

# LYNNFIELD LITTLE LEAGUE LOCAL HOME RULES

The following local home rules are for Lynnfield Little League ("League") regular season. Unless referenced below, all other rules shall be governed by the current year of **Baseball Official Regulations and Playing Rules** ("Rulebook") as established by Little League Baseball.

## Regulation #1 "The League": Divisions of Play

Lynnfield Little League operates four divisions of play under a charter from Little League Baseball, Inc. defined as follows:

- Tee Ball Baseball
- Minor League Baseball
- Major League Baseball
- Senior League Baseball
- Big Diamond Baseball

Age for all Lynnfield Little League Divisions will be based on the age chart issued by Little League International.

League Age	Division
4-6 Year Old	Tee Ball
6-8 Year Old	Single A League (Falls under the Minor League Charter, League age 6 has to play at least one (1) year of Tee Ball)
8-9 Year Old	Double A League (Falls under the Minor League Charter, League age 7 has to play at least one (1) year of Single A)
9-11 Year Old	Triple A League (Falls under the Minor League Charter)
10-12 Year Old	Major League
13-14 Year Old	Big Diamond League
15-16 Year Old	Sr. Big Diamond League

**Please note:** Although you may see an overlap of ages in different divisions, your child will be placed in the appropriate division decided by the Board of Directors and Coaches based on the child's ability to play within that division.

## Regulation #2 "SELECTION OF PLAYERS"

### Article A – Call Up/Over Pool

"Call Up/Over Pool" for Shortage of Rostered Players (LL OR V – "Selection of Players" (c) ) If a team manager knows prior to the start of a game that they can field only 9 or fewer players, that manager may request to use a player from the "Call Up/Over Pool" (players who have volunteered to play extra games AND who are rostered players within the same division. The League will establish such pools (1) Major League Division. Only players that are in the Major League Division are eligible for the "Major's Call Over Pool". (2) Triple A League Baseball Divisions. Players that are "league age" 9-11 are eligible for the Triple A League "Call Up/Over Pool". (3) Double A Division. Players that are "league age" 8-9 are eligible for the Double A League "Call Up/Over Pool". Players who are "League Age" 9 and currently playing in the Triple A League Division are NOT eligible for the Double A Division "Call Up/Over Pool".

The Manager must contact both the President and Player Agent when such a request is needed. When such a request is made, the Manager will receive the name of the player from the President/Player Agent who will randomly select a player from a pre-established pool of players who have volunteered to be available for such play. ONLY the

President/Player Agent will be allowed to provide the name of the next player on the list. Once a player is used he/she will not be eligible to be used by another team until the entire list of players has been exhausted. If a player is asked to play but is not available, he/she will then become the next player to be asked (i.e. he remains at the top of the list the next time a team needs player). No Exceptions. The President/Player Agent will keep records and document all substitute players for purposes of adherence to this rule. Substitute players are not allowed to pitch in the game. Violation of this rule will result in an automatic forfeit. Any Call Up Pool player who is selected and shows at the game site must play the mandatory number of defensive innings (4) and be part of the batting order for the entire game.

For the Big Diamond the League has adopted the Little League International Rule where players league age 12 and older can be placed on a roster in multiple divisions. Lynnfield Little League Board will assign players from the majors division to the Big Diamond teams as their players to be used during the season as a "call ups" for games where teams are short. If teams are still short after utilizing their call ups assigned to them then the player agent can help coordinate alternative procedures to find replacement players to field a complete team.

## **Article B - Try-Out and Selection Process**

**Regular season:** Selections will be made based on tryouts along with an evaluation of the player's performance during the past spring season. Attitude and sportsmanship will also be used to evaluate a player.

### **Major, Triple A, and Double A Leagues (League Age 7-12)**

Please Note: Things to consider if time permits for spring season tryouts:

- Coaches should fill out players evaluation at the end of the season
- Tryouts should be held in October at Newhall Field, if not, they will be held in the winter at a location approved by BOD

All Registered Players with League Age 8-12 must attend the league tryout. Please note the following:

- Players league age 11 and 10 must attend a tryout to be considered for the Major League or they will automatically be placed in the Triple A League.
- Players league age 9 must attend a tryout to be considered for the Triple A League or they will automatically be placed in the Double A League.
- Players league age 8 must attend a tryout to be considered for Double A League or they will automatically be placed into Single A League.
- Players league age 7 must attend a tryout to be considered for Double A League or they will automatically be placed into Single A League. Also, league age 7 can only tryout for Double A if they completed a year in the Single A division. Additionally, if they make a Double A team at league age 7 they will have to play Double A again at league age 8. No 8 year olds will play or be considered for the Triple A Division

### **Tryout will consist of the following.**

- One Player fielding at a time.
- Players will be given ground balls. Player will make the throw to first.
- Players will be asked to back up to the outfield and given pop ups.
- Once all players have completed the fielding portion of the tryout, all players will then be scored on their hitting.
  - Player should be allowed to square around and bunt.
  - Player should be given balls to swing at.
  - If possible, player should run out their final hit.
- All Managers are responsible for attending tryouts and scoring players
- Managers will use their own scoring system during the draft in order to select players.
- Player Agent shall group players based on their evaluation scores.
- Player Agent & President shall highlight players who could potentially be moved to a different group.
- At the draft, as a group, Managers will agree upon the groups by talent.
  - 5-1 with 5 being the highest
- Draft will be a Snake Draft

- Managers will draw numbers to determine the draft order 1-# of Teams
- If a manager's child is slotted for the either the first or second round, that manager will be assigned their draft order. Once all managers who's child is slotted in the first or second round have been assigned their draft order, the rest of the managers will draw numbers for the remaining draft order
  - Managers will be allowed to select from the two groups of players. (Group 5 & 4, Group 4 & 3, Group 3 & 2, Group 2 & 1 etc) *Example: Managers are currently selecting players from group 3. A Manager may also select someone from group 5 provided that everyone in group 4 has already been selected.*
  - Prior to round 4 and round 8, the Player Agent and President shall stop the draft to ensure we have parity between all teams.
  - At the end of the draft, the Player Agent and President shall again ensure we have parity between all teams.
  - Coach's Son Pick- A coach may (based upon the decision of the president and player agent) or may not required to take their child with the first pick with a particular group, if not they must select their child with their next pick for that group provided that there are enough players for two rounds of selections. For instance, Coach Terry is managing and his son Tito is in group 1. Coach Terry does not have to take his son with his first selection of group 1 provided that there are enough players in group one for 2 rounds of selections. For instance, if we are selecting group 1 and let's say that there are only 9 players in that group and Coach Terry is has the 5<sup>th</sup> overall pick, Coach Terry has to take his son Tito with his first pick because there are not enough players in group 1 to give Coach Terry two rounds of kids in group one. Now if Coach Terry had the 6<sup>th</sup> pick, he could pick Johnny Jones at 6, then take his son Tito with the 9<sup>th</sup> overall pick.

## Single A League

- Player's will not be evaluated
- Teams will be created with parity based on discussions with managers
- We will do our best to keep friends together, but cannot guarantee the request.

## Tee Ball Division

- Teams will be created with the "friend concept" in mind.

## Below is a brief description of how players will be placed into each division:

- Major League Division will have their draft to fill roster spots. Once those spots have been filled in for the Major's League the Triple A League will hold their draft. Any player who is 10-11 years old and did NOT make the majors will automatically be selected for a Triple A League team.
- Triple A League Division will hold their draft. Eligible players who are between the age of 9-11 will be selected to a Triple A League division. 9 Year old players will be used to round off rosters, provided that the 9 year old is capable to play in the Triple A League.
- Any 9 year old that did NOT make the Triple A League would automatically be selected for the Double A League. Teams would then be rounded off with players league age 8 and 7 (assuming the league age 7 played at least one year in Single A) that attended the tryouts.
- Any 8 and 7 year olds that did NOT make the Double A League would be selected for the Single A League, however, a player league age 6 can be considered for this division as long as the player has successfully completed one (1) year of the Tee Ball.
- All 4-6 year olds will automatically be placed in Tee Ball.

## **Tournament Teams Minimum of 12 Players unless appropriate waiver has been filed and accepted**

*Tournament Team selections are outlined below. Player's performance during the regular season along with attitude and sportsmanship will also be used to evaluate a player to represent Lynnfield Little League. Please note the differences in each age group below:*

### **12, 11, 10 Year Old Team District 16 Tournament Team**

- Tryouts will only be held for the 11 and 10 year old teams, based on a board approval if needed to determine the proper selection of players as these two age groups could be split between two Leagues (Triple and Double A).
- Managers will submit in writing a max of 4 players from their team to be considered for the Lynnfield Little League District 16 Tournament Team. This must be submitted at least 2 days prior to the scheduled meeting
- President, Player Agent and two Representatives from each team (Managers/Coaches) in the Major League Division will meet to discuss and elect players.
- Representatives will discuss each player that was nominated.
- Once discussions are over each representative must vote for 9 players
- Representatives CAN NOT vote for a player that played on their team during the spring season. This avoids any conflict of interest while voting. (A dad cannot vote for their child with this method)
- A player's committee will discuss and vote in the final players based on team needs, current season manager input and input from the Team Manager. (Committee will consist of President, Vice President & Player Agent.)
- If any member of the Committee stated in the prior point has a child not voted in the top 9 players, but can be considered for the remaining open team sports, said person will need to remove themselves from that Committee and be replaced by another executive board member that does not have a child under consideration for that team.

### **12 through 8 Year Old Non District 16 Teams.**

- Two representatives from each team must attend the tryout (If time permits...if time does not permit, the process outlined above will be followed)
- Each representative (2 Per Team) will be given a ballot with player's names on it
- Players will run through different drills on the field. (If time permits...if time does not permit, the process outlined the district 16 tournament teams above will be followed)
- Representatives can take this opportunity to talk to a player's Coach/Manager
- Representatives will vote up to a max of 9 players
- Representatives CAN NOT vote for a player that played on their team during the spring season. This avoids any conflict of interest while voting. (A dad cannot vote for their child with this method)
- A player's committee will discuss and vote in the final number of players based on team needs and input from the Team Manager. (Committee will consist of President, Vice President & Player Agent.)

### **10, 11 and 12 Year Old Jimmy Fund Teams.**

- First come first Serve for sign-ups but based on have enough volunteers to manage/coach these teams.
- A player's committee will discuss and vote in the final number of players based on team needs and input from the Team Manager. (Committee will consist of President, Vice President & Player Agent.)

## **Regulation #3 “MANAGERS AND COACHES”**

### **Article A - Selection Of Managers and Coaches**

All Managers MUST:

- Fill out a Coaching Application
- Submit a CORI Form (Little League Volunteer Form may be used as a CORI provided applicant submits their Social Security # for background check)

All Coaches MUST:

- Submit a CORI Form (Little League Volunteer Form may be used as a CORI provided applicant submits their Social Security # for background check)

### **Regular Season Managers and Coaches:**

- All applications will be reviewed by the President & Coaching Director.
- The President will submit the names of potential Managers for each League to be voted on by the Lynnfield Little League Board of Directors.
- A ballot will be presented to the Board of Directors with the names of those that the President has submitted/nominated for vote. *If a board member is on a ballot for a particular division, that board member will NOT cast a vote for that division.*
- Prior to the vote, Board Members will have an opportunity to discuss and learn more about each candidate.
- Once potential Managers have been decided, the Board of Directors cast their vote(s). Max of number of candidates needed for each division
- Once Managers have been decided, they will be able to choose their coaches. The coaches selected must complete and submit to the Board of directors a CORI Form. (Little League Volunteer Form may be used as a CORI provided applicant submits their Social Security # for background check)
- The Board of Directors by majority vote must approve the selected coaches for each team.

### **Tournament Teams Manager and Coaches:**

- All applications will be reviewed by the President & Coaching Director.
- The President & Coaching Director will use the regular season to evaluate the potential candidates that are interested in Managing and Coaching Lynnfield Little League's Tournament Teams.
- The President will nominate a Manager(s) that will be discussed and voted on by the Board of Directors.
  - Once Managers have been decided, the selected manager will be able to choose their coaches. The coaches selected must complete and submit to the Board of directors a CORI Form. (Little League Volunteer Form may be used as a CORI provided applicant submits their Social Security # for background check)
  - The Board of Directors by majority vote must approve the selected coaches

### **Article B - Manager and Coach's Requirements:**

- Must understand Little League Rules
- Must understand Lynnfield Little League Local Rules
- Must have a minimum of one practice per week.
- Managers and Coaches are responsible for the conduct of their players, parents and themselves.
- There shall be no smoking or chewing of tobacco, drinking alcohol or using unlawful substances by anyone on the field and at the team benches when players are present

- If a manager, coach or player is ejected by an umpire, they shall leave the field immediately and take no further part in the game. An ejected participant cannot be in sight or hearing distance of the on-going game once ejected and he/she shall not be in attendance at the following game(s) due to suspension. In the event a player is ejected, it is required of the manager to provide responsible supervision off-premises for the ejected player.

If a manager, coach or player is ejected by an umpire:

- A. First time\* - The person shall not take part in the next scheduled game. There is no appeal.
  - B. Second time - The person shall not take part in any games scheduled over the next seven days. An appeal may be made to the President and Player Agent of the League. If the President or Player Agent is also the Manager or Coach of the Offending player, a substitute Executive Board Member may be used.
  - C. Third time - The person is suspended for the season. An appeal may be made.
- No manager, coach or player shall be allowed to harass opposing players or coaches. Such action shall be cause for ejection.
  - No manager, coach or player shall attempt to make a call before the umpire in attempt to influence the umpire's decision.
  - Any manager or coach who repeatedly harasses umpires shall be subject to disciplinary action by the Board of Directors.
  - Processes for reporting ejections - Both managers/coaches involved are required to report any ejection (manager, coach, player or spectator) to their division director and LLL President.
  - Only players participating in a game are allowed on the bench during games. No friends, siblings, or other visitors are allowed on a bench while a game is being played.

## Regulation #4 Official Lynnfield Little League Local Playing Rules

### Article A - Lynnfield Little League Mandatory Minimum Playing Requirements

- In all divisions managers shall utilize a continuous batting order. (LL OR/PR - 4.04)
- In all divisions: every player must play a minimum of four innings in the field. (LL OR/PR – Reg IV i).

Note: Due to the mandatory use of the continuous batting order, there is no minimum # of at-bats requirement. Managers are responsible for fulfilling the mandatory play requirements. There is no exception to this rule unless the game is shortened for any reason. Ex. If the Away team only plays 5 defensive innings due to the home team winning the game, all players must have played 3 defensive innings.

#### ***What Constitutes an Inning (Ref. 5.00 Putting the Ball in Play – Live Ball) Triple and Double A Leagues:***

In the Triple and Double A Leagues an inning is over when 3 outs are recorded, or when five (5) runs are scored.

The five (5) run rules shall not apply to the last inning or innings beyond the last inning, in which case the number of runs scored is not limited.

*In the case of a shortened game, the home team will not be allowed to have an unlimited amount of runs in their last at-bat if the visitor team was limited to 5 runs without making 3 outs in their at-bat in the top half of the same inning. In cases where either coach feels that the game is at risk of being shortened (Ex. Bottom of the 4th inning with 15 minutes remaining before curfew) either coach may request a conference with the opposing coach and umpire prior to the first pitch of the top of the next inning and if both coaches agree, the next inning can be played as an unlimited run inning.*

NOTE: As defined in the *Little League Baseball Rulebook*, an inning starts the moment the third out is made completing the preceding inning. (Ref 2.00 Definition of Terms)

## Article B

*10 Run Rule Clarification Only* (LL OR/PR - 4.10 (e))

In all divisions, if after four (4) innings, or three and one-half innings if the home team is in the lead by ten (10) or more runs the Manager of the team with the least runs **MUST** concede the game and the game is over.

## Article C - Limits on # of Advances

### **Triple A League**

In the Triple A League there shall be a maximum of five (5) steals/advances per half inning. Advances may be made to 2B, 3B and Home Plate

### **Double A League**

In the Double A League there shall be a maximum of three (3) steals/advances per ½ inning with no steal/advance to home plate allowed for the first 6 scheduled games. Once all teams within the division have reached their 6<sup>th</sup> scheduled game, the Double A League Director will notify all Double A League Managers explaining the stealing of home is now in effect. This will assist in getting the 8 year old kids ready for possible tournaments where stealing is prevalent.

**Note:** Players cannot advance to any base when a catcher throws the ball back to the pitcher. You can only advance to home if the ball is put in play or a walk occurs with the bases loaded or there is a throwing error with the ball in play.

### **Single A League**

In the Single A Level no steal/advance is allowed.

Reference LL OR/PR – 7.13 for additional guidance on advances. *An advance on a batted ball, overthrow or error does not apply to this rule. An easy way to determine if an advance counts against this requirement is to score the play. If an advance is a result of a stolen base, passed ball or wild pitch, it counts against the maximum.*

## Article D - Limits on # of Bunts

### **Double A League**

There will be a maximum of 2 bunts allowed per ½ inning.

### **Single A League**

No Bunting allowed.

## Article E – Single A League Pitching Rule

In the Single A Division, Coaches will pitch for the first two weeks or 4 games of the season. A player will be stationed near the pitcher's mound in order to field the ball. This will give Coaches an opportunity to develop pitchers in the early part of the season. After the first two weeks or 4 games have been played, players will be allowed to pitch. Once a player throws 4 balls, the coach will step in and pitch. Whether a player or a coach is pitching, batter is out with three strikes.

## Article F - Limit on # of Hit Batsman

If a pitcher hits 3 batters in an inning, the pitcher must be immediately removed from the pitcher's position.

## **Article G - Drop Third Strike**

Major League Division and above only- A player may try to advance to first base if the catcher drops the third strike. This rule does NOT apply to any other League. If a catcher drops a third strike in all other Leagues the batter is out on strikes.

## **Article H - Collision Rule/Sliding Rules**

A runner MUST avoid a collision with a fielder by attempting to avoid contacting the fielder or by sliding.

Head-first slides are not allowed, except when returning to a base, and the offending runner shall be called out. Any unintentional stumble/trip, as deemed by the umpire, which results in a runner entering a base headfirst shall not be subject to this rule and its penalties.

## **Article I - Slap Bunts**

No slap bunting will be allowed at any playing level. Player will be automatically out if he/she slap bunts

## **Article J – Infield Fly Rule**

Infield Fly Rule does not apply to Single and Double A Leagues

## **Article K - Limit on Number of Coaches in the dugout**

Only 1 Manager, and 3 Coaches will be allowed for each team in all Leagues. No one is allowed on the field of play or dugouts at games or practices unless a completed CORI/Volunteer Application is on file with the league and they are serving as Manager or Coach of the team.

## **Article L - Intentional Walks**

There will be no intentional walks allowed in the any League Division of Lynnfield Little League.

## **Article M - Tie Games**

All tie games should be played to their conclusion including extra innings. If however the game remains tied upon reaching the league set curfews, it shall remain a tie in the standings. Standing are based first on a weighted percentage  $((.5 * \text{ties wins}) / \text{games} * 100)$  then by head to head, then by runs against (cumulative for the season). This rule does not apply to playoff games which should be played to their conclusion until there is a winner.

## **Article N - Home Runs at Glen Meadow and Newhall**

The yellow protective barrier on each of the fences at both Glen Meadow and Newhall are for player protection only and are to be considered part of the fence. This protective barrier is not intended to be a home run delineation line. If a ball strikes the barrier and lands over the fence it is ruled a home run. If it strikes the barrier and lands back into the field of play, it is a live ball as if it hit any other part of the fence.

## **Article O - Curfew**

- For the late games at Newhall, no inning shall start after 9:45pm
- For the early games at Newhall, no inning shall start after 7:45pm
- On weekends, when a game is scheduled after the current game, no inning in the current game may begin less than 15 minutes before the scheduled start of the next game.
- At fields without lights, due to darkness, no inning shall start after sunset.
- The Umpire may elect to end a game earlier than set forth in the table if, in his judgment, the playing conditions are unsafe due to, for example, reduced light and visibility near sunset because of heavy cloud cover or fog.
- Sunset is as defined in the table below



Date	Curfew time
May 8 and before	7:45PM EDT
Between May 9 and May 23	8:00PM EDT
May 24 and beyond	8:15PM EDT

- NOTE: For the purposes of these rules, it will be held that the following ½ inning starts the moment that the third out is made, completing the bottom of the preceding inning.

## **Article P – 50/70 Rules**

If the League, based on Board approval, adopts the implementation of 50/70 play it will only be played by players in the Major League Division. The remaining rules and procedures governing play for 50/70 games will follow the issued rules from LL International.

Additionally, if the local district expands and develops a 50/70 division the Lynnfield Little League will follow those guidelines agreed upon by the district.

## Regulation #5 Code of Ethics

### Article A - Parent's Code of Ethics

Lynnfield Little League- 2014 Baseball Season

Lynnfield Little League (LLL) aspires to create a positive, nurturing environment where children can learn and excel in the game of baseball in the safety of the broader Lynnfield community. As Parents you are prominent members of this community and moreover represent one of the single largest influences the children will have along the journey. To this end and similar to the LLL Coach's Code of Ethics, we ask that you review and acknowledge this LLL Parent's Code of Ethics. By acknowledging this Code, you are affirming that you will conduct yourself in a manner consistent with the mission of LLL and not demonstrate behavior detrimental to the environment being fostered.

I hereby pledge to provide positive support, care and encouragement for my child participating in Lynnfield Little League Baseball by agreeing to this Parent's Code of Ethics.

1. I will learn the policies of the league and endeavor to adhere to them.
2. I will encourage good sportsmanship by demonstrating positive support for all players, coaches, umpires, and league officials at every game, practice or other league-sponsored events.
3. I will place the emotional and physical wellbeing of all players ahead of everything else, remembering that the game is for the children and not the adults.
4. I will respect officials and their authority during games and will not question, discuss or confront umpires, players, coaches, parents or league officials at the baseball field, understanding that if I do so, it could mean grounds for removal from a field during a game.
5. I will promote a sports environment that is free from drugs, tobacco, and alcohol and will refrain from their use in the presence of players
6. I will reinforce with my child that he or she is required to treat other players, umpires, coaches, league officials and parents with respect, regardless of circumstance.
7. I will encourage my child and his teammates to enjoy their baseball experience, doing what I can to support and assist.
8. I will require that my child's coach be trained in the responsibilities of being a youth baseball coach and that the coach and his staff uphold the Coach's Code of Ethics.

Signed: \_\_\_\_\_ Date: \_\_\_\_\_

Print Parent's Name: \_\_\_\_\_

Child (1) Name: \_\_\_\_\_

Child (2) Name: \_\_\_\_\_

Child (3) Name: \_\_\_\_\_

Child (4) Name: \_\_\_\_\_

Parents who are found in violation of the above code of ethics, shall be asked to leave the park. If the parent refuses to leave, a board member shall call the local authorities and ask for the both the offender and the child to be removed from the field and out of the parking area.

## Article B – Unsportsmanlike Conduct

A manager may bench a player during a game for disciplinary reasons, (swearing, throwing a helmet, being disruptive to the team). The manager must inform the opposing manager of his intention and must also state the reason for the benching. Both managers shall inform the League President & Player Agent before the player is eligible to play again.

These Local Rules for Lynnfield Little League were approved by the Board of Directors

Date approved: October 29, 2018

President's Name (Print) Robert M. Higdon

President's Signature:  \_\_\_\_\_

Little League ID No. 02211614