report to an Executive Board Member.
- Immediately report to an Executive Board Member any physical or verbal abuse of a player by a Manager, Coach, or Parent.

6 CODE OF CONDUCT

PURPOSE

This document highlights certain rules and regulations concerning member conduct and discipline. The below disciplinary steps are not the exclusive means for dealing with offenders; nor does this document include all League or Little League Baseball, Inc. rules and regulations for which offenders may be disciplined. The rules and regulations concerning member conduct are found in several sources; the Little League Rule Book; the Evergreen Little League Handbook; and the Evergreen Little League Constitution and Bylaws.

6.1 SPECIFIC CONDUCT CASES

This section is a guide for the disciplining of Evergreen Little League members for violations of certain rules and regulations. The objective is to maintain objectivity in disciplining members. However, since the below offenses may be of varying degree, first or second offenses of a serious nature may be dealt with under *Article 3, Section 4 of the League's Constitution and Bylaws*.

Note: Members include players, parents, Managers or any other volunteers, or league official.

6.1.1 Physical Abuse

Physical abuse by any league member toward any other member or spectator will not be tolerated. The offender's penalty shall be immediate removal from the area under Evergreen Little League jurisdiction including both playing fields and practice fields. A subsequent hearing for discipline will be held pursuant to Article 3, Section 4.

6.1.2 Use of Profanity

Members shall not use profanity directed to or overheard by other members or spectators. Such misconduct, when confirmed by the Board of Directors, will result in the following penalties for the offender:

First Offense:	Written warning by the League.
Second Offense:	One week suspension from all League activities.
Third Offense:	Subsequent hearing for discipline under Article 3, Section 4.

6.1.3 Umpire Abuse

Umpire abuse as defined by (1) repeated or uncontrolled questioning of an umpire's ruling, or (2) repeated heckling of the umpire during play. The umpire shall remove the offender from the game and report the incident to the Board of Directors for action. Such misconduct will result in the following penalties for the offender:

First Offense:	Any Manager, coach or player ejected from a game shall leave the field and take no further part in that game. He/she may not sit in the stands or in any area adjacent to the field or stands and may not be recalled. Any Manager, coach or player ejected from a game is suspended for the next physically played game (<i>LL Rule 4.07 effective 2001</i>).
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- Second Offense:** One week suspension from all League activities in addition to application of Rule 4.07.
- Third Offense:** Subsequent hearing for discipline under Article 3, Section 4.

Umpire abuse by fans or other non-participants as defined by (1) repeated or uncontrolled questioning of an umpire's ruling, or (2) repeated heckling of the umpire during play shall be subject to removal from the complex and other disciplinary action as deemed appropriate by the Board.

6.1.4 Equipment Abuse

Umpires are instructed to immediately remove any member who throws a helmet, glove, baseball, or other potentially dangerous item in an apparent act of frustration or protest. In addition, the following penalties apply when the matter is brought to the attention of the Board of Directors:

- First Offense:** Any Manager, coach or player ejected from a game shall leave the field and take no further part in that game. He/she may not sit in the stands or in any area adjacent to the field or stands and may not be recalled. Any Manager, coach or player ejected from a game is suspended for the next physically played game (LL Rule 4.07 effective 2001). Ejection from the game is NOT an "Out". Safe/Out is determined based on the play or plays made (LL Rule 6.05).
- Second Offense:** One week suspension from all League activities in addition to application of rule 4.07.
- Third Offense:** Subsequent hearing for discipline under Article 3, Section 4.

6.1.5 Practice Abuse

All Divisions (except T-Ball) **must hold a minimum of two practices weekly during pre-season and one practice weekly during the season (unless 3 games are scheduled for that week). Practices are not to exceed a two-hour limit during the week (weekends are not subject to this limit).** Any meeting of three or more team members for instruction of any kind with the Manager or coach constitutes a practice.

Managers shall not make Sunday practice attendance mandatory. Players shall not be penalized solely upon failure to participate in Sunday practices. The offender's penalty will be as follows:

- First Offense:** Written warning by the League.
- Second Offense:** One week suspension from all League activities.
- Third Offense:** Subsequent hearing for discipline under Article 3, Section 4.

6.1.6 Failure to Provide Pitching Affidavit

Each Manager in the Farm, Minors, Majors, Juniors, Seniors, Softball and Big League Divisions are required to have an accurate current pitching record. This pitching record is to be kept for the entire season and any post season play. The pitching record is to be presented to the Umpire, Official Scorekeeper, and Opposing Manager before the start of each game. The offender's penalty will be as follows:

- First Offense:** Written warning by the League.
- Second Offense:** a suspension for the next scheduled game.
- Third Offense:** Subsequent hearing for discipline under Article 3, Section 4.

6.1.7 Failure to Report Loss of Player

A Team Manager must report to the Player Agent within seven days –

- The losses of any player(s) on the roster after draft night through the end of the current season through illness, injury, change of address, or other justifiable reasons.
- A player that has not attended three consecutive practices or games.

Such misconduct will result in the following penalties for the offender:

First Offense:	Written warning by the League.
Second Offense:	a suspension for the next scheduled game.
Third Offense:	Subsequent hearing for discipline under Article 3, Section 4.

6.1.8 Failure to Play Minimum

Every player on a team roster will participate in each game for a minimum of 9 defensive outs and bat at least one time. Such misconduct will result in the following penalties for the offending Manager:

First Offense:	Written warning by the League.
Second Offense:	a suspension for the next scheduled game.
Third Offense:	Subsequent hearing for discipline under Article 3, Section 4.

6.1.9 Unsportsmanlike Conduct

LL Rule 4.06 – No Manager, Coach, or player shall at anytime, whether from the bench or the playing field or elsewhere –

- incite, or try to incite, by word or sign, a demonstration by spectators;
- use language which will in any manner refer to or reflect upon opposing players, Manager, Coach, an umpire or spectators;
- make any move calculated to cause the pitcher to commit an illegal pitch (**a balk in Junior/Senior/Big League**);
- take a position in the batter's line of vision, with the deliberate intent to distract the batter.
- "Chatter" will be limited to positive encouragement for your own team: (i.e. "Hey Batter-Batter" or "Hey Pitcher-Pitcher", etc. is not allowed).
- Chatter must stop when the pitcher assumes the "set" position.

LL Rule 4.07 - When a Manager, Coach or player is ejected from a game, they shall leave the field immediately and take no further part in that game. They may not sit in the stands and may not be recalled. Any Manager, Coach or player ejected from a game is suspended for his or her team's next physically played game.

LL Rule 4.08 – When the occupants of a player's bench show violent disapproval of an umpire's decision, the umpire shall first give warning that such disapproval shall cease. If such action continues - **PENALTY:** The umpire shall order the offender out of the game and away from the spectators' area. If the umpire is unable to detect the offender or offenders, the bench may be cleared of all players. The Manager of the offending team shall have the privilege of recalling to the playing field only those players needed for substitution in the game.

LL Rule 9.05 (c) – After receiving the umpire's report that a Manager, coach or player has been disqualified, the League President shall require such Manager, Coach or player to appear before at least three members of the Board of Directors to explain their conduct. In the case of a player,

the Manager shall appear with the player in the capacity of an advisor. The members of the Board present at the meeting shall impose such penalty as they feel is justified.

6.2 OTHER CONDUCT ISSUES

Any other complaints of misconduct by members, which are brought to the attention of the Board of Directors, will be interpreted for action based on the regulations noted in Section V, below. (i.e. - Article 3, Section 4 of the League's Constitution and Bylaws).

6.2.1 General Ground Rule Abuse

If a Manager fails to abide by the ground rules of this handbook such misconduct will result in the following penalties for the offending Manager

First Offense:	Written warning by the League.
Second Offense:	a suspension for the next scheduled game.
Third Offense:	Subsequent hearing for discipline under Article 3, Section 4.

6.2.2 Amendments

This document may be amended by a majority of vote of the Board of Directors.

6.2.3 Applicable League Regulations

The following is an excerpt from the current League Constitution and Bylaws that are approved by Little League Baseball, Inc. prior to granting our League Charter:

6.2.4 Article 3, Section 4. Suspension or Termination.

1. Membership may be terminated by resignation or by action of the Board of Directors.
2. The Board of Directors, by a two-thirds vote of the Directors present at any duly constituted meeting, shall have the authority to discipline, suspend or terminate the membership of any member of any class when the conduct of the member is found by the Board of Directors to have been detrimental to the best interests of the League and/or Little League Baseball.
3. The member involved shall be notified of the meeting, informed of the general nature of the charges, and be given an opportunity to appear at the meeting to answer the charges.
4. In the case of a player member, the Board of Directors shall notify the player's team Manager. As an advisor, the Manager shall appear with the player before a duly appointed committee of the Board of Directors. This committee shall have full power to discipline, suspend or revoke the player's participation in the League.

Evergreen Little League has further agreed to immediately notify the parents of a player member of any conduct issue before the Board of Directors and of any Board hearing for review of that issue.

In addition, Little League Baseball, Inc. Regulation XIV, (a) states:

"The actions of players, Managers, coaches, umpires and League officials shall be above reproach."

7 GENERAL LEAGUE INFORMATION & RULES

7.1 REGISTRATION

LL Rule IV(f) - The League will make a reasonable attempt to accommodate late registrations, but the registration period ends at the time of team selections. Thereafter, registration may be closed.

7.2 TRYOUTS

Tryouts are held for all players age 8 and over. Tryouts are usually held in January and February. All Managers and Coaches are invited to attend.

Each player will be required to:

- 1) Field (5) infield ground balls, two are thrown to home and three thrown to first base.
- 2) Field (3) outfield fly balls, all thrown to second base.
- 3) Bat (5) balls and run the bases on the last pitched ball.

A player whose age is 9 –12 before July 31st, who does not try-out is not eligible for the Major draft (extenuating circumstances will be approved/disapproved by the Board).

7.3 DRAFT

Evergreen Little League uses a draft process to create teams in the Farm, Minor, Major, Junior, Senior, Softball Divisions. All Managers will be notified by the Player Agent regarding draft date, location, and time. The draft picks are limited to 3 minutes each per round. Managers may invite their Team Coaches to attend the draft and participate after that coaches child has been selected to the team, not before. (no exceptions).

ELL uses the Divisional Split Format with a Common Pool Draft method. Teams are assigned to one of two sub divisions, East or West. All Teams are drafted or formed from scratch annually.

The draft rules for:

7.3.1 T-Ball (ages 5-6)

- NO Draft. The Player Agent and Division Representative create the teams.
- Siblings will be placed on the same teams.
- Friends may be placed on the same team (indicate special requests on player application).

7.3.2 Pee Wee (ages 7-8)

- NO Draft. The Player Agent and Division Representative create the teams.
- Siblings will be placed on the same teams.
- Friends may be placed on the same team (indicate special requests on player application).

7.3.3 Farm (ages 8-9)

- All teams are redrafted from scratch each season.
- Any Player not selected for a Minor team is available for the Farm Draft.
- Serpentine Draft Order (a-z then z-a), draw numbers from a hat to determine “a-z” order.
- Siblings must be announced prior to the draft, and be drafted consecutively (no exceptions).
- Managers child is placed on the team. No other player can be “protected” in the draft.
Coaches child must be drafted as any other player, or traded for at the end of the draft.

7.3.4 **Minors (ages 9-12)**

- All teams are redrafted from scratch each season.
- Any player not selected to a Major team is available for the Minor Draft.
- Serpentine Draft Order (a-z then z-a), draw numbers from a hat to determine “a-z” order.
- Siblings must be announced prior to the draft, and be drafted consecutively (no exceptions).
- Managers drafting their own children must do so as follows:
 - ✓ If player is 12 years old – must be drafted by the 3rd round.
 - ✓ If player is 11 years old – must be drafted by the 4th round.
 - ✓ If player is 9 or 10 years old – must be drafted by the 5th round.
- No other player can be “protected” in the draft. Coaches child must be drafted as any other player, or traded for at the end of the draft.

7.3.5 **Majors (ages 10-12)**

- Major Teams are drafted first (before Minors and Farm).
- Managers are encouraged to draft “current season talent” and as many 12 yr olds as possible.
- At no time shall a team have on its roster more than eight players of the same league age.
(LL Rule III (c))
- No team may have more or less than 12 players, throughout the season.
- No other player can be “protected” in the draft. Coach’s child must be drafted as any other player, or traded for at the end of the draft.
- Expansion or reduction in the number of Teams – Use “Draft From Scratch” method.
- If team count remains the same as prior year – Use “Rising Water Mark” method
- The Board will decide the number of teams required each season, with input from the Major and Minor Managers that observed tryouts.
- **DRAFT FROM SCRATCH METHOD (expansion or reduction in # of teams)**
 1. Serpentine Draft Order (a-z then z-a), draw numbers from a hat to determine “a-z” order.
 2. Siblings must be announced prior to the draft, and be drafted consecutively (no exceptions).
 3. Managers drafting their own children must do so as follows:
 - a. If player is 12 years old – must be drafted by the 3rd round.
 - b. If player is 11 years old – must be drafted by the 4th round.
 - c. If player is 9 or 10 years old – must be drafted by the 5th round.
- **RISING WATER MARK METHOD (when team count remains constant from yr to yr)**
 1. The overall record from the previous post-season play determines draft order, alternating between east/west sub-divisions.
 2. Team(s) with lowest number of returning players will draft first (in draft order). A returning player must be registered before the draft begins, no spot will be held for unregistered returning player.
 3. Second round continues with the team(s) with lowest number of returning players drafting in order, adding teams as necessary. This process continues until all teams have 12 players, no bonus round required.
 4. Siblings must be announced prior to the draft. Siblings of players currently on a team must be drafted by that teams third round. Sibling(s) in the draft must be drafted consecutively (no exceptions).
 5. A new Manager may acquire his own child from another Major team by trading his team’s first player selected for said player during the night of the draft.
 6. Managers drafting their own children must do so as follows:
 - a. If player is 12 years old – must be drafted by the 3rd draft round his team drafts in.
 - b. If player is 11 years old – must be drafted by the 4th draft round his team drafts in.
 - c. If player is 9 or 10 years old – must be drafted by the 5th draft round his team drafts in.

7.3.6 Juniors (ages 13-14)

- All teams are redrafted from scratch each season.
- Serpentine Draft Order (a-z then z-a), draw numbers from a hat to determine “a-z” order.
- Siblings must be announced prior to the draft, and be drafted consecutively (no exceptions).
- Managers drafting their own children must do so as follows:
 - ✓ If player is 14 years old – must be drafted by the 3rd round.
 - ✓ If player is 13 years old – must be drafted by the 4th round.
- No other player can be “protected” in the draft. Coaches child must be drafted as any other player, or traded for at the end of the draft.

7.3.7 Seniors (ages 15-17)

- All teams are redrafted from scratch each season.
- Serpentine Draft Order (a-z then z-a), draw numbers from a hat to determine “a-z” order.
- Siblings must be announced prior to the draft, and be drafted consecutively (no exceptions).
- Managers drafting their own children must do so as follows:
 - ✓ If player is 17 years old – must be drafted by the 2nd round.
 - ✓ If player is 16 years old – must be drafted by the 3rd round.
 - ✓ If player is 15 years old – must be drafted by the 4th round.
- No other player can be “protected” in the draft. Coaches child must be drafted as any other player, or traded for at the end of the draft.

7.3.8 Softball Majors (ages 11-12) & Juniors (ages 13-14)

- All teams are redrafted from scratch each season.
- Serpentine Draft Order (a-z then z-a), draw numbers from a hat to determine “a-z” order.
- Siblings must be announced prior to the draft, and be drafted consecutively (no exceptions).
- Managers drafting their own children must do so as follows:
 - ✓ If player is 12 years old – must be drafted by the 3rd round.
 - ✓ If player is 11 years old – must be drafted by the 4th round.
 - ✓ If player is 14 years old – must be drafted by the 3rd round.
 - ✓ If player is 13 years old – must be drafted by the 4th round.
- No other player can be “protected” in the draft. Coaches child must be drafted as any other player, or traded for at the end of the draft.

7.4 TRADES

Trades will be allowed in any Division only on the night of the draft and must be player for player. After draft night **no trades** will be allowed unless both Managers, both players' parents and the Board of Directors approve and the regular season has not yet started.

7.5 EQUIPMENT

Equipment will be handed out on draft night for Farm through Senior Divisions, unless the League Equipment Manager has made other arrangements. Pee Wee and T-Ball teams receive their equipment at orientation nights. Equipment is distributed "loaned" **ONLY TO TEAM MANAGERS**. Managers will sign for their equipment and assume full responsibility for its return.

All equipment **must** be returned at the end of each team's last game with the exception for playoff and tournament team Managers. Please be prepared at the conclusion of your season to turn in your equipment to the League Equipment Manager.

FAILURE TO RETURN EQUIPMENT AT THE CONCLUSION OF THE SEASON WILL BE BILLED TO THAT MANAGER. The League Equipment Manager will determine prices. Non-payment or failure to return equipment immediately following the conclusion of the season will affect that Manager's eligibility to manage a team the following season.

7.5.1 Game Balls

LL Rule 1.09 - The balls used must meet Little League specifications and standards. To get game balls contact the Equipment Manager. Each team will furnish one game ball per game.

7.5.2 Bats

LL Rule 1.10 – Change to 2004 Official Playing Rules: Softball bats cannot be used for baseball. The bat must be either a softball or baseball bat that meets Little League specifications and standards as noted in this rule. It shall be a smooth, rounded stick and made of wood or of material tested and proved acceptable to Little League standards. It shall not be more than thirty-three (33) inches (34 inches for **Junior and Senior League**; 38 inches for big League) in length, not more than two and one-quarter (2 1/4) inches (2 3/4 inches for **Junior/Senior/Big League Baseball**) in diameter, and if wood, not less than fifteen-sixteenth (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part. Bats may be taped or fitted with a sleeve for distance not exceeding sixteen (16) inches (18 inches for **Junior/Senior/Big League Baseball**) from the small end. A non-wood bat must have a grip or cork, tape or composition material, and must extend a minimum of 10 inches from the small end. Slippery tape or similar material is prohibited. No laminated bat shall be used. Colored bats are acceptable. Painted bats made of wood are not acceptable. An illegal bat must be removed.

Note 1: The traditional batting donut is not permissible.

Note 2: The bat may carry the mark "Little League Tee Ball".

7.5.3 Cleats or Metal Spikes

LL Rule 1.11(h) - Shoes with metal spikes or cleats are not permitted. Shoes with molded cleats are permissible (**Junior/Senior/Big League: shoes with metal spikes or cleats are permitted**).

7.5.4 Uniforms

Evergreen Little League supplies the players with the following uniform equipment – hats and jerseys. The players must provide their own belts and pants. The pants must be of same style and color (**no exceptions**).

LL Rule 1.11(a)(1) – All players on a team shall wear numbered uniforms identical in color trim and style (**uniforms are not to be altered in any way – no exceptions**).

LL Rule 1.11(a)(2) - The Official League Shoulder patch must be affixed to the upper left sleeve of the uniform blouse. Patches are worn 3" below the left shoulder seam on raglan sleeve; 1" below seam on set-in sleeve: over left breast on sleeveless style.

Names are **not permitted** to be (embroidered, tapped, or otherwise marked) on the outside of jerseys or hats (**no exceptions**). **Do not alter uniforms unless otherwise approved by the Board. PENALTY** – The offending manager will be responsible for replacing the jerseys and/or hats.

7.6 PRACTICES

The Board will allocate the practice fields to the Managers. The Board has already obtained permission for their practice fields from the schools involved. A schedule will be given to each Manager that lists each practice field, who the practice field is assigned to and what days the team will be practicing. Each Manager should practice on the field he/she is assigned to, on the days that are assigned. Any damage to the schools while the teams are practicing should be reported to the Board.

All Divisions (except T-Ball) **must hold a minimum of two practices weekly during pre-season and one practice weekly during the season (unless 3 games are scheduled for that week). Practices are not to exceed a two-hour limit during the week (weekends are not subject to this limit).** See Penalty 6.1.5 – Code of Conduct (Practices)

Managers shall not make Sunday practice attendance mandatory. Players shall not be penalized solely upon failure to participate in Sunday practices.

LL Rule IV(f) - Any candidate failing to attend at least fifty (50) percent of the spring tryout sessions (practices), shall forfeit league eligibility unless an excuse is presented which is accepted by a majority of the Board of Directors.

7.7 GAME REGULATIONS

Weekday games will start at 5:00 p.m. before the beginning of Daylight Savings Time and at 5:30 p.m. after the start of Daylight Savings Time.

7.7.1 Postponement

If a game cannot be played on the scheduled date and/or time for any reason other than weather, the Manager of the team unable to play must notify the Player Agent at least 48 hours prior to the scheduled game time. The Player Agent will determine whether the game will be rescheduled. If 48 hours notice is not given the team who is requesting the postponement will forfeit the game. Games will be rescheduled at the next available day. **This will include Fridays and Sundays.**

7.7.2 Regulation

All Managers should read and review section 4.10 in the "Little League Official Regulations and Playing Rules Book".

7.7.2.1 Regulation Game

LL Rule 4.10(a) - A regulation game consists of six innings (**Junior/Senior/Big League** – seven innings), unless extended because of a tie score, or shortened (1) because the home team needs none of its half of the sixth inning (**Junior/Senior/Big League** – seventh) or only a fraction of it; or (2) because the umpire calls the game. No new inning or 1/2 inning may start once the majority of the streetlights come on. Games may be suspended earlier if necessary (Umpire discretion).

LL Rule 4.10(c) - If a game is called; it is a regulation game –

- If four innings have been completed (**Junior/Senior/Big League** – five innings).
- If the home team has scored more runs in 3 or 3 1/2 innings than the visiting team has scored in four completed half-innings; (**Junior/Senior/Big League** – 4 or 4 1/2 innings)
- If the home team scores one or more runs in its half of the fourth inning (**Junior/Senior/Big League** – fifth inning) to tie the score.

NOTE: If a game has played the regulation innings and is tied and the game is stopped for any reason the game will be continued just prior (same day) to the two teams next scheduled meeting. If the teams have no regular season games left to play then the game will be played the next available day. **This will include Fridays and Sundays.** If a Manager is unable to field a team on the makeup day, the game shall be considered a forfeit to the team who failed to show-up. If both teams fail to show-up then it will be a forfeit for both teams.

7.7.2.2 Non-Regulation Games

LL Rule 4.10(d) - If a game is called before it has become a regulation game, but after one or more innings have been played, it shall be resumed exactly where it left off. **Note:** All records, including pitching, shall be counted. This affects all divisions of baseball and softball. This allows all non-regulation games (3 1/2 innings in Little League or 4 1/2 innings in **Junior, Senior & Big League** if the home team is behind) to be continued from the exact point that they were left off provided one inning was completed.

Games - Called

No new inning or 1/2 inning may start once the majority of the streetlights are on. Games may be called sooner if necessary (umpire discretion). Games that are called, before it becomes a regulation game, but after one or more innings have been played, will be continued just prior (same day) to the two teams next scheduled meeting.

If the teams have no regular season games left to play then the game will be played the next available day. **This will include Fridays and Sundays.** If a Manager is unable to field a team on the makeup day, the game shall be considered a forfeit to the team who failed to show-up. If both teams fail to show-up then it will be a forfeit for both teams.

Games - No Contest

All games that have not completed one inning will be declared a “no contest”. All records including pitching shall be discarded in games declared “no contest”. Any game declared “no contest” would be made up on the next available day. **This will include Fridays and Sundays.** The umpires assigned will still be assigned to the makeup game. If a Manager is unable to field a team on the makeup day, the game shall be considered a forfeit to the team who failed to show-up. If both teams fail to show-up then both teams forfeit.

7.7.3 Rainouts & Cancelled Games

Managers are **not permitted** to cancel any games. Bad weather games or games called due to darkness are not cancelled until the plate umpire cancels the game on the field.

EXCEPTION – A Board member is permitted to cancel game(s) because of safety reasons.

If a game(s) is cancelled, the Manager(s) will be notified regarding the rescheduled date and time.

Rainouts that **have not** played the regulation innings requirement will be declared “no contest”; *the following rule applies (7.6.2.2 – LL Rule 4.10d Games – No Contest).*

Rainout games that have played the regulation innings and are “in a tie”; *the following rule applies (7.6.2.2 – LL Rule 4.10d Games - Called).*

7.8 GAME PRELIMINARIES

7.8.1 10 Run Rule

The ten (10) run rule applies to the Farm, Minors, Majors, Junior, Senior, Big League Divisions.

LL Rule 4.10(e) - If after four (4) innings (**Junior/Senior/Big League** – five (5) innings), three and one-half innings (**Junior/Senior/Big League** – four and one-half innings) if the home team is ahead, one team has a lead of ten (10) runs or more, **the Manager of the team with the least runs shall concede the victory to the opponent.**

NOTE: If the visiting team has a lead of ten (10) runs or more, the home team must bat in its half of the inning.

7.8.2 Lineups

Each Manager will submit a copy of the team lineup card and Pitching Affidavit to the Umpire, Official Scorekeeper, and Opposing Manager, listing all players on the team roster and their positions or status (reason for absence) for entry in the Official Scorebook 15 minutes before the start of the game. All pitching records must be entered on an Official Pitching Affidavit and Scorebook and the Umpire and both Managers must sign both. **The Official Pitching Affidavit must be presented prior to starting the game.**

7.8.3 Fields

Both teams are responsible for setting up the field before the game. Set up procedures before each game. Players should be encouraged to perform these duties.

- Both teams will participate in field setup.
- Rake infield and base paths.
- Install bases (located in lock box)
- Chalk batter box and foul lines.
- Last game of the day, put away equipment and secure snack shacks.

LL Rule 3.10(a) - The Managers of both teams shall agree on the fitness of the playing field before the game starts. In the event that the two Managers cannot agree, the President or a duly delegated Board representative shall make the determination.

LL Rule 3.10(b) - The umpire-in-chief shall be the sole judge as to whether and when play shall be suspended during a game because of unsuitable weather conditions or unfit condition of the playing field.

NOTE: Each team is responsible for cleaning the field and dugouts after the game.

7.8.4 Dugout

The home team is the second team listed on the schedule and will use the third base dugout during the game. It is recommended as a safety precaution that **NO** food be allowed in the dugout or on the field during games or practices.

7.8.5 Official Scorekeeper

The home team provides the Official Scorekeeper. Both Managers will sign the Official Scorebook at the end of the game.

7.8.6 On-Deck Batter

LL Rule 1.08 Note 1 - The on-deck position is not permitted in T-Ball, Pee-Wee, Farm, Minors, Majors Divisions. Players must remain in the dugout until it is their turn to bat or coach first or third base. On deck practice swings are NOT allowed. **Note 2** - Only the first batter of each half-inning will be permitted outside the dugout. **(rule does not apply to Juniors, Seniors, Big League Baseball)**

7.8.7 Soft-Toss

Soft toss using anything other than plastic balls will not be permitted at any time on the game fields or practice fields. There will be no soft toss hitting allowed into any chain link fence. There will be no soft toss allowed outside the fences by teams waiting to take the field during warm-ups.

7.8.8 Sliding

LL Rule 7.08(a)(3) - In an effort to ensure the safety of the children in Evergreen Little League the following rule will be enforced to the maximum extent possible. The "Official Regulations and Playing Rules of Little League Baseball", states the following:

"Any runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag..."

7.8.9 Warm-ups

The **visiting team** has the playing field until 10 minutes prior to the scheduled start time. The **home team** has the remaining 10 minutes. If less than 20 minutes remain prior to the scheduled start time, the remaining time shall be split evenly. If no time is available, neither team shall take infield. The game shall start promptly at the scheduled time.

7.8.9.1 Pitchers

Managers or Coaches may not warm up their pitchers between innings if the catcher is delayed. Have another player put on the catcher's mask and warm up the pitcher. Catchers may not crouch while warming up a pitcher unless wearing all protective gear.

7.8.9.2 Hitting Infield

Catchers must wear a helmet and mask while the coach is hitting infield warm-ups.

7.8.9.3 Soft Toss

There will be no soft toss allowed outside the fences by teams waiting to take the field during warm-ups.

Continued violation will result in enforcement of Code of Conduct rule 6.2.1 (no exceptions).

7.8.10 Continuous Batting Order

LL Rule 4.04 – ELL has adopted the continuous batting order rule for the **(Majors, Minors, Farm, Pee-Wee, and TBall Divisions)**, that will include all players on the team roster present for the game batting in order (the complete roster of all players present will be entered in the Official Scorebook as the official batting order). Each player would be required to bat in his/her respective spot in the batting order. A player may be entered and/or re-entered defensively in the game anytime provided he/she meets the requirement for mandatory play (see *ELL Player - Mandatory Play Requirement – section 7.8.2*). If a child arrives late to the game site, if the Manager chooses to enter him/her in the lineup (see Rule 4.01 **NOTE**), he/she would be added to the end of the current lineup.

NOTE: Re-entry Rule If child is injured, becomes ill or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty. If player returns he/she is merely inserted into their original spot in the batting order and the game continues.

Any Manager caught abusing the re-entry rule during the game, for the purpose of bypassing a player's turn at bat will be considered batting out of turn (LL Rule 6.07) and called out for failing to bat in turn and nullify any advance or score made because of a ball batted by the improper batter. (Example: If bases are loaded and the improper batter gets on because of walk, hit, error, or fielders choice the "proper" batter is declared out and all runners go back to their bases before advancement, no runs shall score.) The violation will be noted by the Official Scorekeeper and reported to the Player Agent. The Board of Directors may assess a more severe penalty pursuant to Article 3, Section 4 of the League's Constitution. Failure to comply will result in further disciplinary action pursuant to ELL - Code of Conduct - Section 6.2.1.

7.9 **PLAYERS**

7.9.1 **Replacement**

If a Team Manager loses any player(s) on the roster during the current season through illness, injury, change of address, or other justifiable reasons (subject to Board approval), another player shall be obtained through the Player Agent, to replace the one lost. The playing ability of the child shall not be considered a justifiable reason for replacement. Upon the third consecutive absent from a game (or third consecutive absent from scheduled practice during preseason), the Manager must **immediately** contact the Player Agent. Failure to comply will result in further disciplinary action pursuant to *ELL Code of Conduct - Section 6.1.7. (Review Regulation III Section (c) and all sections of Regulation IV for additional information)*

The Player Agent, upon confirmation, notifies the Manager and a player is picked in the following manner:

- The Manager has **seven (7)** days to replace the player from the third game missed during the season, or from the third missed practice after draft night.
- During season play, if a Major team is in need of a player, the Manager is to go to the Minor Division to select a player that has tried out or played in at least 3 games in the Minor Division.
- The player selected **must** be of the same age or older of the player being replaced, unless no player of that age is available.
- **THE MANAGER IS NOT TO SPEAK TO THE MANAGER OF THE TEAM, TO THE PLAYER, OR TO THE PLAYER'S PARENTS, nor shall any coach or other parent on the team in need of a player.**
- The Manager contacts the Player Agent with his/her choice.
- The Player Agent will contact the parents to let them know which new team that the player is to report to, giving the name and phone number of the new Manager.
- The Player Agent will notify the lower Division Manager that one of his/her players has been drafted up.
- All divisions other than Majors will be assigned replacement players from a wait list maintained by the Player Agent.

IMPORTANT NOTE: The Player Agent will contact the parents of the selected child to let them know that the child has been selected to move up to the Majors, and will give them the contact information for the appropriate Major manager. If the player and/or the player's parents are not in favor of the promotion, the appropriate majors Manager, Player Agent and the League President will contact the parents to discuss the honor and benefit to the child of the promotion. If the child's parents are still opposed to the promotion, the Manager will select another child.

Once a player declines to move up, he/she will no longer be eligible for promotion to Majors.

7.9.2 Mandatory Play Requirement

Every player on a team roster will participate in each game for a minimum of **nine (9)** defensive outs and bat at least **one (1)** time (***see continuous batting, section 7.8.10***). The inning each player enters the game will be clearly marked by each players name in the Official Scorebook. **Any player who has been removed for a substitute may re-enter the game once, provided the player being removed has met the mandatory play requirement of nine (9) defensive outs.**

If the violation is determined to have been intentional the Board of Directors may assess a more severe penalty pursuant to Article 3, Section 4 of the League's Constitution. Failure to comply will result in further disciplinary action pursuant to *ELL Code of Conduct - Section 6.1.8. (Review Regulation IV Section (i))*

7.9.3 Suspension

A Manager or Coach may not bench or suspend a player without the prior approval of the Player Agent unless foul language or direct bodily contact was demonstrated. A suspended player will serve that suspension during the next scheduled game and will be in uniform on the bench in the dugout. A player will not be allowed to play in any games until the full conditions for the suspension are met. The Manager must notify the Umpire, Official Scorekeeper, and Opposing Manager, and Player Agent when a player has been suspended.

7.9.4 Arriving to Game Late

ELL Rule - Players arriving late may play however; their innings may be limited based upon their time of arrival. Players who arrive to the game site after the game begins are added at the end of the lineup. The Umpire in Chief and Official Scorekeeper are notified of the change. The mandatory play does not apply in this situation.

8 DIVISIONAL RULES

The following rules are not in conflict with Little League Official Rules as set forth by the Headquarters in Williamsport, PA. All rules are to be followed – no exceptions. If you have any questions regarding the interpretation of the rules, please contact the Division Representative or the Player Agent of the Evergreen Little League. All rules are subject to review by the Board of Directors and Division Representatives and may be modified, amended, or deleted at any time. Notification of any changes will be made in writing to all Managers within the affected division.

8.1 **T-BALL DIVISION RULES**

- 1) **Philosophy:** T-Ball is an entry level instructional game between two teams of children, league age of 5 and 6, using a batting tee instead of a pitched ball. Emphasis should be placed on fundamental techniques of catching, throwing, hitting, understanding of the basic rules, and the esteem and self-confidence of the child. Above all else, it should be a fun game for children and adults.
- 2) **Team Formation:** No Tryouts. Player Agent and Division Representative will assign players to teams. Siblings will be placed on the same team.
- 3) **Scores & Standings:** T-Ball is an instructional division. Scores and/or standings shall not be kept. EVERY child wins if they try to do their best.
- 4) **Protests:** There are no protests allowed in the T-Ball Division.
- 5) **Forfeits:** There are no forfeits in the T-Ball Division.
- 6) **Length of Game:** All TBall games will be three complete innings. Games maybe “called” with the concurrence of both Managers, for weather, as necessary.
- 7) **Length of Innings:** The inning shall be completed when all batters on each team have completed batting. Outs shall be made but not recorded for the purposes of ending an inning (*see last batter rule*).
- 8) **Infield Fly Rule:** There is no infield fly rule in the T-Ball Divisions.
- 9) **Field Dimensions:** The T-Ball field shall be identical in dimension to a Little League field, The exception being bases placed 45 feet apart and the infield area in a fifteen (15) foot arc (measured from the back point of the Tee) shall be considered foul territory. Balls must be hit at least 15 feet and be inbounds to be considered a fair ball.
- 10) **Coaching Rules:** Adult Managers and coaches may stand near batters and defensive players to offer advice, but may not interfere with the play. Time may be called after the conclusion of a play to demonstrate a technique or explain a field situation.
- 11) **Pitching Rules:** Pitching underhand is allowed to the players who request coach pitching. If the player does not hit the ball after three (3) pitches the tee must be used.
- 12) **Minimum Players Per Game:** No Minimum. All players on the defensive team will take a position on the field each inning.

- 13) **Play Stopped:** When pitcher has possession of the Ball.
- 14) **Batting Rules:** When a team is up to bat, it shall bat its entire roster. When the last batter has taken his place at the tee, the offensive Manager shall notify the defensive Manager of the last batter. The inning shall be over when the last batter has crossed home plate (the tee) after hitting the ball or a defensive player in possession of the ball steps on home plate.
- 15) **Base Running Rules:** There shall be **NO** leading off of the bases. Runners must remain in contact with the base until the ball is hit. **NO** Stealing, **NO** Sliding, **NO** Bunting.
- 16) **Make Up Games:** Games which are not played due to weather, etc., shall not be played at a later date unless required to satisfy the mandate of Little League for 12 games per team per season. Contact the Division Rep or Player Agent.
- 17) **General Safety Rules:** The players must wear a batting helmet whenever on base or batting. Encourage children not to “throw” the bat after hitting the ball. This is not the basis for declaring a batter out. The catcher must wear his helmet, mask, throat guard, until the ball has been hit. The Offensive Manager shall place the ball on the tee for the next batter. The “pitcher” shall maintain a position of a minimum 40 feet from the tee until the ball is hit.
 - a. **Catchers** must use a catcher’s glove and wear a protective cup. Managers must check to insure this occurs.
 - b. **Field of Play:** Only uniformed players, Managers, and coaches may enter the field of play. No batboys, children, or mascots are allowed onto the field of play or dugouts.

8.2 **PEE WEE DIVISION RULES**

- 1) **Philosophy:** PeeWee is an entry level instructional game between two teams of children, league age of 7 and 8, using a coach pitched ball or a tee. Emphasis should be placed on fundamental techniques of catching, throwing, hitting, base running, understanding of the basic rules and the esteem and self-confidence of the child. Above all else, it should be a fun game for children and adults. Managers are strongly encouraged to *play every child at every position*.
- 2) **Team Formation:** No Tryouts. Player Agent and Division Representative will assign players to teams. Siblings will be placed on the same team.
- 3) **Scores & Standings:** PeeWee is an instructional division. Scores and/or standings will not be kept. EVERY child wins if they try to do their best.
- 4) **Protests:** There are NO protests allowed in the PeeWee Division.
- 5) **Forfeits:** Forfeits are allowed in the PeeWee Division.
- 6) **Length of Game:** Each game will consist of 90 minutes or 6 innings, which ever occurs first.
- 7) **Length of Innings:** Each inning consists of 3 outs or once through the roster lineup.
- 8) **Infield Fly Rule:** There is no infield fly rule in the T-Ball Divisions.
- 9) **Field Dimensions:** The PeeWee field shall be identical in dimension to a Little League field,
- 10) **Coaching Rules:** Two adult base coaches are allowed and must stay in the coaches’ box. Only one Defensive Manager is allowed on the field at any given time and only as a designated umpire. All other Managers and coaches are to remain off the field of play in the dugout area. There must be a coach in the dugout at all times.

- 11) **Pitching Rules:** Coach pitch is required for players at the Pee Wee level. If the player does not hit the ball after five (5) pitches the tee **MUST** be used.
- a. **Fielding Positions:** When a pitching machine is used, there is no pitcher position. The ninth player shall play the position of buck short or 4th outfielder. **NO** player shall play inside the infield cut prior to the ball being pitched.
- 12) **Minimum Players Per Game:** A team, which fails to field a minimum of 9 players no later than 10 minutes past the scheduled start time of any game, shall borrow players from the opposing team to play. If the team has less than six (6) of its own players the game shall be considered a forfeit. If a team is aware that they will not have enough players see rule 7.7.1 in the ELL Handbook.
- a. *See Mandatory Play Requirement rule 7.9.2 in the ELL Handbook. **NOTE:** Playing time should be equal.*
- 13) **Play Stopped:** When the pitcher has possession of the Ball. At such time, runners who have advanced more than halfway to the next base may continue to take that base without liability to be put out.
- 14) **Batting Rules:** Continuous Batting order will be used see rule 7.7.1 in the ELL Handbook. Only once through the lineup will be allowed per inning. When the last batter has taken his place at the plate, the Offensive Manager shall notify the defensive Manager of the last batter.
- 15) **Base Running Rules:** There shall be **NO** leading off of the bases. Runners must wait until the ball crosses the plate. **NO** Stealing, **NO** Sliding, **NO** Bunting. Batters and runners are allowed only one base on a wild throw at any given time, which goes out of the field of play.
- 16) **Make Up Games:** Games which are not played due to weather, etc., shall not be played at a later date unless required to satisfy the mandate of Little League for 12 games per team per season.
- 17) **General Safety Rules:** **NO** player shall throw the bat. First offense is a warning. The second offense in the same game, the player may be removed from the game to sit on the bench for the remainder of the game due to safety violations.
- a. **Catchers** must use a catcher's glove and wear a protective cup. Managers must check to insure this occurs
- b. **Field of Play:** Only uniformed players, Managers, and coaches may enter the field of play. No batboys, children, or mascots are allowed onto the field of play or dugouts.

8.3 **FARM DIVISION RULES**

- 1) **Philosophy:** Farm is an instructional game between two teams of children, league age of 8 and 9, using a player pitched ball or a tee. Emphasis should be placed on fundamental techniques of catching, throwing, hitting, base running, understanding of the basic rules and the esteem and self-confidence of the child. Above all else, it should be a fun game for children and adults. Managers are strongly encouraged to *play every child at every non-pitching position*.
- 2) **Team Formation:** Tryouts will be held. Managers will select players. See *Draft* section 7.3

- 3) **Scores & Standings:** Farm is an instructional division. An Official Scorebook will be kept. Managers will sign the scorebook at the end of each game. NO league standings will be kept. EVERY child wins if they try to do their best.
- 4) **Protests:** There are NO protests allowed in the Farm Division.
- 5) **Forfeits:** Forfeits are allowed in the Farm Division.
- 6) **Length of Game:** No new inning may start after 2 hour 15 minutes from the official start of game.
- 7) **Length of Innings:** The side is retired when 3 outs occur or when a team has scored five (5) runs (no exceptions).
- 8) **Infield Fly Rule:** There is no infield fly rule in the Farm Division.
- 9) **Field Dimensions:** The Farm field shall be identical in dimension to a Little League field, The pitching rubber will be forty-two (42) feet from home plate.
- 10) **Coaching Rules:** Two adult base coaches are allowed and must stay in the coaches' box. Only one Defensive Manager/Coach is allowed on the field. All other Managers and coaches are to remain off the field of play in the dugout area. There must be a coach in the dugout at all times.
- 11) **Pitching Rules:** Any player on the roster may pitch. Each pitcher is limited to a maximum of two (2) innings per game and six (6) innings per calendar week. Pitchers may leave the mound and reenter as a pitcher later in the game, they do not have to pitch in consecutive innings
- 12) **Minimum Players Per Game:** A team, which fails to field a minimum of 9 players no later than 10 minutes past the scheduled start time of any game, shall borrow players from the opposing team to play. If the team has less than six (6) of its own players the game shall be considered a forfeit. If a team is aware that they will not have enough players see rule 7.7.1 in the ELL Handbook.
 - a. **Mandatory Play Time:** nine (9) defensive outs and at least one time at bat, see *section 7.9.2 Mandatory Play Requirement*.
- 13) **Play Stopped:** If the pitcher has the ball on the mound and the catcher is behind the plate, the ball is dead. At such time, runners who have advanced more than halfway to the next base may continue to take that base without liability to be put out.
 - a. **Boundaries:** The out of play boundaries will be the extension of the front dugout fence with no catch and carry allowed on balls over the out of play line.
- 14) **Batting Rules:** Continuous Batting order will be used see rule 7.7.1 in the ELL Handbook.
- 15) **Base Running Rules:** There shall be NO leading off of the bases. Runners must wait until the ball crosses the plate. NO Stealing. The ball is **dead** when it crosses the plate without being hit, NO Sliding, Bunting is allowed. Batters and runners are allowed only one base on a wild throw at any given time, which goes out of the field of play.
- 16) **Make Up Games:** Games which are not played due to weather, etc., shall not be played at a later date unless required to satisfy the mandate of Little League for 12 games per team per season.
- 17) **General Safety Rules:** NO player shall throw the bat. First offense is a warning. The second offense in the same game, the player may be removed from the game to sit on the bench for the remainder of the game due to safety violations.

- a. **Catchers** must use a catcher's glove and wear a protective cup. Managers must check to insure this occurs
- b. **Field of Play:** Only uniformed players, Managers, and coaches may enter the field of play. No batboys, children, or mascots are allowed onto the field of play or dugouts.

8.4 **MINOR DIVISION RULES**

- 1) **Philosophy:** Minors is a competitive game between two teams of children, league age of 9 to 12, using a player pitched ball. Emphasis should be placed on fundamental techniques of catching, throwing, hitting, base running, understanding of the basic rules and the esteem and self-confidence of the child. Above all else, it should be a fun game for children and adults. Managers are strongly encouraged to *play every child at every non-pitching position*.
- 2) **Team Formation:** Tryouts will be held. Managers will select players. See *Draft* section 7.3
- 3) **Scores & Standings:** Minors is a competitive division. An Official Scorebook will be kept. Managers will sign the scorebook at the end of each game. League standings will be kept. EVERY child wins if they try to do their best.
- 4) **Protests:** Protests are allowed in the Minor Division.
- 5) **Forfeits:** Forfeits are allowed in the Minor Division.
- 6) **Length of Game:** **LL rule VII (h)** there shall be no time limit on games.
- 7) **Length of Innings:** The side is retired when *3 outs occur or when a team bats every once through the continuous batting order. If one team has fewer players than the other, no extra or repeat batters will be allowed, once through the line up with the players present, is all that is allowed.*
- 8) **Infield Fly Rule:** The infield fly rule is in effect in the Minor Division.
- 9) **Field Dimensions:** The Minor field shall be identical in dimension to a Little League field, 60 foot base paths.
- 10) **Coaching Rules:** Two adult base coaches are allowed and must stay in the coaches' box. All other Managers and coaches are to remain off the field of play in the dugout area. There must be a coach in the dugout at all times.
- 11) **Pitching Rules:** Managers must review the *LL Official Regulations & Playing Rules – Section VI (a-f) - Pitchers* as it applies to the Minor Division.
 - a. **Calendar Week:** Pitching is limited to six (6) innings per calendar week, Sunday through Saturday. If a player pitches in less than four (4) innings, one (1) calendar day of rest is mandatory. If a player pitches in four (4) or more innings, three (3) calendar days must be observed. A delivery of a single pitch constitutes having pitched one (1) inning.
 - b. **Pitcher Eligibility:** A player who has attained the league age of twelve (12) is not eligible to pitch in the Minor League.
- 12) **Minimum Players Per Game:** A team, which fails to field a minimum of 9 players no later than 10 minutes past the scheduled start time of any game, shall borrow players from the opposing team to play. If the team has less than six (6) of its own players the game shall be considered a forfeit. If a team is aware that they will not have enough players see rule 7.7.1 in the ELL

Handbook.

- a. **Mandatory Play Time:** nine (9) defensive outs and at least one time at bat, see *section 7.9.2 Mandatory Play Requirement*.
- 13) **Play Stopped:** If the pitcher has the ball on the mound and the catcher is behind the plate, the ball is dead. At such time, runners who have advanced more than halfway to the next base may continue to take that base without liability to be put out.
- a. **Boundaries:** The out of play boundaries will be the extension of the front dugout fence with no catch and carry allowed on balls over the out of play line.
- 14) **Batting Rules:** Continuous Batting order will be used see rule 7.7.1 in the ELL Handbook.
- a. **Foul Tip:** If a foul tip is caught on the third strike, the batter is out.
 - b. **Batters Box:** Each player must make an effort to move out of the way of the ball if he is going to get hit.
 - c. **Last Batter rule:** When the last batter has taken his place at the plate, the Offensive Manager shall notify the defensive Manager of the last batter. Play ends when the last batter is walked, the third out occurs, or a player with the ball tags home plate. Normal scoring rules apply if the third out is made. If the play is made at home plate, all runners who cross the plate before the play score and those left on base do not score. The next inning will start with the following batting position in the lineup. Runners left from the previous inning do not return to their bases. .
- 15) **Base Running Rules:** There shall be **NO** leading off of the bases. Runners must wait until the ball crosses the plate. Sliding (feet first only), and Bunting are allowed. Stealing is allowed in accordance to the *LL Official Regulations and Playing Rules 7.00 – Runners*.
- a. **Play ends:** when the last batter is walked, the third out occurs, or a player with the ball tags home plate.
 - b. **Ten Run Rule** – See Ten Run rule 7.8.1 in the ELL Handbook
- 16) **Make Up Games:** Games which are not played due to weather, etc., will be played on the next available date see *section 7.7.2.2 Non-Regulation Games*.
- a. **Umpires:** If umpires do not show and the Managers are unable to umpire the game within twenty (20) minutes after the game start time, the game will be rescheduled to the next available day with the approval from the Division Representative and/or League President.
 - b. **Schedules:** The Player Agent will setup the practice and game schedules and hand them out to the team managers
- 17) **General Safety Rules:** **NO** player shall throw the bat. First offense is a warning. The second offense in the same game, the player may be removed from the game to sit on the bench for the remainder of the game due to safety violations.
- a. **Catchers** must use a catcher's glove and wear a protective cup. Managers must check to insure this occurs
 - b. **Field of Play:** Only uniformed players, Managers, and coaches may enter the field of play. No batboys, children, or mascots are allowed onto the field of play or dugouts.

8.5 **MAJOR DIVISION RULES**

- 1) **Philosophy:** Majors is a competitive game between two teams of children, league age of 10 to 12, using a player pitched ball. Emphasis should be placed on fundamental techniques of catching, throwing, hitting, base running, understanding of the basic rules and the esteem and self-confidence of the child. Above all else, it should be a fun game for children and adults.
- 2) **Team Formation:** Tryouts will be held. Managers will select players. See *Draft* section 7.3
- 3) **Scores & Standings:** Majors is a competitive division. An Official Scorebook will be kept. Managers will sign the scorebook at the end of each game. League standings will be kept. EVERY child wins if they try to do their best.
- 4) **Protests:** Protests are allowed in the Major Division.
- 5) **Forfeits:** Forfeits are allowed in the Major Division.
- 6) **Length of Game:** **LL rule VII (h)** there shall be no time limit on games.
- 7) **Length of Innings:** The side is retired when *3 outs occur*.
- 8) **Infield Fly Rule:** The infield fly rule is in effect in the Major Division.
- 9) **Field Dimensions:** The Major field shall be identical in dimension to a Little League field, 60 foot base paths.
- 10) **Coaching Rules:** Two adult base coaches are allowed and must stay in the coaches' box. All other Managers and coaches are to remain off the field of play in the dugout area. There must be a coach in the dugout at all times.
- 11) **Pitching Rules:** Managers must review the *LL Official Regulations & Playing Rules – Section VI (a-f) - Pitchers* as it applies to the Minor Division.
 - a. **Calendar Week:** Pitching is limited to six (6) innings per calendar week, Sunday through Saturday. If a player pitches in less than four (4) innings, one (1) calendar day of rest is mandatory. If a player pitches in four (4) or more innings, three (3) calendar days must be observed. A delivery of a single pitch constitutes having pitched one (1) inning.
 - b. **Pitcher Eligibility:** Any player may pitch. Only three (3) players of little League age 12 may pitch in a calendar week. The total number of innings pitched by 12 year olds shall not exceed 12 innings in a calendar week. Not more than 5 pitchers shall be used in a game. See *LL rule VI-Pitchers*.
- 12) **Minimum Players Per Game:** Failure to field a minimum of 9 players no later than 10 minutes past the scheduled start time of any game, constitutes forfeiture. If a team is aware that they will not have enough players see rule 7.7.1 in the ELL Handbook.
 - a. **Mandatory Play Time:** nine (9) defensive outs and at least one time at bat, see *section 7.9.2 Mandatory Play Requirement*.
- 13) **Play Stopped:** If the pitcher has the ball on the mound and the catcher is behind the plate, play is stopped.
- 14) **Batting Rules:** Continuous Batting order will be used see rule 7.7.1 in the ELL Handbook.
 - a. **Foul Tip:** If a foul tip is caught on the third strike, the batter is out.

- b. **Batters Box:** Each player must make an effort to move out of the way of the ball if he is going to get hit.
 - c. **Last Batter rule:** does not apply in Major Division.
- 15) **Base Running Rules:** There shall be **NO** leading off of the bases. Runners must wait until the ball crosses the plate Sliding (feet first only), and Bunting are allowed. Stealing is allowed in accordance to the *LL Official Regulations and Playing Rules 7.00 – Runners*.
 - a. **Ten Run Rule – See Ten Run rule 7.8.1 in the ELL Handbook**
- 16) **Make Up Games:** Games which are not played due to weather, etc., will be played on the next available date see *section 7.7.2.2 Non-Regulation Games*.
 - a. **Umpires:** If umpires do not show and the Managers are unable to umpire the game within twenty (20) minutes after the game start time, the game will be rescheduled to the next available day with the approval from the Division Representative and/or League President.
 - b. **Schedules:** The Player Agent will setup the practice and game schedules and hand them out to the team managers
- 17) **General Safety Rules:** **NO** player shall throw the bat. First offense is a warning. The second offense in the same game, the player may be removed from the game to sit on the bench for the remainder of the game due to safety violations. Players removed from the game are not “out”. They can be replaced with an eligible player from the bench.
 - a. **Catchers must** use a catcher’s glove and wear a protective cup. Managers must check to insure this occurs
 - b. **Field of Play:** Only uniformed players, Managers, and coaches may enter the field of play. No batboys, children, or mascots are allowed onto the field of play or dugouts.

8.6 **JUNIOR, SENIOR, & BIG DIVISION RULES**

- 1) **League Schedule:** The regular season will consist of an inter league schedule for both Juniors & Seniors. Schedule and rules of Inner league play will be provided by District 59.
- 2) **Games:** Each team will play each of the other teams a minimum of two times. The home team is the second team listed on the schedule and will use the third (3rd) base dugout during the game.
- 3) **Post Season:** The teams with the two best records will advance to the District’s Tournament of Champions (TOC).
- 4) **District Ground Rules:** Additional inner league ground rules may be imposed by the District 59 policies.

9 POSTSEASON

9.1 PLAYOFFS

T-Ball/Pee Wee - There are **NO** playoffs in these Divisions.

Farm - The tournament is setup by the Division Representative. All teams participate. The tournament bracket is established by drawing the team names out of a hat.

Regular season rules apply.

Minors - The tournament is setup by the Division Representative. All teams participate. The tournament bracket is established based on year-end Division record.

Rules as defined in the Little League Official Regulations and Playing Rules (green rule book) including the changes for the Tournament rules.

Exceptions to Tournament Playing Rules

1 Regular season balls will be used.

4 (h) Pitching rules, Pitching in consecutive games will be allowed

8 Injury Illness – players may return to game at manager's discretion after parents OK (doctor not required)

9 Mandatory play –

Continuous batting order WILL NOT BE USED, field 9 and bat 9 players

Tournament rules for substitution and minimum play will be used

Min play is 3 consecutive defensive outs AND 1 at bat

(d) recommend substitutions be made by the start of the 3rd inning (visitors) or 4th inning (home)

10 Substitution / re-entry

Starters may reenter the game IN THE SAME BATTING POSITION only, after sub has meet min play requirement.

(e) rule 7.14 special pinch runner will be allowed during this tournament.

Rules in the Book that are different from ELL's playing rules for regular season

Play is stopped when the catcher is in the box and the pitcher has the ball and is on the pitchers plate (not just the dirt portion of the mound) Rule 7.13.

Umpire's judgment will be used to determine if runners who are between bases must return to the base last touched, once the pitchers has the ball on the plate and the catcher is in the box (does not have to be "ready" just in the box).

- 1) Runners less than half way to next base must return to last base touched
- 2) Runners who slow down must return to last base touched
- 3) Runners who maintain their speed and have passed the half way point, may continue to the next base (and no further) at peril to be put out

All of the above will be determined by umpire's judgment, and cannot be argued.

The inning is ended when 3 outs occur (no last batter rule)

If after a regulation game has been played, and one team is ahead by 10 runs or more the game is over (tournament rules 12 and 13).

If no outside umpire is available, Minors teams will umpire their own tournament game as they did during the season.

If one manager, requests a change in the home plate umpire after 3 innings, the first base umpire will take home plate.

If the first base umpire is unwilling to take home plate, there will be no change in umpires.

Majors - The tournament is setup by the Division Representative. The Major teams will participate in post-season double elimination tournament to determine who goes to the TOC's. The regular season record determines seeding of Tournament. The 1st & 2nd place teams of the tournament will represent Evergreen Little League in the Majors Tournament of Champions (TOC) playing the champions of other District 59 leagues.

Rules as defined in the Little League Official Regulations and Playing Rules (green rule book) including the changes for the Tournament rules.

Juniors & Seniors – The top two teams with the best overall record in the District 59 Divisional play will represent the league in the Junior and Senior Tournament of Champions (TOC). In case of a tie a one (1) game playoff will occur to determine the representative.

Rules as defined in the Little League Official Regulations and Playing Rules (green rule book) including the changes for the Tournament rules.

9.2 **ALL-STARS**

Evergreen is continuing to play the Divisional Split Format. Teams are divided into East and West sub-divisions Prior to the draft. Both sub-divisions are required to field one Tournament Team in each age group. Eligible players who legally played in a particular sub-division will be eligible to be selected to that sub-division's Tournament Team only. All-Stars consist of the following Divisions:

- "9yr Old Tournament" - Minors (9) – (2) teams, one team from each sub-division
- "10yr Old All-Stars" - Major/Minors (10-9) - (2) teams, one team from each sub-division
- "11yr Old Tournament" - Major/Minors (11-10) - (2) teams, one team from each sub-division
- "Major All-Stars" - Major/Minors (12-11) - (2) teams, one team from each sub-division
- "Junior All-Stars" - (14-13) – (1) team
- "Senior All-Stars" - (16-15) – (1) team
- Big League (18-16) – (1) team, may be combined at District level
- Softball Majors (12-11) – (1) team, may be combined with another League

All-Star players will be selected in accordance to the *Little League Operations Manual* and the *Official Regulations and Playing Rules - Tournament Rules and Guidelines*. For 2004 ELL will solicit votes from *Players, Managers, Coaches, Officials, and Umpires*.

All-Star Managers are selected in the following manner:

- Must have been a Manager or Coach in that division during the regular season
- Jr/Sr Manager with the best overall season record has first choice on being the All-Star Manager.
- Major Manager with the best Tournament record within a given sub-division will have first choice on which All-Star team from that sub-division he cares to Manage. Major Managers from the other sub-division will be given second choice, followed by Minor managers in the same sub-division, then by Minor Managers from the other sub-division.
- All-Star Managers will be allowed to select their own coaches.
- All Manager and Coach assignments are subject to Board approval.
- The first 12 All-Star players will be selected by voting. Additional players can be added at the All-Star Manager's discretion subject to All-Star eligibility.

10 MANAGER TRAINING

10.1 SKILLS TRAINING

Little League sponsors Manager and Coach skill training from Al Herback and Al Price, known as the "Al and Al Clinic". All ELL Managers and Coaches are encouraged to attend annually.

10.2 POSITIVE COACHING



Positive Coaching Alliance (PCA) is a nonprofit organization based at Stanford University with the mission to transform youth sports so sports can transform youth. PCA was created to transform the culture of youth sports to give all young athletes the opportunity for a positive, character-building experience.

They have three national goals:

1. To replace the "win-at-all-cost" model of coaching with the "Double-Goal Coach" who wants to win but has a second, more important, goal of using sports to teach life lessons;
2. To teach youth sports organization leaders how to create an organizational culture in which Honoring the Game is the norm; and
3. To spark and fuel a "social epidemic" of Positive Coaching that will sweep this country.

There are many people in this nation who want to change the culture of youth sports, but they do not feel equipped to do so. Positive Coaching Alliance has developed practical tools to change the culture of youth sports and is making them available to coaches, parents, league organizers and others who will fire this movement.

In the United States, youth are dropping out of sports at an alarming rate. A major contributing factor is the "win at all cost" mentality of many parents and coaches that creates a pressure filled environment for the kids and ultimately turns them away from sports. According to Michigan State University's Institute for the Study of Youth Sports, children participating in organized sports tend to achieve higher results in school, develop excellent interpersonal skills and lead healthier lives.

Positive Coaching Alliance (PCA) provides live, research-based training workshops and practical tools for coaches, parents and leaders who operate youth sports programs to get them on the same page about what it means to Honor the Game. Positive Coaching Alliance educates adults who shape the youth sports experience by offering partnership programs with YSO's, schools, cities and national sports governing bodies. PCA also provides corporations with the opportunity to offer sports parent workshops to their employees.

ELL is sponsoring PCA training for Managers, Coaches, and Parents during the 2005 Season.

ALL MANAGERS ARE REQUIRED TO ATTEND OUR WORKSHOP AND BECOME CERTIFIED (see calendar for dates, times and locations).

11 EMERGENCY CONTACT NUMBERS

BOARD OF DIRECTORS

President – Scott Karstetter	(H) (408) 238-9220	(C) (408) 314-3675
Vice President – Mike Crawford	(H) (408) 223-7441	(C) (408) 838-7884
Secretary – Ken Arechiga	(H) (408) 226-4848	(C) (408) 507-7394
Treasurer – Bruce Ruffin	(H) (408) 223-9377	(C) (408) 717-0333
Safety Officer – Tino DeLeon	(H) (408) 270-9955	(C) (408) 202-9785
Parents Auxiliary – Maria Resendez	(H) (408) 272-1563	(C) (408) 644-5105
Player Agent – CC Ching	(H) (408) 238-3579	(C) (408) 921-6336

EXTENDED BOARD OF DIRECTORS

Information Officer – Mark Mahany
Snack Shack Coordinator – Maria Resendez
Chief Umpire – Stan Tramell

Emergency Numbers - Dial 911

San Jose Fire Dept

2525 Aborn Rd, San Jose, CA 95121

Phone: (408) 277-4071

San Jose Fire Dept

3100 Ruby Ave, San Jose, CA 95135

Phone: (408) 277-4071, (408) 277-8031

San Jose Fire Dept

2840 The Villages Pkwy, San Jose, CA 95135

Phone: (408) 277-4071

Kaiser Santa Teresa

250 Hospital Parkway, San Jose, CA 95135

Phone: (408) 972-7777 – Emergency Service

Phone: (408) 362-4740 – Advice (24 hours)

12 INJURY TRACKING FORM

Activities/Reporting

A Safety Awareness Program's Incident/Injury Tracking Report

League Name: _____ League ID: ____ - ____ - ____ Incident Date: _____
 Field Name/Location: _____ Incident Time: _____
 Injured Person's Name: _____ Date of Birth: _____
 Address: _____ Age: _____ Sex: ☐ Male ☐ Female
 City: _____ State _____ ZIP: _____ Home Phone: () _____
 Parent's Name (If Player): _____ Work Phone: () _____
 Parents' Address (If Different): _____ City _____

Incident occurred while participating in:

- A.) ☐ Baseball ☐ Softball ☐ Challenger ☐ TAD
 B.) ☐ Challenger ☐ T-Ball (5-8) ☐ Minor (7-12) ☐ Major (9-12) ☐ Junior (13-14)
☐ Senior (14-16) ☐ Big League (16-18)
 C.) ☐ Tryout ☐ Practice ☐ Game ☐ Tournament ☐ Special Event
☐ Travel to ☐ Travel from ☐ Other (Describe): _____

Position/Role of person(s) involved in incident:

- D.) ☐ Batter ☐ Baserunner ☐ Pitcher ☐ Catcher ☐ First Base ☐ Second
☐ Third ☐ Short Stop ☐ Left Field ☐ Center Field ☐ Right Field ☐ Dugout
☐ Umpire ☐ Coach/Manager ☐ Spectator ☐ Volunteer ☐ Other: _____

Type of injury: _____

Was first aid required? ☐ Yes ☐ No If yes, what: _____

Was professional medical treatment required? ☐ Yes ☐ No If yes, what: _____
 (If yes, the player must present a non-restrictive medical release prior to being allowed in a game or practice.)

Type of incident and location:

- A.) On Primary Playing Field
☐ Base Path: ☐ Running or ☐ Sliding
☐ Hit by Ball: ☐ Pitched or ☐ Thrown or ☐ Batted
☐ Collision with: ☐ Player or ☐ Structure
☐ Grounds Defect
☐ Other: _____
 B.) Adjacent to Playing Field
☐ Seating Area ☐ Travel:
☐ Parking Area ☐ Car or ☐ Bike or
☐ Concession Area ☐ Walking
☐ Volunteer Worker ☐ League Activity
☐ Customer/Bystander ☐ Other: _____
 D.) Off Ball Field

Please give a short description of incident: _____

Could this accident have been avoided? How: _____

This form is for Little League purposes only, to report safety hazards, unsafe practices and/or to contribute positive ideas in order to improve league safety. When an accident occurs, obtain as much information as possible. For all claims or injuries which could become claims, please fill out and turn in the official Little League Baseball Accident Notification Form available from your league president and send to Little League Headquarters in Williamsport (Attention: Dan Kirby, Risk Management Department). Also, provide your District Safety Officer with a copy for District files. All personal injuries should be reported to Williamsport as soon as possible.

Prepared By/Position: _____ Phone Number: (____) _____
 Signature: _____ Date: _____

13 DIVISION RULES COMPARISON

Division	TBALL	PEEWEE	FARM	MINORS	MAJORS	JUNIORS	SENIORS	BIG	SOFTBALL
Ages	5 to 6	7 to 8	8 to 9	9 to 12	10 to 12	13 to 14	15 to 16	17 to 18	9 to 12
Philosophy	Instructional	Instructional	Instructional	Competitive	Competitive	Competitive	Competitive	Competitive	Competitive
Try Outs	No	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Team Formation	Assigned	Assigned	Draft 3rd	Draft 2nd	Draft 1st	Draft	Draft	Draft	Draft
Length of Game	3 Inn	6 Inn	6 Inn	6 Inn	6 Inn	7 Inn	7 Inn	7 Inn	6 Inn
Time Limits		or 90 min	no new Inn after 2h15m	No Time Limits	No Time Limits	No Time Limits	No Time Limits	No Time Limits	No Time Limits
Length of Innings	All Players Bat once	3 outs or once through lineup	3 outs or 5 runs	3 outs or once through lineup	3 outs	3 outs	3 outs	3 outs	3 outs
Batting Order	Continuous	Continuous	Continuous	Continuous	Continuous	9 Players	9 Players	9 Players	9 Players
Bunting	NO	NO	YES?	YES	YES	YES	YES	YES	YES
Base Running									
Lead Off	NO	NO	NO	NO	NO	YES	YES	YES	NO 7.08(a)5
Stealing	NO	NO	NO	NO	YES	YES	YES	YES	YES
Sliding	NO	NO	NO	YES	YES	YES	YES	YES	YES
Keep Score	NO	NO	YES	YES	YES	YES	YES	YES	YES
Keep Standings	NO	NO	NO	YES	YES	YES	YES	YES	YES
Protests	NO	NO	NO	YES	YES	YES	YES	YES	YES
Forfeits	NO	YES	YES	YES	YES	YES	YES	YES	YES
Infield Fly Rule	NO	NO	NO	YES	YES	YES	YES	YES	YES
Last Batter Rule	YES	YES	YES	YES	YES	YES	YES	YES	YES
Make up Games	NO	NO	NO	YES	NO	NO	NO	NO	NO
Field Dimensions	45' Base Path	60' Base Path	60' Base Path	60' Base Path	60' Base Path	90' Base Path	90' Base Path	90' Base Path	60' Base Path
Coaching Rules	OK on Field	1 Defensive Mgr as Umpire	1 Defensive Mgr as Umpire	Umpires Only	Umpires Only	Umpires Only	Umpires Only	Umpires Only	Umpires Only
Base Coaching	OK on Field	2 Adults in coaches Box, 1 Adult in Dugout always	2 Adults in coaches Box, 1 Adult in Dugout always	2 Adults in coaches Box, 1 Adult in Dugout always	2 Adults in coaches Box, 1 Adult in Dugout always	2 Adults in coaches Box, 1 Adult in Dugout always	2 Adults in coaches Box, 1 Adult in Dugout always	2 Adults in coaches Box, 1 Adult in Dugout always	2 Adults in coaches Box, 1 Adult in Dugout always
Pitching / Batting Rules	Use Tee	Coach Pitch 5, then MUST use Tee	Any player, 2 Inn per game, 6 per max, 42'	9-11 yr old, 6 Inn per week max	Any player, 6 Inn per week max	Any player, 9 Inn per week max	Any player, 9 Inn per week max	Any player, 9 Inn per week max	Any player, 9 Inn per week max, 40'
Foul Tip Caught = 3rd Strike	NO	NO	NO	YES	YES	YES	YES	YES	YES
Defensive Players	All Play	9 Players, Borrow if Necessary, Six (6) Minimum	9 Players, Borrow if Necessary, Six (6) Minimum	9 Players, Borrow if Necessary, Six (6) Minimum	9 Players required	9 Players required	9 Players required	9 Players required	9 Players required
min Play Time	All Play	9 def outs and 1 at bat	9 def outs and 1 at bat	9 def outs and 1 at bat	9 def outs and 1 at bat	9 def outs and 1 at bat	9 def outs and 1 at bat	9 def outs and 1 at bat	9 def outs and 1 at bat
Play Stopped		Pitcher in possession, on mound, Runners halfway continue	Pitcher in possession, on mound, catcher in box	Pitcher in possession, on mound, catcher in box	Pitcher in possession, on mound, catcher in box				
Umpire	Coach or Parents	Coach or Parents	Coach or Parents	Required to Start Game	Required to Start Game	Required to Start Game	Required to Start Game	Required to Start Game	Required to Start Game
Who Do We Play? Post Season Play	ELL Teams	ELL Teams	ELL Teams	ELL Teams	ELL Teams	Inter League	Inter League	Inter League	Inter League
	NO	NO	Fun Tournament	Fun Tournament, Seeded	Fun Tournament, Seeded	NO	NO	NO	NO
District 59	NO	NO	NO	D59 TOC	D59 TOC	D59 TOC	D59 TOC	D59 TOC	D59 TOC
Regional / Other	NO	NO	NO	All Stars	All Stars	All Stars	All Stars	All Stars	All Stars
				(2) Teams age 9-10	(2) Teams age 9-10	(1) Team	(1) Team	(1) Team	(1) Team
				(2) Teams age 11	(2) Teams age 11				
				(2) Teams age 11-12	(2) Teams age 11-12				