

FULSHEAR LITTLE LEAGUE HANDBOOK





Little League

Little League Pledge

- I trust in God.
- I love my country and will respect its laws.
- I will play fair and strive to win.
- But win or lose I will always do my best.

Parent/Volunteer Pledge

- I will teach all children to play fair and do their best.
- I will positively support all managers, coaches and players.
- I will respect the decisions of the umpires.
- I will praise a good effort despite the outcome of the game.

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Purpose

This document details the Fulshear Little League (FLL) - specific rules and other important information for parents, managers, coaches, and players. This handbook is meant to be serve as a reference and the ultimate authority for Little League is the Official Little League Rule Book. [Official Little League Rule Book Link.](#)

The purpose of Fulshear Little League (FLL) Baseball is to have a sports program that teaches boys and girls the game of baseball, fair play, sportsmanship, how to be competitive, how to cooperate with others, how to win or lose with dignity, and how to respect authorities.

The Little League player is who we work to teach and lead. These players should be mindful of the Little League Pledge.

As parents and managers, we prepare ourselves to serve the kids in our community. We should be mindful of the Little League Parent Pledge.

The program also provides 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, goodwill and sportsmanship must exist. All spectators, managers and players are expected to conduct themselves in a manner that is above reproach.

Teams that display 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.

FLL encourages positive adult participation. Although one person usually heads a team, many people are important in providing a fun experience, and the cooperation of the parents is essential. Parents are encouraged to help at practices, games and on the phone. Adults should behave in a way that sets a good example to the players. Good sportsmanship can only be learned from coaches and parents willing to set a good example. Both sides should appreciate good play. Please do not become upset with calls made by the umpires. Accept and respect the job the umpires are doing.

Kids 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 kids.

Divisions of Play at Fulshear Little League

Below shows the official Little League Age Chart for the current league year. Children are assigned a league age based on their birth month and year. Please note that this chart changes annually for the upcoming Spring season.

2026 Little League® Age Chart



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

JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	SEP	OCT	NOV	DEC	AGE
2022	2022	2022	2022	2022	2022	2022	2022	2021	2021	2021	2021	4
2021	2021	2021	2021	2021	2021	2021	2021	2020	2020	2020	2020	5
2020	2020	2020	2020	2020	2020	2020	2020	2019	2019	2019	2019	6
2019	2019	2019	2019	2019	2019	2019	2019	2018	2018	2018	2018	7
2018	2018	2018	2018	2018	2018	2018	2018	2017	2017	2017	2017	8
2017	2017	2017	2017	2017	2017	2017	2017	2016	2016	2016	2016	9
2016	2016	2016	2016	2016	2016	2016	2016	2015	2015	2015	2015	10
2015	2015	2015	2015	2015	2015	2015	2015	2014	2014	2014	2014	11
2014	2014	2014	2014	2014	2014	2014	2014	2013	2013	2013	2013	12

FLL offers several divisions of play to accommodate players of various ages and skill levels. Little League has official division designations of which FLL further breaks up to offer the best developmental options for our players. The table below shows the FLL divisions and how they are divided. Players are primarily assigned to a division based on league age as shown in the table above. Players will register by age. For a given season, the FLL board may decide to consolidate divisions based on registration numbers. The decision on whether to consolidate divisions will be made by player evaluations. Examples would be, combining league age 11- and 12-year-olds into one Major division or combining league age 9- and 10-year-olds into one Minor-AA division. See chart below for example.

While players are defaulted and primarily assigned to divisions based on league age, there are situations where players may play outside of their primary age assigned division. In rare occasions, a player may play down a division if the player agent and parents agree due to safety concerns the player is better served at a lower division. However, players may attempt to “play-up” to a higher division based on procedures outlined in the “Player Drafts and FLL Play-Up Guidelines” section of this document. Absolute min/max age of divisions are defined in “Possible Age Range” column in the table below.

<u>Division</u>	<u>Abbreviation</u>	<u>Primary League Age</u>	<u>Possible Age Range</u>	<u>Little League Division</u>	<u>Pitching Style</u>	<u>Mound/Base Distance (ft)</u>
Tee Ball	TB	4 to 5	4 to 6	Tee Ball	Tee Ball	45/50
Rookie	RK	6	5 to 6	Minors	Modified Coach Pitch - Closed	46/60
PeeWee	PW	7 to 8	6 to 8	Minors	Coach Pitch - Closed	46/60
Minors	MI	9 to 10	8 to 10	Minors	Kid Pitch - Closed	46/60
Majors	MJ	11 to 12	10 to 12	Minors	Kid Pitch - Closed	46/60

In the table above, closed pitching style refers to closed bases, meaning that runners cannot lead off or attempt to steal until the ball has reached the batter. Open pitching style means that runners can lead off and steal at their own discretion.

A player's league age is defined by Little League as the player's age on Sept 1 for the subject year. The Fall season primarily uses the next calendar year as basis for league age, but current year league age may be used as well. See the current age chart and divisions of play on FLL website at <https://www.fulshearlittleleague.org/>

Responsibility of Manager/Coach

Managers and Coaches must possess leadership abilities and the know-how to work with kids. Training players in the rudiments of teamwork, good sportsmanship and discipline are the goals of the program. It is an important responsibility to lead young people and for managers and coaches not to take this responsibility lightly.

Responsibilities of the Manager include:

1. Plan and run a minimum of one practice per week.
2. Prepare lineups and lead the team during game
3. Know the rules by reading the Little League Rulebook online at (this is also referred to as the Blue Book), <https://www.littleleague.org/rules>. You can also download the Little League Rulebook App at www.littleleague.org/RulebookApp. The FLL Handbook is used (for FLL general and division-specific rules.), The FLL Safety Handbook can be found on the FLL website. Lastly, it will be a requirement to attend the FLL Rules Clinic.
4. Learn the best practices of FLL with respect to communication, teaching of baseball mechanics, and on-the-field leadership, as detailed on Little Leagues Official Website. [Little League Official Coaching References Website.](#)
5. Complete an FLL volunteer application seasonally.
6. Complete all required FLL Safety Training. Training expires annually on August 1. Training that managers must complete may include Concussion Training, Abuse Awareness for Adults, and Basic First Aid. Submitting an FLL Background Check is mandatory for all managers. Training course information will be provided by Player Agents after registration. Background Checks will be distributed by the FLL Board.
7. Hold a pre-season team meeting with parents to communicate necessary information and to establish expectations for players, parents, and coaches.
8. Ensure safety of players at practices and games by mandating safety equipment (e.g., helmets) and by exercising good judgment. Safety always comes first!
9. Recruit an official Coach of Record and unofficial coaches of record to assist at practices and games.
10. Recruit parent volunteers to assist at games (e.g., umpires, scorekeeper, base coaches) and have the Parents attend the Rules Clinic. Any and ALL volunteers should register on the FLL web page. After registering, they will be sent all training material (as required by Little League) and information on how to fill out and submit a full background check. ALL Managers/Coaches and any volunteers are REQUIRED to have this training and background check.
11. Work with a Team Parent to ensure proper coordination for parent communication, fundraising, photos, and other off-the-field team functions.
12. Care for the FLL-provided playing equipment and then promptly return to the Equipment Manager upon completion of the season.

13. Maintain communication with the League, including addressing problems/situations with the respective division's Player Agent.
14. Lead the team in the area of sportsmanship. Players and parents will follow your example. Explain to all players and parents, the Code of Conduct.
15. Volunteer to assist the league in a variety of ways.
16. Managers/Coaches should follow any and all directives from an FLL board member, umpire, or umpire in chief, even if they disagree with that directive.
Managers/Coaches should also inform their parents that FLL board members and the league umpire in chief has any and ALL authority over the rules and park regulations and the umpire has any and ALL authority inside the field of play.
17. Managers are responsible for their respective teams for picking up trash on their team's side. DO NOT HAND OUT POST GAME SNACKS TO YOUR PLAYERS OR DISMISS YOUR TEAM UNTIL THE DUGOUT IS CLEAN AND ALL TRASH IS PUT IN THE TRASH CANS.
18. Managers are ultimately responsible for and will be held accountable by the Board for enforcing all FLL rules, requirements, and codes of conduct among their team, parents, and other fans.

Responsibility of Team Parent

The Team Parent is the liaison between the Manager and parents and allows the Manager to focus solely on leading the ball players.

Team Parents are not expected to handle all the details, although they often follow up because they don't want to see something dropped. Many times, the Manager will do some of the tasks because of his/her keen interest.

Team Parents have the following responsibilities (some optional), while coordinating with the Manager:

1. Stay in constant communication with the parents about things they need to know (rainouts, reschedules, photos, team party, money owed).
2. Don't unilaterally decide to spend money and then tell the parents at the end of the season to cough it up, communicate your intentions.
3. Organize the purchasing of team socks, belts, and if desired any jersey customization. The goal is to ensure all players on the team have matching socks and belts. Ensure all FLL guidelines are met regarding the uniforms and board approval is received when you are unsure. Names may be added on the back of the league provided jersey provided it is white lettered, same font used by the league on the jersey, and looks professional.
4. To build team spirit, possibly make a team banner to be hung from the fence. Another popular option is to string the kid's pennants together and hang them from the fence.
5. Organize a snack schedule so that snacks are made available after each game. This is typically a drink and a small snack. This responsibility should rotate among players.
6. Plan a team party at the end of the season. This can be held at a local restaurant or at someone's house. A pool party at the end of the spring season is a big hit. Try to plan the party a time when most people can attend.
7. Design and purchase player awards and manager/coach appreciation gifts. Present these awards and gifts at the team party. The League does present trophies to 1st and 2nd place Division champions in the Spring and Fall, for PeeWee and above. Note that managers/coaches appreciate gifts that remind them of the team (photos, signed balls, shirts, etc.) and gifts don't always have to be valuable like gift certificates.

Park Rules

Primrose Park is a city park and we must adhere to the laws of Fulshear regarding the use of the facilities. More information on this can be found at www.fulsheartexas.gov/about-us/departments-h-z/parks-and-recreation/primrose-park

Alcoholic beverages are prohibited at all practices and games regardless of where a practice or game is held. The use of tobacco in any form is also prohibited at any location at the FLL fields or at any location where a practice is held. The fields are a designated City of Fulshear public park and the use of all forms of tobacco is specifically prohibited.

As per City of Fulshear Regulations, all bikes, rollerblades, roller-skates, scooters, etc. are not permitted in spectator areas around the fields.

League Provided Equipment

Fulshear Little League provides certain playing equipment to the Manager of each team. This is to ensure that each team is properly equipped with the necessary safety equipment.

Each manager receives the following if applicable to each division:

1. Catcher's protective gear and equipment bag.
2. Practice Balls. (Game balls provided by FLL on gameday for Pee-Wee and up. Game balls for Rookie 6 and Tee Ball will be the softer safety balls; same as practice balls for these divisions).
3. Batting tee for Tee Ball division only.
4. For divisions where the score/standings are kept, FLL provides an official scoreboard.

At the end of the season, the manager is responsible for promptly returning the playing equipment to FLL. Inspect the equipment, complete the Equipment Return form, and turn the equipment in to the FLL Equipment Manager. You may not simply drop off your equipment bag at the shed, concession stand, etc. The Manager is financially responsible for the playing equipment entrusted to him.

Player Provided Equipment

1. Baseball glove and bat. Bats must conform to current Little League Bat regulations and must be a USA Baseball stamped bat.
2. A batting helmet that meets NOACSAE (National Operating Committee in Standards for Athletic Equipment). A full-face mask or C-flap is highly recommended for all batters. See facemask rules below under safety.
3. Cleats are optional, but players usually wear them. Baseball or soccer-style cleats are ok. Metal cleats are strictly prohibited at the facilities, games, or practices.
4. Catchers must wear a cup. Cups are highly recommended for other players also.

Infield Warm-ups

1. Infield Warm-up
 - a. Weeknight games, 1st game of the evening or first game of the day on the weekend.
 - i. The home team gets the infield from Thirty to Ten minutes prior to game time.
 - ii. The visiting team gets the Fifty minutes to Thirty minutes prior to game time.
 - iii. For Rookie 6 games on fields C or D: Teams hold infield warm-ups in the outfield using same times from (i) and (ii).
 - b. 2nd game of the evening on weeknight and weekend games:
 - i. Teams shall divide infield warm-up time if there is any to spare.

FLL General Rules

All divisions shall be governed by the official Regulations and Playing Rules of Little League Baseball, (<https://www.littleleague.org/rules>) except for the exceptions provided by the following FLL general rules and division-specific rules.

1. Safety

- a. **Batting Helmet:** All batters must wear a batting helmet. The batting helmet must meet NOCSAE (National Operating Committee on Standards for Athletic Equipment). FLL highly recommends a full-face mask or C-flap at all levels of play for every batter. A batting helmet with a full-face mask is required for players playing the position of pitcher in all coach pitch and Tee Ball divisions. In addition, all base runners and player base coaches must wear a batting helmet. Any batter/runner who, in the umpire's judgment, purposely removes a protective batting helmet before returning to the dugout is subject to being removed from the game.
- b. **Catchers Gear:** The catcher must wear a chest protector and a catcher's mask with a dangling type throat guard for all games and practices. The catcher's mask and chest protector must also be worn during all infield practices and while warming up the pitcher. It is common for players and coaches to forget the need for a catcher's helmet during infield warm-up. It is one of the most dangerous times for a catcher.
- c. **No Jewelry:** Players may not wear any jewelry, including hat-pins, during a practice or game. The ONLY exception to this is for medical reasons.
- d. **Tag Plays:** As per Little League rules, runners shall slide, give up, or attempt to get around a fielder who has the ball. Intentional or unintentional crashing into a player is grounds for possible ejection from the game. This does not mean that a given collision has a player at fault for interference or obstruction or that the runner is ejected. The ejection decision is the judgment of the umpire.

- e. **No On-Deck Area:** Players must remain in the dugout until it is their turn to bat. On-deck practice swings are not allowed. In addition, players in the dugout or bullpen area shall not hold or swing a bat. This is very unsafe, and it is the responsibility of the manager and coaches to hand the bat to the batter.
- f. **Bunting:**
 - i. Bunt or fake bunt is allowed in Minors and above. A fake bunt is described as showing bunt and pulling it back to take a pitch. Bunt or fake bunt is not allowed in Tee Ball and coach pitch divisions.
 - ii. Batters in any division may not square around to bunt and then hit away. If batter violates this rule, the batter shall be declared out and the ball shall be declared dead. Any subsequent violation of this rule by the same or other player of that team shall result in a one game suspension of that team's manager from the next scheduled and played game. Violation of this rule is a judgment call reserved solely to the umpire(s). An umpire shall make every effort to notify the division's Player Agent directly or through the head umpire of any violations of this rule. This rule does not apply for junior/senior divisions.
- g. **Head First Slide:** A player may not do a head-first slide into a base except in the Intermediate, Junior and Senior divisions. If, in the umpire's judgment, a player is guilty of this; the player will be declared out. Diving back into a base is within the rules (but only recommended for more advanced players).
- h. **Thrown Bat:** If, in the umpire's judgment, a player throws a bat after swinging, then that player will be issued a warning by the umpire. This is the time for the coach/manager/umpire to reinforce the importance of bat safety. Thereafter, if that same player, in the umpire's judgment, is guilty again, of throwing a bat, then the manager of that player will be asked to remove the player from the game at the end of the play. A player removed from the game is NOT subject to any further disciplinary action for the thrown-bat violation. No out is recorded for the thrown-bat safety violation. The removed player must stay on the bench and not reenter the game. If the Manager will not remove the player, then the umpire shall eject the player and Manager. All ejection rules apply.
- i. **Soft Toss:**
 - i. Only plastic balls allowed for soft toss – Using anything else is prohibited on game fields, practice fields, or bullpens. Reason: Safety—hard balls could injure players, coaches, or spectators.
 - ii. Soft toss is banned behind home plate – The grassy area behind home plate cannot be used for soft toss. Reason: Safety—risk of balls hitting players, coaches, or umpires.
 - iii. No hitting balls into fences – This includes batting off a tee, soft toss, or during practice. Reasons: Safety—prevents balls from

leaving the practice area and potentially hitting someone and this is the number one cause of damage to the City's park fences.

- j. **Warm up Areas:** Players may not warm up on the concrete or around the concession stand. Coaches must ensure safety for players and other spectators and families when warming up prior to games.
- k. **Safety Violations:** Safety violations prior to a game should be reported to the Board Member on Duty. The issue will be referred to the disciplinary committee for any action.
- l. **Player Health:** For all divisions, coaches and umpires must provide for the safety of the players and ensure that they have sufficient time for transitioning to either offense or defense (get a drink, get properly equipped, etc.)
- m. **Dugout Cleanliness:** Each team is responsible for cleaning the dugout after each game or practice. For back-to-back games, please let the team playing completely exit the dugout before entering.

2. Line up and Run Limits

- a. **Continuous Batting Order:** In all divisions, teams will bat a continuous batting order and batting order shall contain the entire roster of players.
- b. **Run Limit:**
 - i. In the Rookie 6 there shall be a 7-run limit per half-inning, per team until conclusion of the game. Note: continuation scoring will not be allowed past 7 runs. If the batter hits the ball to score the 7th run, the play will stop and side is retired. The only way more than 7 runs can be scored is on a home run (over the fence) in which case all runs scored count.
 - ii. In the Pee Wee and Minors divisions, there shall be a 5-run limit per half-inning, per team, through the 3rd inning. After the 3rd inning there shall be a 7-run limit per half-inning, per team, until conclusion of the game. Note: continuation scoring will not be allowed past 5 or 7 runs. If the batter hits the ball to score the 5th or 7th run, the play will stop and side is retired. The only way more than 5 or 7 runs can be scored is on a home run (over the fence) in which case all runs scored count.
 - iii. In the Majors divisions, there is a 7 run limit per inning for the first 3 innings only. No run limit after the 3rd inning. Only the defined mercy rule will apply.

3. Number of Players to start or complete a game:

- a. In all divisions, Pee Wee and above, an official game cannot start or continue where one team has less than 8 players. If during the game, a team can no longer field 8 players; the game will be forfeited. The coaches may complete the game, but it will still be booked as a forfeit.

If the opposing Manager agrees, a player may be borrowed and play outfield while the team is on defense. Usually, this player is the last recorded out of the previous at-bat. When a team bats less than 9 players, an out shall be recorded each time a missing player is due to bat.

Pool players may also be requested for teams that know in advance that they will have 8 or less players in attendance at a game. See the Pool Players section of this document for details on the pool player process. Coaches can not pick up players of their choice. Contact Player Agent.

- b. In the Rookie and Tee ball divisions, there is no minimum number of players.
- c. If a team cannot field the minimum number of players due to a known religious or school reason, the manager shall notify the Player Agent at least 48 hours prior to the scheduled game time. The Player Agent and scheduler will determine whether the game will be rescheduled. If a 48 hour notice is not given, or if absences are due to a non-religious or non-school reason, the game may be declared a forfeit at the discretion of the Player Agent and the score registered as 6-0.

4. Time Limits - Mercy Rules – Ties

a. Time Limits:

- i. The game clock will begin promptly at the conclusion of the plate meeting.
- ii. A new inning officially begins as soon as the last one ends.
- iii. An inning may not start after the time limit shown below.
- iv. Any inning started will be completed even if a team can't catch up due to the lineup limits, 5 or 7 run rule, unless the home team is leading in the bottom half of the inning. The visiting team will always finish their at-bat, and the home team finishes their at-bat unless they are winning and time has expired.
- v. All games are time limit games and do not require a minimum number of innings. Once the time limit is reached, the inning will be completed as required. A batter will be allowed to finish their at-bat.

manager to remove the pitcher when he/she is no longer eligible. Any player can pitch. It is the manager's responsibility to know and follow ALL pitching rules as covered in the rule book. These can be found under Regulation VI and Playing rules 8.00 and here <https://www.littleleague.org/playing-rules/pitch-count/#14> and are also spelled out below.

i. Daily Pitch Limits by Age:

1. Ages 7–8: 50 pitches per day
2. Ages 9–10: 75 pitches per day
3. Ages 11–12: 85 pitches per day
4. Ages 13–16: 95 pitches per day

ii. Days of Rest:

1. 1-20 pitches (0 days rest)
2. 21-35 pitches (1 day of rest)
3. 36-50 pitches (2 days of rest)
4. 51-65 pitches (3 days of rest)
5. 66-85 pitches (4 days of rest)

A pitcher's pitch count for the purposes of day(s) rest threshold is determined by the first pitch thrown to a batter. The pitcher may not start a new batter once the limit imposed in Little League Baseball Regulation VI(c) has been met.

iii. Days of Rest Exceptions:

If a pitcher reaches the limit imposed in Regulation VI(c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

1. That batter reaches base
2. That batter is put out
3. The third out is made to complete the half-inning
4. The pitcher is removed from the mound prior to the batter completing his/her at bat.

The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at bat provided the pitcher is removed before delivering a single pitch to another batter.

iv. Pitch Limits and Catcher Eligibility:

If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for the remainder of that day, until any one of the following conditions occurs:

1. That batter reaches base
2. That batter is retired
3. The third out is made to complete the half inning or the game
4. The pitcher is removed from the mound prior to the batter completing his/her at-bat.

The pitcher would be allowed to play the catcher position if that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.

Catcher Limits and Pitching Eligibility Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day. The catcher receiving one pitch to a batter in the fourth inning constitutes having caught four (4) innings. Warm-up pitches do not count, only when the ball is live will the pitches count toward innings caught. Coaches are permitted to warm up pitchers before games and between innings.

- b. Managers are responsible for their team following all the Pitcher and Catcher participation rules, even for games when the Manager is not present. All reported violations of these rules will be brought to the FLL Board for consideration, and the resulting penalty may include game forfeiture, manager suspension, and/or other penalties deemed worthy by the FLL Board for the specific violation.
 - i. **Pitcher Warm Up:** Managers and Coaches may warm up their pitchers anytime to keep the games moving. For a new pitcher, 8 warm-up pitches shall be given when a pitcher takes the mound. For a returning pitcher, 5 warm-up pitches are allowed or 1 minute between innings, whichever comes first. Please keep the games moving.

6. Practices

- a. The league will provide assigned field times for 3–4 weeks of preseason practice to help players prepare for the season. During the regular season, additional practice sessions will be scheduled whenever field availability permits. Managers should find alternate practice locations when field times are not available. Any field use between tryouts and the final game of the season **MUST** be approved by the league scheduler.

7. Games

- a. **Pre-Game Meeting:** Umpires shall call for the Managers meeting at any time. This is usually 10 minutes before game time. The umpire's authority begins at this time.
- b. **Home team responsibilities:**
 - i. Removal and covering the mound with the tarp after a game. If a subsequent game is scheduled on the same night, the tarp may

be left off the mound in coordination with the next game's home team manager.

- ii. Providing the official game scorekeeper. The scorekeeper is responsible for recording the game in the official FLL scorebook. Each scorebook will be designated to a specific field at the ball park.
- iii. Return the official scorebook to the designated area.
- iv. Sits in the 3rd base dugout

c. **Visiting team responsibilities:**

- i. From the designated area, pick up and install the scoreboard controller, and operate the scoreboard. Pick up the pitch log.
- ii. Return scoreboard controller and pitch log to the designated area.
- iii. The pitch count monitor is responsible for tallying the number of pitches for all pitchers in the game on the official pitch count sheet. In addition, the pitch count monitor must obtain the signature of the managers upon completion of the game and promptly return the pitch count book to the concession stand or to the FLL Board member on duty.
- iv. Sits in the 1st base dugout

d. **Little League Rulebook:** All Managers and Coaches should have an official Little League Rulebook, either hard copy or digital, handy at all times. In addition, it can be downloaded electronically on several e-reader sites.

e. **Protests:** All protests, in addition to meeting the requirements of Rule 4.19 of the rule book, shall be delivered to the FLL President within 24 hours. Disagreement with FLL general rules or FLL division-specific rules is not grounds for protest.

f. **Number of Coaches:** Per Little League rules:

- i. For Major and above, there is a maximum of three coaches allowed in the dugout.
- ii. For Pee Wee and Minor games, a maximum of four coaches are allowed in the dugout.

- iii. For Rookie and T-ball, 2-3 coaches permitted behind the infield on defense. 2 base coaches, Coach Pitcher, and a backstop coach while hitting. No base coach at 2nd base permitted. Extras in the dugout is fine – generally, the team mom.
 - iv. As per the rule book, ABSOLUTELY NO parents, siblings, or other persons shall be permitted anywhere in the field of play. This includes the dugout, bullpen, and playing field. It is the Manager’s responsibility to enforce this rule. The Board members and the Umpire-In-Chief will enforce this rule.
- g. **Base Coaches:** Adults serve as base coaches at first base and third base. In the Minors and above divisions, either an adult coach or a uniformed player (with helmet) may coach the bases. There must always be at least one adult coach in the dugout. The first base coach may be a player and an adult coach, with the adult coach teaching the player how to be a base coach.
- h. **Leaving the Dugout:** A manager or coach may not leave the dugout and enter the field of play for any reason without receiving permission from an umpire. Remember that only the umpire may call a timeout -- managers, coaches and players can only request timeout. Players, managers and coaches shall remain within the fenced area of the playing field once the game has begun. The on- deck batter shall remain behind the protective screen of the dugout (without a bat).
- i. **Unsportsmanlike Conduct:** Negative cheering is not allowed. Players/coaches/fans cheer for their team, not against their opponents, and not when the opponent pitcher is ready to pitch. Cheers or chants referring to the other team are not permitted. Offenders can be warned and/or removed by the umpire. Noisemakers and air horns are not permitted. Walk up music and / or announcements must not be distracting to other games, excessively loud, or in any way inappropriate for young families. Board Members have the final determination at the fields and have the authority to shut it down.
- j. **Infield Fly Rule:** Is in effect on all kid pitch divisions. The rule is not in effect for coach pitch or T-ball.
- k. **Standings:** In divisions where scores are recorded, standings are also kept. The determining order of the standings is based on each team’s winning percentage. If teams are tied in winning percentage, the following tiebreakers apply:
 - i. Head-to-Head (unless 3 or more teams are tied, then this is removed)

- ii. Total runs allowed.
- iii. Total runs forced.
- iv. Coin flip

Tiebreakers can be complicated and confusing, especially when more than two teams are involved. The Player Agent will be the final arbiter of standings with respect to tiebreakers.

8. **Umpires**

- a. The League will attempt to furnish volunteer umpires for Pee-Wee through Major division games. Providing the plate umpire for Majors games is a League priority.
- b. In all divisions, if a League-provided plate umpire is not present, the home team is responsible for supplying the volunteer plate umpire. Umpire gear is available in the FLL League Office.
- c. If a League-provided field umpire is not present, the visiting team is responsible for supplying a volunteer field umpire, but only if a field umpire is needed and requested by the league-assigned plate umpire.
- d. Managers, coaches, parents, spectators, and players must respect the authority of the umpires.
- e. Umpires will be tasked with logging official final scores on FLL provided game cards. Game cards must be signed by the winning coach, and an image of the game cards must be sent to a designated board member for proper recording.

Player Drafts and FLL Play-Up Guidelines

1. Drafts will be conducted in Pee Wee, Minors, and Majors divisions and facilitated by the Player Agent, or assigned Board Member. The draft order will be determined by a random draw and will proceed in a snake format, reversing each round. The manager will draft first in the first round, last in the second round, first in the third, and so on. The manager's child, as well as one assistant coach's child, will be placed into a draft round based on an average aggregate score, calculated from tryout evaluations by division managers and the Player Agent. Players who do not attend a full try out session for any reason will be assigned to a team by a randomized method and may never be drafted or chosen by a specific coach. If a coach's child is unable to attend player evaluations for reasons outside their control, the player will be placed automatically as a second-round pick. If more than one coach's child is absent from evaluations, or abuse of this allowance is observed, the player agent will place them in the 1st and 2nd round. The Player Agent, or assigned Board Member, will preside over the draft and has final authority in all draft-related matters.
2. The Assistant Coach must be named and submitted to the League PRIOR to tryout / evaluation day or they will not be automatically assigned and must be drafted through the normal course of the draft.
3. Team Names and /or Jersey selection will take place on draft night. Once the draft order is determined, this will take place in reverse order, prior to the first round of the draft. (Coach with last pick in the first round will have first choice of jersey colors and team name).
4. At the conclusion of the draft, upon approval by the majority of coaches present, coaches may trade / swap players among their rosters before leaving the draft room. All trades and player swaps must be fair and equitable and must be approved by the player agent or board member presiding over the draft. Players that did not attend tryouts and were randomly assigned are never allowed to be traded for any reason. After this stage and once the draft has officially concluded, no roster trading or changes are allowed.
5. Players will be given the opportunity/option to try out for a division above their assigned primary division for that season. However, the player must still fall into a possible age based on FLL Division Table. Players trying out to play-up are not guaranteed to play in the higher division. Players must be evaluated by higher age division managers to be eligible for the higher age division draft and must also be evaluated for their default division.
6. Players drafted up to the higher divisions are responsible for paying the difference, if any, in division fees.

7. The number of players allowed to be drafted to play up will be determined by the President, Vice President, and Player Agents.
8. A Player trying out to play up must be selected no later than the 4th round of that draft. For players not drafted by the 4th round, they will remain in their age-defined division. Players trying out to play up to Intermediates and above may be drafted in any round, but on a space available basis only, as determined by FLL based on registration numbers.
9. Making a higher division team is not guaranteed. If the player doesn't make it, they will be placed in their default division. It is extremely discouraged to withdraw from the league if not making a higher division. Registration refunds will not be given when withdrawing after a draft have has started.
10. If player registration is such that no play-up spots are available for drafting with 11 player rosters, a manager may elect to carry 12 players on a team and select a player who has met the above criteria (this will be called a manager pick)
11. If a Manager decides not to draft a play-up player, then the team could have one fewer players than the other teams.
12. The parent of a child who wishes to play up cannot be a Manager of a team within the higher division unless no other FLL-approved Manager candidates exist. This parent can be a Coach of Record (COR), but only if this child is drafted according to the rules in this section for the higher division.
13. FLL does not take the duties and responsibilities of Managers and CORs lightly. Due to this, a parent who submits to manage a team in the age-defined division of their child, and then backs out due to their child being drafted into the higher division, will be subject to disciplinary action from the FLL board. This action can result in the suspension of the right to be a Manager or COR at FLL.
14. Coach of Records will be decided and provided to the league-designated Player Agent before league-wide try-outs.
15. Requests for specific coaches, teammates, or teams can be made for Tee Ball and Rookie divisions but are not guaranteed for. The league may, at its discretion, consider a limited number of mutual player or coach requests, provided that:
 - a. The request is submitted in writing at the time of registration
 - b. Approval of the request does not adversely affect team balance
 - c. All requests are reviewed and approved by the Player Agent with guidance by from the FLL Board if needed.

To ensure fairness and balanced team assignments, coach and teammate requests for Pee-Wee division and up are not accepted.

Pool Players Guidelines (Applies to all divisions except Rookie and Tee Ball)

1. If a team will not have enough players for a game, the Team Manager may request to the division's Player Agent the use of not more than one pool player not to exceed eight (8) total players (Exception: Junior/Senior may use up to 2 pool players and not to exceed nine (9) total players) on the requesting team. Every request for a pool player must include the reason for absence, and the right to obtain a pool player must be approved by the Player Agent of the division in which the pool player is requested or his designee. No games will be rescheduled due to an absence of a player other than as outlined in this FLL Handbook. Coaches may NOT contact or search for pick up players – This is a Player Agent function exclusively.
2. Team Manager must use all efforts to notify the Player Agent no later than noon the day of the game regarding need to use a pool player(s). If you are aware of the need in advance, submit the request early.
3. The assignment of the pool player shall be made by the Player Agent without input from any Manager or COR. The assignment of the pool player will be made without regard to skill level and will merely be made in the order they appear on the Pool Player list, as maintained by the Player Agent. The pool player list shall be compiled in no manner other than being a list of interested participants and compiled at the beginning of each season. A pool player cannot be utilized twice during a season unless all other pool players are asked in the order they appear on the list and found to be unavailable. Any use of a pool player or substitute player that has not been assigned by the Player Agent shall result in a 6-0 forfeit by the offending team.
4. The pool player must wear their home team jersey, play the outfield, and bat last. (Exception: Junior/Senior pool players can play any position except pitcher).
5. The pool player must play at least nine (9) consecutive outs and bat at least one time. In the event a "rostered" player shows up after the start of a game, the pool player must meet this rule and then the regular player must be inserted into the lineup and the pool player removed. Consecutive outs are considered as total outs recorded by both teams.
6. For Majors, if a player(s) is permanently unable to attend (move, injury, etc.), the team Manager may call up a player from the lower division to replace the lost player or obtain the next available player from a wait list should one exist. Any call up must be communicated to the League Player Agent and the League Baseball VP. All players that are requested to be called up must agree to the request.
7. Pool players are only allowed to avoid a reschedule by fielding the a minimum of 8 players. Pool players are not allowed if it means the team will have extra players on the bench, or to just add batters to your lineup

8. No pool players are allowed for post-season tournament play. If a team has fewer than the required minimum number of players, the game will be forfeited. If a team permanently has 7 or fewer players due to injury or other reasons, an extra player may be assigned by the President and Player Agent to complete that playoff game. If more than one game is required, the pool player may be different for each game.

The FLL divisions shall be governed by these rules, and all the other official Regulations and Playing Rules of Little League Baseball, except for the exceptions provided by the FLL general rules and the following division-specific rules.026

Special Rules for Majors Divisions

1. General

- a. No player can sit on the bench more than two complete innings in a game. No player may sit on the bench in consecutive innings.
- b. A player that arrives after a game has started shall be placed last in their team's batting lineup, and this should be adjusted at the plate meeting as required. All substitution rules for that player shall only apply from the time of arrival until the end of the game. Once the late player arrives, the Manager should immediately notify the opposing manager, umpire, and scorekeeper.
- c. If the Minor-AAA division exists, it will play by the same rules as the Majors division.

Managers are responsible for their team following the participation rules, even for games when the Manager is not present. All reported violations of these rules will be brought to the FLL Board for consideration, and the resulting penalty may include game forfeiture, Manager suspension, or other penalties deemed worthy by the FLL Board for the specific violation.

- d. Three conditions exist under which a manager may request a call-up of a lower division player or obtain a player off a wait list during the regular Spring season: a player is injured and out for the remainder of the season; a player quits playing altogether and is no longer eligible to return; a player moves from the district and the player's parents provide a letter stating that the player is no longer interested in continuing with FLL.
- e. The manager must appear before the Player Agent or the FLL Board of Directors to explain the reasons for the requested call-up. All communication between the Major division manager and the player's parents, the player, or the Minor division Manager shall be facilitated through the Player Agent. Once a call-up has been completed, the player becomes a permanent member of the Major division.
- f. All call-ups must be done within 48 hours after one of the three conditions listed in section above are known.
- g. A player may not be called up to the Major division within two weeks of the conclusion of that player's Minor team's regular season.

Special Rules for Minor Divisions

1. General

- a. No player can sit on the bench more than two complete innings during any game. No player may sit out consecutive innings in a game.
- b. All players are required to play a minimum of one inning (three consecutive outs) in the infield, within the first three innings of every game. The only exception to this rule is if a parent writes a letter to the Board requesting that their child not play the infield. If a manager is not adhering to the infield play requirements, that manager will be suspended for the team's next game (including any playoff games).
- c. A player that arrives after a game has started shall be placed last in their team's batting lineup, and this should be adjusted at the plate meeting as required. All substitution rules for that player shall only apply from the time of arrival until the end of the game. Once the late player arrives, the Manager should immediately notify the opposing manager, umpire, and scorekeeper.

Managers are responsible for their team following the participation rules, even for games when the Manager is not present. All reported violations of these rules will be brought to the FLL Board for consideration, and the resulting penalty may include game forfeiture, Manager suspension, or other penalties deemed worthy by the FLL Board for the specific violation.

Special Rules for Pee Wee Divisions

1. Rules from previous sections apply unless superseded by the following rules.
2. Pitching distance - The coach pitcher must release the ball from a standing position no closer than 35' from the tip of home plate (near the front of the mound). The spot will be determined by the umpire prior to the game and must be adhered to.
3. A coach pitcher is prohibited from coaching or communicating with the batter, runner, or coaches once they begin the pitching motion and until the play is declared dead for any reason. The intent is to have limited pre-pitch coaching and no coaching post pitch so that the game can move along efficiently. One warning will be allowed. Two violations will result in immediate removal from the mound.
4. The coach pitcher must safely exit the playing field, away from the play, each time a ball is put in play.
5. Each batter is allowed six pitches, or three strikes. If a batter hits a foul ball on the sixth pitch, the batter is allowed to continue batting until the batter does not make contact with the ball or puts the ball in play. A strike is defined as a batter offering at a ball with a swing or check swing and missing, or fouling a pitch. A batter can strike out if they offer at a ball and miss on the third strike, or if the catcher catches the ball on a foul tip for the third strike. Everything else will be called a ball regardless of location. No walks are permitted.
6. A fair batted ball hitting a coach pitcher is declared a foul ball if the umpire rules that the coach pitcher's contact with the ball was unintentional. If, in the umpire's judgment, a coach pitcher intentionally makes contact with a batted ball, the batter is out, and no runner can advance. A second violation will result in immediate removal from the mound.
7. Bunting or fake bunting is not allowed
8. Umpires call time after every play and declare the ball dead (only the umpire can call time). The umpire will call time as soon as all three of the following occur:
 - a. The lead runner stops attempting to advance.
 - b. The ball is in the possession of an infield player inside the base paths.
 - c. No defensive play is imminent.
9. Teams will play 10 players defensively. With 10 players, there will be 4 outfielders who shall play no closer than 30 feet to the infield dirt. No "rovers" are allowed.
10. Pitchers must be positioned behind the coach pitcher on either side of them and must have at least one foot inside the pitcher mound. If a pitcher charges in front

of the coach before the ball reaches the plate; the umpire shall rule a dead ball and direct base runners to advance one base. The pitcher's mound will be defined as the dirt area surrounding the pitching rubber or a circle enclosing the 46-foot pitcher rubber on a total grass field.

11. Stealing is not permitted in Coach Pitch.
12. The infield fly rule is not in effect.
13. No player shall sit on the bench more than 2 complete innings per game, and no player may sit consecutive innings in a game. All players are required to play a minimum of one inning (three consecutive outs) in the infield, within the first three innings of every game. The only exception to this rule is if a parent writes a letter to the Board requesting that their child not play the infield. If a Manager is not adhering to the infield play requirements, that Manager will be suspended for the team's next game (including any playoff games).
14. A player who arrives after a game has started shall be placed last in their team's batting lineup, and this should be adjusted at the plate meeting as required. All substitution rules for that player shall only apply from the time of arrival until the end of the game. Once the late player arrives, the Manager should immediately notify the opposing manager, umpire, and scorekeeper. Managers are responsible for their team following the participation rules, even for games when the Manager is not present. All reported violations of these rules will be brought to the FLL Board for consideration and the resulting penalty may include game forfeiture, Manager suspension, or other penalties deemed worthy by the FLL Board for the specific violation.
15. Managers should minimize the time between half-innings. Plan the defensive assignments instead of deciding when the players should be taking the field. Keep the incoming catcher ready. Keep the games moving!
16. The Coach Pitcher must be at least 16 years old and is not required to be related to any rostered player. However, the Coach Pitcher must be a registered FLL volunteer and will count towards one official coach for the game.

F.A.Q.'s

The topics below are NOT an inclusive list and mainly apply to Coach Pitch divisions. Once the game begins, the Umpire will make all final decisions.

- A. Can a runner score on an overthrow from the catcher to the pitcher in between pitches? No.
- B. Can a runner score from 3rd on an overthrow to a base? Yes.

- C. What if the 6th pitch is a ball? Is the player out? If the batter takes the pitch (doesn't swing), then yes, they are out. A foul ball is the only way another pitch is thrown.
- D. Can an outfielder make an unassisted play at any base? Yes.
- E. Can a runner on 3rd base score on a passed ball by the catcher (coach pitcher pitch to catcher)? No.
- F. How many bases can a runner advance on an overthrow? Unlimited, however, if coaches are abusing this by continually instructing their players to continue running non-stop around the bases when players have the ball near them, they could face disciplinary action by the board and this rule may be amended mid-season if it becomes a problem.
- G. Can time be called by throwing the ball to the pitcher / Coach Pitcher on the mound? No – only the umpire can call time (see above for when time can be called).
- H. If the umpire calls time on the lead runner and the trailing runner has not reached the next base, what base is the trailing runner awarded? If the trailing runner is more than halfway towards the next base, and is running towards the next base when time is called, the runner will be awarded the next base. Otherwise, the runner will be sent back to the previous base. This is a judgement call by the umpires – respect their decision.

Special Rules for Rookie Division 6

1. General

- a. Final scores shall be turned into the designated league official. However, there are no awards in this developmental division.
- b. All players will play defensively, with 6 infielders to include a pitcher and a potential rover. The rest of the players on the team will be outfielders behind the 30-foot arc.
- c. All players shall play a minimum of one inning in the infield if two or three innings are played and 2 innings in the infield if 4 innings are played.
- d. The pitcher must be positioned behind the coach pitcher on either side of them and must have at least one foot inside the pitcher's mound. If a pitcher charges in front of the coach before the ball reaches the plate, the umpire shall rule a dead ball and direct base runners to advance one base. The pitcher's mound will be defined as the dirt area surrounding the pitching rubber or a circle enclosing the 46-foot pitching rubber on a total grass field.
- e. A half-inning will be considered over when either the run limit is met or 3 outs are recorded, whichever occurs first.

2. Coaches / Umpires

- a. A Coach Shagger (from either the hitting or fielding team) is positioned behind home plate to help retrieve loose balls and return pitched balls to the Coach Pitcher.
- b. The defensive team may provide two Defensive Coaches, each of which is positioned in the outfield. Each defensive Coach must be positioned and stay in the outfield to avoid confusion. They may not interfere with gameplay in any way whether touching the ball or a player.
- c. The Coach Pitcher also serves as umpire. This umpire is responsible for:
 - i. Safe/out calls at first base, second base, and third base
 - ii. End of play / dead ball call.
- d. The Coach Shagger also serves as umpire. This umpire is responsible for:
 - i. Fair/foul calls down the baselines
 - ii. Safe/out calls at home plate
 - iii. Counting the number of pitches
- e. The offensive base coaches may not make any calls of out and safe. The goal is for a call to be made by the Coach Shagger and the Coach Pitcher and respected by players, coaches, and parents as the umpires on the field.

- f. The Coach Pitcher must be at least 16 years old and is not required to be related to any rostered player. However, the Coach Pitcher must be a registered FLL volunteer.

3. Game Situations

- a. Rules from previous sections apply unless superseded by the following rules.
- b. Pitching distance - The Coach Pitcher must release the ball no closer than 35' from the tip of home plate (near the front of the mound)
- c. A Coach Pitcher can coach or communicate to the batter, runner, or other coaches from the mound.
- d. A batter shall receive a maximum of five (5) pitches from the Coach Pitcher. Balls and strikes will not be called by the plate umpire. Walks are not allowed.
- e. Even if the fifth and/or last pitch is fouled off, the batter shall not receive another pitch. The tee is brought out for the batter to hit off of to keep the game moving along. Even if a batter swings and misses 3 times, this is not a strikeout.
- f. Players are called safe and out. Outs can occur as a result of a force out, a fly ball caught, or a tag out. We want kids to learn that baseball has disappointments. At this level, the disappointment should be very minor. Coaches do have discretion in giving kids opportunities to succeed. This should not be done at the expense of the rules, though. A Coach/Umpire occasionally calling a phantom foul ball on the last pitch has been known to happen (the batter gets another swing). That is ok. The Umpire's ruling stands. But if a runner is called out, the runner should return to the dugout. Be sure players learn how to handle being called out.
- g. An overthrow is defined as any throw that gets past a player, no matter how short the distance. Any overthrow to a base or to the pitcher will result in a maximum of one base advancement for each base runner per play (not per throw). The runners will advance at their own risk. If the fielding team makes the play on the runner advancing and tags the runner out, the out will stand. If the fielding team makes a play on a runner advancing on an overthrow and then makes another overthrow, the runners may not advance any additional bases. If the fielding team does not make a play on the runner after an overthrow, but instead attempts to return the ball to the pitcher and makes an overthrow to the pitcher, the runners may not advance any additional bases.
- h. The ball shall be considered dead when the defensive player/pitcher has the ball in his/her possession and is inside the pitcher's circle, OR when, in the judgment of the umpire, all play has stopped. Once time is declared by the Coach Pitcher and/or Coach Shagger, the runner's position relative to the base shall determine if the runner is eligible to advance or return to the last base touched safely.

- i. Bunting shall not be allowed.
- j. Stealing bases in Rookie 6 is prohibited.
- k. A fair batted ball hitting a coach pitcher is declared a foul ball if the umpire rules that the coach pitcher's contact with the ball was unintentional. If, in the umpire's judgment, a coach pitcher intentionally makes contact with a batted ball, the batter is out, and no runner can advance.
- l. A batter cannot advance past second base (double) on a hit ball, whether there have been overthrows or not. A base runner may only advance up to two bases, including overthrows. The only exception is when it is the last batter of the half-inning. This batter, and all the runners on base, will run the bases until they reach home.
- m. At this age, a team could run with total abandon and be safe 99% of the time. However, we want to instruct kids (and even coaches/parents) the right way to run bases. It is ok to have a kid advance on an overthrow. It is ok to have a kid score from second base on a hit to the outfield. It is not ok to have the base coaches always sending the base runners. It is not ok to send a base runner to second base when the ball is on the ground a foot away from the first baseman. It is ok, and even quite sportsmanlike, to cool your jets and back off from constant aggressive base running. That said, we don't want to encourage simply going station-to-station, one base at a time, no matter what has happened. Base runners should want to run and should get their stop/go signs from the base coaches, not simply stop at a base out of habit.
- n. 'Natural' baseball plays should be made defensively or the runner may be called safe. Do not coach players to roll or bounce throws, chase down runners out of position, or other unsportsmanlike conduct. Teach the players proper baseball development and have them attempt proper and normal baseball plays. Example: The pitcher must throw the ball to a base to record the out unless the batted ball was fielded near the base path and a tag is made on the runner.

F.A.Q.'s

The topics below are NOT an inclusive list and mainly apply to Coach Pitch divisions. Once the game begins, the Umpire will make all final decisions.

- A. Can a runner score on an overthrow back to the pitcher? No.
- B. What if the 5th pitch is a ball? Is the player out? If the batter takes the pitch (doesn't swing), they are not out. The tee is brought out for them to hit off of. There are no strikeouts in RK6.
- C. Can an outfielder make an unassisted play at any base? Yes.
- D. Can a runner on 3rd base score on a passed ball by the catcher (coach pitcher pitch to catcher)? No.
- E. How many bases can a runner advance on an overthrow? One per play (not per throw).

- F. Can time be called by throwing the ball to the pitcher / Coach Pitcher on the mound? Yes – if the pitcher has possession of the ball within the pitcher’s mound, time is granted when this happens.
- G. If the umpire calls time on the lead runner and the trailing runner has not reached the next base, what base is the trailing runner awarded? If the trailing runner is more than halfway towards the next base, and is running towards the next base when time is called, the runner will be awarded the next base. Otherwise, the runner will be sent back to the previous base. This is a judgement call by the umpires – respect their decision.

Fall Season Differences – None

Special Rules for Tee Ball Division

1. Score

- a. There will be no score or standings kept.

2. Lineup

- a. All players will play defensively, with 5 infielders (no catcher) and the rest as outfielders. A rover is allowed behind 2nd base.
- b. All players must play a minimum of two complete innings in the infield. If a game only goes three innings; all players must play a minimum of one complete inning in the infield.
- c. A player may not play the same defensive position more than one time per game. This allows all players to rotate defensively.
- d. All players will bat in each half-inning. Using a lineup, the batters will bat in order from first to last in the first inning. The entire lineup bats without regard to runs or outs.
- e. In the 2nd or 3rd inning only, at the coaches discretion, a player may receive 3 pitches. 3 pitches only whether ball, strike, or foul ball and then move back to the tee to keep the game moving. The 1st inning is played strictly off the tee.
- f. The players fielding the outfield positions must play the normal outfield positions, distributed appropriately across the outfield. Outfielders shall not be positioned within 10 feet of the infield dirt. Outfielders are not allowed to come into the infield and make a play (force or tag) on a runner. If this happens, the runner is considered safe.

3. Coaches / Umpires

- a. Each team must have at least one coach in the dugout when the team is batting. There may be an unlimited number of coaches in the dugout. Use as many as you need to maintain control!
- b. A Coach from the batting team is responsible for teeing the ball, calling strikes, fair/foul, safe/out at home, and removing the tee from home plate to avoid runner contact.
- c. Two Coaches from the fielding team are placed anywhere in the outfield to assist in positioning players.
- d. Adult base coaches shall coach first base and third base. These base coaches will call safe/out at first base, second base, and third base. When these coaches/umpires make the call, no one should question the call. The goal is for a call to be made and respected by players, coaches, and parents. The goal is not to have coaches get a call by yelling the loudest and intimidating the umpires.
- e. Coaches are allowed and even encouraged to enter the field of play to position players, instruct, coach, or encourage. If a kid stops a grounder

and throws to first base and gets the out, feel free to run out and give him a high-five!

4. Game Situations

- a. The tee will not be placed higher than the midway point between the hitter's belt line and armpit.
- b. A batter will be allowed up to five (5) swings. If a struck ball does not advance past the quarter circle approximately ten (10) feet from the plate, it is considered a foul ball. If the fifth and/or last attempt to hit the ball results in a foul ball (outside the foul lines or inside the quarter circle), another attempt to hit the ball into fair territory will be allowed. After all these swings and not putting the ball in play, the batter is out.
- c. Even if a batter swings and cleanly misses 3 times, this is not a strikeout. The rules in (4b) define when a batter is called out.
- d. Players are called safe and out. Outs can occur as a result of a strikeout, force out, flyout, or a tagout. We want kids to learn that baseball (and life) has disappointments. At this level, the disappointment should be very minor. Coaches do have discretion by giving kids opportunities to succeed. This should not be done at the expense of the rules though. A coach/umpire occasionally calling a phantom foul ball on the last swing has been known to happen (the batter gets another swing). A coach/umpire occasionally calling a base runner safe has been known to happen and the runner gets to stay on base and that is ok. The umpires ruling stands.
- e. Batters can remain on base and run bases even if they make an out.
- f. An overthrow is defined as any throw that gets past a player no matter how short the distance. Any overthrow to a base or to the pitcher will result in a maximum of one base for each runner. The base runners may advance at their own risk. If the fielding team makes the play on the runner advancing and tags the runner out, the out will stand. If the fielding team makes a play on a runner advancing on an overthrow and makes another overthrow, the batting team cannot advance any additional bases. If the fielding team does not make a play on the runner after an overthrow, but instead attempts to return the ball to the pitcher and makes an overthrow to the pitcher, the runners may not advance any additional bases.
- g. Defensively, **the pitcher must throw** the ball to get an out instead of running down the players, except at home plate and where it would be a normal play. This is a judgment call (within a few feet, not running across the field to tag out a slow runner). The pitcher is allowed to run to make plays at home plate since there is no catcher.
- h. A batter cannot advance past second base (a double) on a hit ball, whether there have been overthrows or not. A base runner may only advance up to two bases, including any overthrows.

- i. At this age, a team could run with total abandon and be safe 99% of the time. However, we want to instruct kids (and even coaches/parents) the right way to run bases. It is ok to have a kid advance on an overthrow. It is ok to have a kid score from second base on a hit to the outfield. It is not ok to have the base coaches always sending the base runners. It is not ok to send a base runner to second base when the ball is on the ground a foot away from the first baseman. It is ok, and even quite sportsmanlike, to cool your jets and back off from constant aggressive base running. That said, we don't want to encourage simply going station-to-station, one base at a time, no matter what has happened. Base runners should want to run and should get their stop/go signs from the base coaches, not simply stop at a base out of habit.

5. General Comments

- a. Please be sure to stress fundamentals, sportsmanship, teamwork, and most of all HAVING FUN!
- b. We want Tee ball players to learn how much fun baseball can be, even if they don't understand everything that's going on.
- c. When in doubt, coaches should use their discretion to make decisions that benefit the kids.
- d. Coaches and parents should put their competitive nature in storage until the players get a little older. Enjoy this time for what it is... the innocence of youth!

6. Fall Season Differences – None

Post-Season Tournament

At the end of the Regular Season all divisions with the exception of Tee-Ball and Rookie 6 will have a Post Season Tournament for eligible teams ending with a Championship game for the final two teams. Such a post-season tournament will occur in both the Spring and Fall seasons. Some divisions may be combined in the Fall season, at the Board's discretion.

Per Little League rules, the postseason tournament must be administered under the same rules as the regular season. Therefore, regular season rules will apply, with the exception that there will be no ties. If time permits, games will be played out until a winner is decided. If time or other circumstances do not permit the game to continue, then the game will be resumed from the exact point of suspension on the next possible date and time. For extra-inning playoff games, the first extra inning will be played normally, but if the game remains tied, then subsequent innings will be played with the batter that made the last out starting on 2nd base. The other exception is that the Championship game will be a full 6 innings (7 innings for Intermediates and above) and not bound by the time limit imposed during the regular season.

In the Spring season, teams will be seeded per their winning percentage. In the Fall season, teams will be seeded randomly.

In the Spring and Fall seasons, championship awards will be awarded to each participant of the championship game.

All-Star/All-Division/Blue-Gray Selection Process

For the Spring season, FLL will name an All-Division team, form age-based All-Star teams and form age-based Blue-Gray teams.

There are no All-Star teams in the Fall Season and the All Star process will be implemented into the FLL handbook prior to the first Spring season in 2027.

Code of Conduct / Disciplinary Measures

Regulation XIV of Little League Baseball says the actions of players, managers, coaches, umpires, and League officials shall be above reproach. All FLL parents, managers, coaches, and players are expected to conduct themselves with the highest character. Sometimes people fall short and violate certain rules and regulations. Such violations require corresponding and appropriate disciplinary measures.

The disciplinary steps listed below are not the exclusive means for dealing with offenders, nor does this document include all FLL or Little League Baseball, Inc. rules and regulations for which offenders may be disciplined. The rules and regulations concerning conduct are found in several sources: The Little League Rulebook, the Fulshear Little League Constitution and Bylaws, and the Fulshear Little League Handbook.

The purpose is to maintain objectivity in administering discipline. Since the offenses may be of varying degrees, first or second offenses of a serious nature may be dealt with under Article 3, Section 4 of the League's Constitution and Bylaws.

1. Physical Abuse

Physical abuse by any person toward any other manager, coach, player, umpire, or spectator will not be tolerated. The offender's penalty shall be immediate removal from the area under FLL jurisdiction, including both playing fields and practice

fields. A subsequent hearing for discipline will be held pursuant to Article 3, Section 4.

2. Use of Profanity

Persons shall not use profanity directed to or overheard by umpires, managers, coaches, players, 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

3. Umpire Abuse

Umpire abuse is defined by (1) repeated or uncontrolled questioning of an umpire's ruling, or (2) repeated heckling of the umpire during play. The umpire shall eject the offender from the game and report the incident to the Board of Directors for action. If the offender is a spectator, the umpire shall call time. That umpire shall summon either the Board Member on Duty or the Umpire in Chief (UIC). The Board member or UIC shall remove the offender or have him/her removed. If a spectator is removed, they shall follow any ejection rules as any Player, Manager, or Coach. Such misconduct will result in the following penalties for the offender:

- Any Offense: Little League rules dictate that the ejected person must leave the playing field but may remain in the parking lot. Little League rules further require that an ejected person may not attend the subsequent game in any capacity (manager, player, or fan). Does not attend means nowhere on the park property. Sitting on the back of the fence will mandate a second suspension.

- 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

4. Equipment Abuse

Umpires are instructed to immediately remove any player or coach who throws a helmet, glove, baseball, or other potentially dangerous item in an apparent act of frustration or protest. The umpire shall eject 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:

- Any Offense: Little League rules dictate that the ejected person must leave the playing field but may remain in the parking lot. Little League rules further require that an ejected person may not attend the subsequent game in any capacity (manager, player, or fan).

- 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

5. **Practice Abuse**

FLL general rules specify the amount of practice a team may have. Failure to follow these rules will result in the following penalties:

- 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

Any other complaints of misconduct which that are brought to the attention of the Board of Directors will be interpreted for action based on the regulations noted in Article 3, Section 4 of the League's Constitution and Bylaws. 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:

FLL Bylaws: Article 3, Section 4 Suspension or Termination

- A. Membership may be terminated by resignation or by action of the Board of Directors.
- B. 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.
- C. 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.
- D. 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.

FLL has agreed to notify the parent(s) of a player member of any conduct issue before the Board of Directors, and of any Board hearing for review of that issue.

In Case of Injury or Accident

Medical Release forms must be on hand 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 FLL, and with the manager/coach during all practices or team meetings. Managers/Coaches must have their team forms completed, signed, and turned into the Safety Officer before any equipment is issued or practices are begun.

Basic knowledge of first aid and CPR training is highly recommended for all managers and coaches. A First Aid kit is available in the concession stand during games and practices held at Primrose Park. It is also recommended that one be available at practices held away from the FLL complex.

Injuries and accidents do happen. In the event of an emergency, follow these steps:

1. Provide immediate emergency care.
2. Send a parent to alert a FLL Board member on duty that an injury has occurred.
3. If necessary, send someone to call 911 to ask for an ambulance to be dispatched. When calling for help, know the following information:
 - a. Where the emergency is located. The address of Primrose Park is: 7622 Dixon Rd., Fulshear, TX, 77441
 - b. The phone number you are calling from.
 - c. What happened and a description of apparent injuries.
 - d. How many people need help?
 - e. What is being done for the injured person(s).
4. Send someone to clear a path for the ambulance and direct it to the scene of the emergency. Ambulances should use the entrance on Dixon Road and drive to up to the concession stand. If an ambulance must enter the field, open the appropriate gates in the outfield.

For insurance purposes, the FLL Safety Officer must be contacted when an injury has occurred. Please have as much information as possible about the accident/injury available when you call. Contact a FLL Board member on duty to be put in touch with the Safety Officer.

FLL 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. FLL insurance works in conjunction with your own insurance.

Any player, league official, or volunteer incurring a baseball-related injury at the FLL fields should promptly notify the Safety Officer or FLL Board member on duty at the time of the accident. An accident is officially reported when the Safety Officer has been notified. At that point, the appropriate paperwork can be initiated.

Contact Information

Fulshear Little League
Primrose Park (the fields)
7622 Dixon Rd.
Fulshear, TX 77441

Website: <https://www.fulshearlittleleague.org/>
Email: president@fulshearlittleleague.org

Change History