

York Little League 2026 By-Laws and Operating Procedures



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Section 1 – Mission Statement

The mission of York Little League is to foster the development of youth in our community by instilling the values of sportsmanship, integrity, teamwork, and respect for others. Through participation in the game of baseball and softball, we aim to build strong, confident, and compassionate individuals who will grow into responsible, caring citizens. Our goal is to provide a positive, safe environment where children can learn, thrive, and enjoy the benefits of healthy competition while developing a lifelong love for the game.

Section 2 – Board of Directors

Consistent with Article V, Section 6 (e) of the York Little League Constitution, the York Little League Board of Directors shall include at a minimum 6 officers (President, Vice President, Secretary, Treasurer, Player Agent, and Safety Officer). Additionally, consistent with Article VI, Section 2 of the York Little League Constitution, the Board may increase its numbers so long as the members are voted in during the Annual Membership Meeting.

2026 YLL Board of Directors:

Voting	Position	Name
✓	President	Nic Scott
✓	Secretary	Erin Graziano
✓	Vice President – Baseball	Dan Moussette
✓	Vice President – Softball	Mark Stevens
✓	Vice President – T-ball	Brett Davis
✓	Director of Player Agents I	Tsvetomila Stoyanova
	Player Agents – Baseball	Jon Crafts Holly Schafer
	Player Agents – Softball	Jen Thomas Micah Rafferty
✓	Treasurer	Shaun O’Brien
✓	Director of Player Development	Brian Elkevizth
	Coaching Coordinator – Softball	Brett Taylor
	Coaching Coordinator – Baseball	Tim Hirbour
✓	Fundraising/Sponsorships	Mike Munoz
✓	Marketing/PR Manager	Brianna Scott
✓	Safety Officer	Mike Wallwork
	Equipment Manager	Dan Graziano
	Fields Coordinator	Frankie Dinardi
	All-Star Coordinator	Tim Hirbour
✓	Umpire-in-Chief	Seth Cole
	Concessions Officer	Alyssa Douglas
✓	League Information Officer/IT	Craig Douglas
	Scheduling Coordinator	Shelby Davis

	Uniforms & Apparel	
	Offseason Development Coordinator	Greg Clemons
	Offseason Development Coordinator	Dan Kuzmitski
	Babe Ruth League Liaison	Shawn Moore

Section 3 – General League Policy or Construction of the Rules

The York Little League (YLL) Operating Rules are constructed in a manner intended to conform to the operating regulations and playing rules of Little League® Baseball and Softball (LLBS). The rules are reviewed annually by the YLL Board of Directors and set prior to the start of each season. YLL is a chartered component of LLBS and intends to continue as such.

- Wherever these rules stand silent, the regulations and playing rules of LLBS shall be followed.
- Wherever the regulations and playing rules of LLBS mention that a rule can be modified by local option and these operating rules do not specifically take that option, the standard regulations and playing rules of LLBS shall be followed.
- Wherever these rules are in conflict with the LLBS Operating Manual or LLBS Regulations and Rules, the LLBS Operating Manual or LLBS Regulations and Rules shall prevail, unless the YLL Operating Rule is more stringent than the LLBS rule(s).
- Wherever YLL engages in Regular Season Inter-League play with other chartered Little Leagues, Inter-League rules shall be negotiated with the other leagues and approved by the League President. For those divisions involved in Inter-League play, the approved Inter-League rules shall take precedence over these Operating Rules whenever a YLL team is playing a team from another league.
- The YLL By-laws are approved annually and submitted, together with the YLL Charter Application, to LLBS via the Little League website within 30 days following the Board’s approval

Little League® Baseball and Softball - http://www.littleleague.org/Little_League_Online.htm

York Little League - www.yorklittleleague.net

Section 4- Registration and Fees

YLL requires all participants to register annually prior to participating in evaluations, practices, and games. The registration link is available at www.yorklittleleague.net. Registration shall be open to all eligible players attending York or, when applicable, Kittery schools and/or residing within League boundaries.

- A registration fee shall be established annually by the Board of Directors to help cover the operational costs of the league and shall be determined and approved by majority vote before the start of each season.

- The fee may vary by division based on the expenses associated with each level of play.
- The registration fee shall include, but is not limited to the cost of uniforms, equipment, insurance, charter fees, field maintenance, and other administrative expenses.
- Payment of registration fees shall be due at the time of registration, unless approved by the League Treasurer or President.
- Refunds are granted upon a written request and approved by the Board of Directors.
- No child will be denied the opportunity to participate due to financial hardship. The league shall offer a confidential scholarship or fee-waiver program administered by the President and Treasurer.

Section 5- Schedules

- Players eligible for AA, AAA, and Majors divisions for baseball and softball will participate in evaluations in early spring.
- Regular Season Schedule
 - The regular season game schedule for all divisions shall be prepared by the Scheduling Committee.
 - The league will make every effort to ensure each team has at least one scheduled practice per week.
 - Each team within the AAA and Major divisions will play a minimum number of games as required (12 regular season games) by LLI to qualify for all-stars. Teams within the AA division will play no less than 8 games and are not eligible for all-stars play.
 - Make up games will be scheduled by the Scheduling Committee within 2 weeks, when possible.
 - The season will begin and end on dates approved by the board annually, typically running from April through June, unless adjusted due to weather or field availability.
 - Playoff schedule to be completed by the scheduling coordinator and the President and will be announced upon completion of regular season games.

Section 6- Available Divisions

YLL offers various divisions of baseball and softball. They are broken down by both League Age and ability/safety of the players. “League Ages” are defined by the LLI age chart. Players who are eligible for multiple divisions can choose their division with parent approval, provided their evaluation score dictates their participation in that division is appropriate. Players who are outside the indicated ages for divisions can play in that division **only** with the approval of the League President and parent(s)/guardian(s). *Note: All ages are reported as “League Age” as defined by Little League® Baseball and Softball.*

Baseball Divisions:

- **T-ball** (combined with softball) - Division for players ages 5-6
 - This division's primary focus is to introduce players to baseball or softball. The goal is to focus on player development, fun and skill-building. This is not a competitive division.
- **AA Minors Coach Pitch** – Division for players ages 6-9.
 - This division's primary focus is player development and sportsmanship. It operates as an instructional league with all games being coach-pitch.
 - Players Age 6 can play in this division as long as they turn seven years old prior to August 31st of the current season. [Note: Players not turning seven years old prior to August 31st of the current season may also be considered for play in this division with the approval of the League President and the parent(s)/guardian(s).]
 - Players Age 9 with little or no experience can play in this division with the approval of the League President and the parent(s)/guardian(s).
- **AAA Minors** – Division for players ages 7-11.
 - This division is the start of “competitive baseball” with a strong emphasis on player development and sportsmanship.
 - Players age 12 are not eligible to play in this division.
- **Majors** – Division for players ages 9-12.
 - Players age 9 can be evaluated for this division but will be placed in the AAA Minors Division if they are not drafted or if there is a safety concern. This is a competitive division, but there is a strong emphasis on development and sportsmanship.
 - Players who are 11 years old and enrolled in **6th grade** are eligible to play in the Majors division, regardless of evaluation score, with parent/guardian and League President approval. Such players will be added to the draft board by the Majors Player Agent. Managers shall be made aware of their inclusion through the listing of each player's name, Little League age, date of birth, and school grade on the draft sheet provided to managers during the draft.

Softball Divisions:

- **T-ball** (combined with baseball) - Division for players ages 5-6.
- **AA Minors Coach Pitch** – Division for players ages 6-9.
 - This division's primary focus is player development and sportsmanship. It operates as an instructional league with all games being coach-pitch.
 - Players Age 6 can play in this division as long as they will turn seven years old prior to June 1st of the current season. [Note: Players not turning seven years old prior to June 1st of the current season may also be considered for play in this division with the approval of the League President and the parent(s)/guardian(s).]
 - Players Age 9 with little or no experience can play in this division with the approval of the League President and parent(s)/guardian(s).
- **AAA Minors** – Division for players ages 8-11.
 - This division is the start of “competitive softball” with a strong emphasis on player development and sportsmanship.
 - Players aged 12 are not eligible to play in this division.

- **Majors** – Division for players Ages 9-12.
 - This is a competitive division but again there is a strong emphasis on development and sportsmanship.
 - Players Age 9 can be evaluated for this division but will be placed in the AAA Minors Division if they are not drafted.
 - Players who are 11 years old and enrolled in **6th grade** are also eligible to play in the Majors division, regardless of League Age and/or evaluation score, with parent/guardian and League President approval. Such players will be added to the draft board by the Majors Player Agent. Managers shall be made aware of their inclusion through the listing of each player’s name, Little League age, date of birth, and school grade on the draft sheet provided to managers during the draft.

Note: For a variety of reasons, some YLL softball age distinctions as listed above may be slightly adjusted in any given year to support the needs of the League/its participants.

Little League 2026 Ages:

YLL strictly adheres to the official Little League® “League Age” calculations for both baseball and softball. The links to these age determinations for 2026 can be found below.

Baseball: <https://www.littleleague.org/downloads/2026-baseball-age-chart/>

Softball: <https://www.littleleague.org/downloads/2026-softball-age-chart/>

Little League also offers a League Age calculator which can be found at the link below.

LL Age Calculator:

http://www.littleleague.org/leagueofficers/determine_league_age/league_age_calculator.htm

Section 7 – Safety

YLL has implemented a formal Safety Program to promote and emphasize safety awareness. The overarching goal is to eliminate and prevent injury-causing accidents.

YLL’s Safety Program is modeled directly after the LLI “A Safety Awareness Program,” more commonly known as “ASAP.” ASAP has grown dramatically since its introduction in 1995. It has been implemented by more than 50% of all Little Leagues throughout the United States and is credited with having reduced overall injuries by some 75%.

To help all of our volunteers comply with our safety standards, the YLL Board of Directors has put forth a mandate of safety rules and procedures as depicted in the manual included in Appendix III of this document. In addition to a formal Safety Officer (SO) position on the Board of Directors, the Safety Officer and managers will appoint a Team Safety Officer (TSO) for each team, who will assist the manager and designated coaches to ensure that the safety guidelines are met at practice and during games. YLL will maintain a list of appointed TSO.

The commitment to this official Safety Manual is very important to YLL. All managers and coaches are required to read it carefully. Also, managers are required to sign their name on the indicated pages, acknowledging responsibility and awareness. Everyone should remember that safety rests

with all of us, the volunteers of YLL. Always use common sense, never doubt what children tell you, and report all accidents or safety infractions when they occur.

Note: There are specific rules referenced from time to time in various sections of these Operating Procedures as they relate to given topics, but these should not be viewed as authoritative. The YLL Safety Manual is the official and complete document according to which safety procedures and policies must be referenced.

Section 8 – Managers and Coaches

Selection

All individuals interested in managing or coaching a team must submit an application during registration or at least prior to being allowed on a YLL field. This can be done by filling out the volunteer forms located online via the [YLL website](#).

Managers and coaches are selected by coaching coordinators and the league's president. Any and all positions are voted on by the Board of Directors annually each year for the current season only. No manager or coach is guaranteed to be reappointed in subsequent years.

Managers and coaches are subject to complete and an approved background check and are required to sign the YLL Code of Conduct, to be kept in the coaches binders. There is no limit to the number of coaches on each team; however, YLL establishes a limit of **4 coaches in the dugout** for any league game (this includes the manager).

A YLL Board member can manage or coach a team within any division of YLL and **can** also serve as an All-Star manager or coach per LLI rules.

Responsibilities

The most important responsibility of a manager or coach is **NOT** winning games, but is the safety, welfare, and development of all players. The Minors Divisions will be run as developmental leagues where friendly competition will be emphasized along with important life lessons such as sportsmanship and teamwork. The Majors Divisions will be more competitive, but sportsmanship and teamwork must also be emphasized. All managers and coaches will be held to the highest possible standards when dealing with players, umpires, opposing coaches, and families.

Team managers and coaches are responsible for the following duties:

- Adhering to the YLL Code of Conduct.
- Ensuring all coaches/parents/children review and sign the appropriate Code of Conduct.
- Performance and conduct of the team and its spectators at all team functions.
- Knowledge of the rules developed by LLBS.
- Knowledge of YLL By-Laws and Operating Procedures.
- Knowledge of Inter-League Rules for those divisions playing Inter-League games.
- Attendance/Representation at all managers meetings, Coaching Clinics, and Safety clinics conducted by YLL.
- Ensuring fluid team communication with parents regarding team activities as well as League events. **This includes a mandatory parent meeting which must occur prior to the first regular season game.** It is advised that this be done during the 1st week of practices in order to set

expectations. Draft agendas for the parent meeting will be provided during the managers meeting and will be made available via the YLL website.

- Assuming responsibility for any equipment supplied to the team by the League and for returning the equipment at the end of the season.
- Preparing the field prior to games and carrying out end-of-game field maintenance (applies to home managers/coaches only).
- YLL will use GameChanger for scoring of games and keeping track of final scores and pitch count information.

Manager/Coaches Meeting

Prior to the beginning of each season a managers meeting will be conducted by the Player Development sub-committee to review any rule changes as well as the specific responsibilities noted above. This meeting is required for all managers and coaches to attend. A detailed portfolio of information will be provided to each manager (also on the YLL site) to aid them during the season.

Section 9 – Conduct

To support positive conduct from all participants, YLL requires completion of two “Code of Conduct” forms during player and coach registration.

1. YLL Code of Conduct:
 - a. This document applies to all board members, managers, coaches, and umpires. All volunteers are required to review and sign this Code of Conduct each season.
2. YLL Parent Code of Conduct:
 - a. This document applies to all parents and guardians of children participating. Parents/guardians must review and sign this Code of Conduct during registration to ensure a clear understanding of expectations for behavior and communication.

It is essential that all participants complete the appropriate Code of Conduct form to avoid any misunderstanding regarding expectations throughout the season. Both documents will be available online during the registration process and are also included on the YLL Bylaws and Operating Procedures as Appendix I and Appendix II.

YLL has a zero-tolerance policy toward misconduct. All participants should understand that violations of the Code of Conduct may result in disciplinary action. In accordance with LLBS regulations, this includes conduct both in person and on social media.

Submitting Complaints

To ensure that all complaints and issues are handled independently, fairly, and in an unbiased manner, YLL follows the complaint procedure outlined below. While managers, coaches, and umpires work hard to maintain a positive environment on the field, they may not witness every situation. Therefore, complaints may come from managers, coaches, umpires, players, or spectators.

Complaint Submission Requirements

- All complaints must be submitted in **writing** and **signed** by the individual filing the complaint. complaining party.
- Email submissions are acceptable. **Anonymous complaints will not be accepted.**
- The YLL board will maintain confidentiality, however, complaints become part of the League's official records.
- Complaints must be submitted to the **Player Agent** (or the appropriate divisional Player Agent if multiple exist). The Player Agent will notify the YLL Board of Directors of the complaint and begin the resolution process described below.
- **Depending on the severity of the situation, the Board of Directors may issue an immediate, indefinite suspension from playing, managing, coaching, umpiring, and/or attending games and practices.** The suspension will remain in effect while the complaint is reviewed through the Resolution Process.
- Any YLL member who receives a complaint must direct the reporting individual to the Player Agent, who is responsible for initiating and facilitating the resolution process.

Conflict of Interest

As the Player Agent is the first line when dealing with complaints it is understood that there may be complaints associated with the Player Agent, thereby creating a conflict of interest. Should this occur, YLL has authorized the other Player Agents or the VP of each division to serve as the proxy, in order to ensure an unbiased resolution.

Resolution Process

When a complaint is reported to a YLL Player Agent the following outline for resolution will be followed:

1. Upon receipt of a complaint the Player Agent will advise the YLL Board of Directors.
2. The Player Agent will confirm that the complaint is valid by whatever means are available based on the specific instance.
3. Within 24-36 hours of being notified, the YLL Board of Directors will convene a disciplinary committee to consist of three Board members including the Player Agent, who will hear from all applicable parties.
4. Based on their findings, the committee will recommend a course of action to the Board of Directors including any disciplinary action they feel is warranted.
5. The Board will vote on the recommendation of the committee.
6. The Player Agent will communicate the final Board decision to the parties involved.

Ejections

Umpires form a vital part of Little League and they are to be respected. Any abuse or threat to an umpire will be treated as a serious act of misconduct. Ejections from an umpire should be rare; however, the penalties for ejections of a player, manager, or coach are in accordance with the

Official Regulations and Playing Rules of Little League Baseball and Softball Rule 4.07 and Rule 9.05, summarized below.

Rule 4.07 – *When a manager, coach, or player is ejected from a game, they shall leave the field immediately and take no further part in the game. They may not sit in the stands and may not be recalled. A manager or coach ejected from a game must not be present at the game site for the remainder of that game. Any manager, coach, or player ejected from the game is suspended for his or her team’s next physically played game and may not be in attendance at the game site from which they were suspended.*

Rule 9.05 – (a) *The umpire shall report to the league president within 24 hours after the end of the game all violations of rules and other incidents worthy of comment, including the disqualification of any manager, coach, or player, and the reason therefore.*

(b) *When any manager, coach, or player is disqualified for a flagrant offense such as the use of obscene or indecent language, or an assault upon an umpire, manager, coach, or player, the umpire shall forward full particulars to the league president within 24 hours after the end of the game.*

(c) *After receiving the umpire’s report that a manager, coach, or player has been disqualified, the league president shall require such manager, coach, or player to appear before at least 3 members of the Board of Directors to explain their conduct. In the case of a player, the manager shall appear with the player in the capacity of an advisor. The members of the Board present at the meeting shall impose such penalty as they feel is justified.*

Note: *The Board may impose such penalties that it feels are warranted, but may not lessen the requirements of Rule 4.07. Depending on the circumstances of the ejection, the individual or party can be subject to further discipline by the Board. The Board reserves the right to increase the length of suspension beyond those penalties listed above.*

Spectator Ejections

Spectators can and will be ejected from the ballpark by the umpire if their conduct mandates such action. If the matter is serious, the Police Department will be called. When a spectator is ejected from watching a game, they shall leave the ballpark immediately and not return to the game. The spectator will also be subject to the Resolution Process described above.

Section 10 – Player Selection Systems

Player Evaluations

When, Where, & Who

Baseball and Softball evaluations will take place on two dates typically during February and March. All players (except T-Ball) must participate in at least **one** evaluation session and may attend both if they choose. If a player participates in both evaluation sessions, the average score will be used for draft placement.

- Players must arrive at their assigned time (based on division) for check-in and to receive their evaluation number.
- Players will be evaluated to ensure safety to play in their age division.
- Minimum age requirements are outlined in section 6 of the Operating Procedures and included links to the official LL age charts.

If a player cannot attend evaluations due to prior arrangements or if a conflict arises, the player may contact the Player Agent to schedule a make-up evaluation.

The Process

YLL will make every effort to maintain the integrity and fairness in the overall evaluation process. Outlined below is our concept of the ideal evaluation process.

Each player will be evaluated in five fundamental stations/areas:

1. Throwing
2. Fielding ground balls
3. Fielding fly balls
4. Baserunning
5. Hitting

Scores will be assigned based on the York Little League Evaluation Tool (see Evaluation Tool below).

Each player will participate in 5 stations and will be evaluated by the evaluators. A score will be obtained based on the player's performance. Each substage will receive a score and the scores will be totalled to calculate a total evaluation score.

The total score will be used to determine the appropriate division placement for each player and whether or not they are suitable to advance (Minors AA, Minors AAA or Majors league divisions). If a player's scores are significantly higher than others compared to his/her age, they will be considered to advance in division. For example if an 8 year old softball player scores significantly higher than her peers, she may be considered "unsafe" to play Minors AA Division and instead placed in the Minors AAA division.

If a player is deemed "unsafe" by any evaluator at any station, the child will be given an overall "Not Safe" score for the evaluation. The Player Agent, or other designated official, will contact the parent(s)/guardian(s) of the child on the Monday following the evaluation to notify them of this decision. They may choose to have the child re-evaluated - by a separate group of evaluators - at the second evaluation day. If the child is again found "Not Safe" at any station, they will be referred to YLL's tee ball division, and any registration fees will be adjusted.

About the Evaluators

Each station will have one evaluator. Each evaluator will assign a score to the child for that station.

Evaluators will be chosen in advance of the evaluations day and assigned a specific station where they will work for the entire day. When possible, independent professional coaches from outside of York Little League should be utilized as evaluators to ensure consistency and objectivity. York Little League requests that the same evaluators are present for both evaluation days.

Evaluators will receive training in the use of the evaluation tool for their assigned station prior to the evaluations.

Evaluators shall not evaluate children to whom they are related.

Manager candidates may attend and observe the evaluations for their own assessment of the players. Manager candidates should not be evaluators whenever possible.

Evaluation Criteria for Little League Baseball/Softball

Throwing: Accuracy and velocity – Baseball and Softball

[3-5 warm-up throws from 20 feet, 8 throws from 45 feet with evaluator's glove positioned in 4 quadrants (2 throws to each quadrant), 5 throws from 60 feet with evaluator's glove positioned in 2 target areas.]

5—Good velocity and hits targets consistently.

4—Good velocity and hits targets majority of time.

3—Average velocity and hits targets about ½ the time.

2—Below average velocity (significant arc to the throw) and misses targets often.

1—Poor velocity (weak looping throw) and badly misses targets.

Grounders: Balance, footwork, fielding position, hands, transition to throwing with momentum toward target

[2 warm-ups, 6-8 balls including fielding to either side.]

5—Balanced starting position, forward momentum break, moves to field ball in front with soft low hands, head on ball, steps toward target with accurate throw.

4—Balanced start, reacts quickly to ball, gets to fielding position in front of ball, fields most balls cleanly, steps into throw.

3—Balanced start, delayed reaction to ball, gets to fielding position in front, fields some balls cleanly, steps to target.

2—Tense starting position, delayed reaction to ball, fields ball other than in front, fields cleanly occasionally, doesn't move toward throwing target.

1—Non-athletic starting position, slow to react to ball, doesn't keep ball in front, rarely fields ball cleanly, poor transition to a poor throw.

Fly Balls: Balance, reaction to ball, footwork, hands above and in front for catch, moves toward throwing target

[1 warm-up, 6-8 balls requiring movement in all directions.]

5—Balanced start, quick first step, gathers under ball and consistently makes catch with hands above and in front, crow hop toward target with consistently accurate/strong throw.

4—Balanced start, reacts well to ball, gets under ball and makes catch most of time with hands in correct position, momentum toward target with consistently accurate but weaker throw.

3—Standing start, delayed reaction to ball, gets to landing spot but tries to catch ball other than in front/above, catches most balls, makes sometimes accurate/weak throw.

2—Standing start, delayed reaction to ball, sometimes gets to ball and occasionally makes catch other than above/in front, makes weak throw in vicinity of targets.

1—Non-athletic start, poor reaction to ball, does not get under ball, does not catch ball above/front, only rarely makes catch, weak/inaccurate throw.

Baserunning: Fundamentals, turns

Players will be timed on two trials of running from home to second. Players will be evaluated on quality of start, turn, and speed. Both of runner's times will be recorded and listed on draft board for reference.

- 5—Good start, excellent turn, stops appropriately at base.*
- 4—Good start, average turn, stops appropriately at base.*
- 3—Average start, average turn, stops at base.*
- 2—Hesitates at start, doesn't make appropriate turn, poor stop.*
- 1—Poor start, turn, and stop.*

Hitting: Balance, comfort, head/stride/hips/hands, timing, finish

[2 warm-ups, 8-10 hittable pitches]

- 5—Comfortable stance, balanced swing, excellent timing with correct order of components of swing, balanced finish, excellent contact majority of time.*
- 4—Comfortable stance, balanced swing, good timing, steps to pitch but hip/hand action needs work, balanced finish, good contact most of time.*
- 3—Comfortable stance, swing slightly off-balance, steps out with front foot/pulls off with head, good contact sometimes.*
- 2—Tense stance, off-balance swing, steps out with stride, makes occasional contact.*
- 1—Needs coaching on stance, off-balance, lacks timing, doesn't exhibit proper sequencing of components of swing, minimal or no contact.*

Draft Process

All York Little League managers are required to attend the designated draft time for his/her team. If a manager is unable to attend the draft, then he/she may send an approved proxy to participate in his/her place. Any proxy will make draft selections as though he/she were the actual manager (e.g., if the manager's child is a first-round pick, then the proxy will be required to select that child in the first round). Only one representative per team will be permitted.

Draft Oversight

The Player Agent shall be responsible for preparing the draft scoring sheet and for the proper execution of the draft process. The York Little League Vice Presidents of baseball and softball, as well as League Commissioners (if applicable), will assist the Player Agent in this process. Should a league administrator (e.g., Player Agent, VP, or Commissioner) also be a manager selecting a team, then another Little League official shall take the place of that person for the duration of the draft, permitting that person to act *only* as a team manager.

Majors Division Draft Preparation

The number of potential Majors Division players included in the draft will be determined at the discretion of the Player Agent and the YLL Board of Directors and is dependent upon the number of Majors Division players returning from the previous season. It is not the practice of YLL to re-draft teams in the Majors Divisions of Baseball or Softball, but if enrollment numbers dictate such a

circumstance the YLL Board will have the authority to make such a determination. If, as a last option, a re-draft is determined to be necessary, the draft will be completed as noted in the LLBS regulation "Draft Option 1".

If there is a need to eliminate an existing team or add another team based on registration numbers and skill levels (as determined by the evaluation scores), this will be decided by the York Little League Board prior to the draft. If an operating committee is in place, they shall also be included in discussions regarding team structure changes before they are presented to the Board for a vote.

The evaluation scores assigned to each player during the evaluation process (see "Evaluation Process" for details) are used solely to determine draft placement, starting with all 12 and 11 year olds. If a player attends both evaluation sessions, the **average** of the two scores will be used. Players are ranked on the draft board in **descending order of their total evaluation scores**, with the highest-scoring players appearing at the top. In cases where players have **tied scores**, they will be ordered by **date of birth**, from oldest to youngest. *Note: scores will not be shared.*

Majors Division Draft Selection Guidelines

The Majors Division draft will begin with the selection of any new 12-year-old players first, so they can be spread evenly among the existing Majors Division teams. There will be a separate round (the first round) for this age bracket.

The Player Agent will determine the number of slots needed to fill the Majors Division rosters, then subtract the number of new 12-year-olds to determine the remaining number of slots to be filled by Majors Division candidates who scored high enough during the player evaluations.

The number of teams in the Majors Division will determine the number of players included on the draft board for each round. Example: Five Majors Division teams = five players in round one, the next five players in round two, and so on.

After the Player Agent has ranked the top scoring players to accommodate the number of Majors Division openings, he/she may include a group of players with tied scores to round out the last open draft spots. Managers may choose from that list at any time during the draft; however, only the number of players needed to fill any remaining spots may be chosen.

For both baseball and softball, all 12-year-olds must be selected before eligible 9-, 10-, or 11-year-old players may be considered. Once all 12-year-olds have been drafted, the same process will repeat for all remaining Majors-eligible players until all roster spots have been filled.

For baseball: Any 11-year-old player(s) not included on the initial draft board will be included in a separate group at the end of the draft board. These players may be selected at any time during the draft after the 12-year-old players have been drafted. The players from that group who are not selected will be placed in the AAA Minors Division.

11-year-old players whose evaluation score is within 0.5 points of the projected cut-off score for the Majors Division draft will be considered Majors Division draft-eligible and their names will be placed on the draft list. Any players who are not selected will be placed in the AAA Minors Division.

For softball: Once all new 12 year olds and 11 year olds who achieved a qualifying evaluation score have been selected, the same process will take place for the remaining candidates who scored high enough during the player evaluation.

Any players who are not selected will be placed in the AAA Minors Division.

Majors Division Draft Notes

For both baseball and softball, a draft scoring sheet will be provided to the managers for their use during the draft and collected before they leave. This draft scoring sheet will be prepared by the Majors Player Agent and shall include each eligible player's name, Little League age, date of birth, and school grade. There will be a period at the beginning of the draft for the managers to review and familiarize themselves with the names on the sheet.

A sibling of a returning Majors Division player, an approved manager's child, and/or an approved returning Majors Division coach's child must be chosen before or in the round where that player appears on the draft list. Example: Player A has been scored and placed in the second round of the draft. The team who has the sibling, manager parent, or returning Majors Division coach parent must pick Player A as their second- or first-round draft pick. The manager would not be permitted to wait until a later round to draft Player A. [Note: Managers must pick their own child in the draft.]

A child who is a sibling, child of a manager, or child of a returning Majors Division coach will be annotated as such on the regular draft sheet.

If two siblings are in the draft pool, the sibling placed in the earlier round for draft purposes must be drafted first. The team drawing one sibling must draft the second sibling in or before the round in which he/she has been placed on the draft scoring sheet. The siblings will be annotated as such on the draft sheet.

A child who has a special circumstance will be annotated as such on the draft scoring sheet. Each special circumstance request will be evaluated and approved by the Player Agent prior to the draft.

All other players (i.e., those who are not related to another player or a coach) can be drafted in any round. Example: Player B (non-sibling) has been scored and placed in round three. Player B can be drafted in any round starting with the first round through the last one.

Draft Order and Individual Team Player Status

The Majors Division draft will be conducted in two phases.

Round 1 – All new 12-year-olds. These players will be drafted together in the same round.

Draft selections will occur in **reverse order of the prior year's regular-season standings** (last-place team picks first, and so forth, until the first-place team picks last in the round). Once all 12-year-old players have been selected, the draft will proceed to the next step.

Round 2 – Teams will select from the remaining player who achieved Major qualifying scores. The draft order restarts, again from using reverse prior- season standings, with the prior year's

last-place team picking first, continuing in reverse order, and the first-place team picking last in each round. It is highly encouraged that managers consider selection of 11-year-olds with majors qualifying scores ahead of younger players of similar scores. Once all players have been selected, the draft will proceed to the next step.

Any players who are not drafted will be placed in the AAA Minors Division.

The Softball Majors Division follows the same process for **all new 12 year old and Major eligible 11-year-olds** who earned a major qualifying evaluation score for **Round 1**. Then Teams will select from the remaining player who achieved Major qualifying scores (**Round 2**). If roster spots remain afterward, Softball then follows the Round 3 process for **eligible 10-year-olds**.

The Player Agent will provide information about the current number of players in each age bracket for each existing Majors Division team. During the regular draft process, the Player Agent will update this table on a board visible to all managers. Example:

Team Name	# of Players Needed	Avail. 12-yr-olds (Max 8/team)	Avail. 11-yr-olds (Max 8/team)	Avail. 10-yr-olds (Max 8/team)
A's	4	4	4	0
Blue Jays	5	4	3	0
Marlins	6	2	4	0
Mets	4	5	2	1
Padres	7	2	2	1

No Majors Division team can have more than eight players from any one age group. This is to ensure no team violates the Little League rule of no more than eight 12-year-olds on their team as players progress through York Little League together.

Minors Division

The number of Minors Division teams will be determined by the number of children registered to play for the current season. All Minors teams are redrafted each year. The Player Agent will rank the players according to their evaluation scores and distribute the players evenly among the number of teams. Each team should have a balanced roster based on the information provided during evaluations, as well as fair distribution with regard to age.

For softball, some eight-year-olds may be pulled into the AAA Minors Division to complete any openings on the rosters. Evaluation scores will be considered when determining eligible players.

Player Notification

All players will be notified of their team placement by their respective managers after the draft has taken place. The notification time and date will be pre-determined by the York Little League Board of Directors and must be adhered to by all managers. The player notification should occur via an

email from the manager to his/her team as soon as possible after the draft, with any personal phone call(s) to follow up taking place as necessary.

**The York Little League Board of Directors may have to make decisions regarding the number of players on each roster and the amount of players on the draft board based on the total number of registrants. The League will use its discretion to benefit player development, have the least amount of impact on the structure of YLL, and maintain consistency with the number of teams in each Division.*

Expansion

According to Little League operating policies one of the following four options are available for accommodating league expansion:

Option One: When a league expands by four or more teams in one season, it is highly desirable that all of the players be placed in the player pool so re-selection may start from "scratch." Many leagues have permitted pre-existing teams to remain intact while giving any new team or teams an opportunity to fill their rosters from new players before the pre-existing teams select replacements for their roster(s). When the pre-existing teams are permitted to retain a nucleus of experienced players, the new teams frequently lose a majority of their games by lopsided scores and in too many instances go through an entire season without winning a single game. It often takes a new team two to three years to reach the level of strength of the rest of the league, and thus this approach can create an imbalanced competitive situation which decreases the likelihood of a constructive experience for the participants.

Option Two: If a league has a strong foundation, the following expansion plan may provide a less drastic option compared to starting from scratch:

When a league expands from four to five or more teams, it is beneficial to all parties if each manager gives up, in a one-team expansion, one 12-year-old and one 11-year-old; or in a two-team expansion, two 12-year-olds and two 11-year-olds (NOTE: A manager shall give up an additional 12-year-old if (s)he does not have the required number of returning 11-year-olds.). These players will then be placed in a common pool for selection by the new teams. This approach gives each new team a nucleus of older, more experienced players. Once this nucleus of eight players is established, the remainder of the teams can be filled through the regular draft process.

Option Three: This plan offers the most favorable competitive balance between existing teams in the Majors Division when a local league expands to provide a greater number of candidates the opportunity to participate in Majors-level play. It incorporates many basic features of an approach used successfully in professional baseball. Option Three has every existing team place players in a player pool from which the new expansion team(s) will select in a preliminary draft.

The player pool is formed by the following procedure:

1. The team with the fewest returning players will place one player into the pool and in doing so, will establish the baseline for the number of players all other teams may retain and the number that will be picked by the expansion team(s) from the pool.

For example, let's assume a division is expanding from five teams to six:

- Majors Team A has four returning players -- contributes one player to expansion pool;
 - Majors Team B has five players returning -- contributes two players to expansion pool;
 - Majors Team C has five returning players -- contributes two players to expansion pool;
 - Majors Team D has six players returning -- contributes three players to expansion pool;
 - Majors Team E has six returning players -- contributes three players to expansion pool;
2. In a one-team expansion using this example, the expansion team manager would choose three players in a preliminary draft from this expansion player pool. All players in the expansion player pool who were not selected would then return to their original teams. (If the expansion is by two teams, each team would choose three players, alternating picks.)
 3. The regular draft of players rising from the Minors Division would then begin with the expansion team(s) drafting first in each round. The established teams would then draft in reverse order of their finish in the previous year's final regular season standings.
 4. Any trading of players which may be necessary would follow immediately after the completion of the regular draft. Trading of players can continue until the 14th day after the start of the playing season.

Excerpt From: Little League International. "Little League® Baseball: Official Regulations, Playing Rules, and Operating Policies." iBooks. <https://itun.es/us/Gi9Gab.l>

Option Four: This plan offers another alternative for expansion under similar circumstances to Option Three. Under this plan, like in Option Three, an "expansion pool" of returning Majors players from the existing teams is created. However, there are three key differences from Option Three:

1. First, under Option Four, the existing team with the fewest returning Majors players does not place any players into the player pool. Rather, the number of Majors returnees on that team will establish the baseline for the number of players all other teams may retain.

For example, if a league is expanding from four teams to five, and Majors Team A returns 7 players, Majors Team B returns 7 players, Majors Team C returns 6 players, and Majors Team D returns 4 players, the number of players that each team may retain will be set at 4. In this scenario, Majors Team A must contribute 3 players to the expansion draft player pool, Majors Team B must contribute 3 players, and Majors Team C must contribute 2 players, creating a total pool of 8 players.

2. Second, not only the expansion team but ALL Majors teams will participate in the selection phase of the expansion draft.
3. Third, players who are not chosen from the expansion pool are not returned to their original teams after the selection of a specific number of players, as in Option Three. Under Option Four, the expansion pool segment of the draft continues until all players in the expansion pool are picked to a team.

First, the expansion team will select the same number of players that each established team has retained. (NOTE: Any child of the expansion team's manager shall count as one of her/his picks.) Next, each established team will select a player from the remaining players in the expansion pool, in the reverse order of the team's finish in the previous year's final regular season standings. These picks - the expansion team's selection of multiple players to form its initial core, then the established team's selections of one player each - will constitute the first "round" of the expansion pool draft.

As long as there are still players in the expansion pool after each established team has selected a player, another round will take place. The expansion team will pick first, this time choosing only one player. This will be followed by the established teams again selecting one player each in reverse order of the previous year's finish.

This process will continue until the final expansion pool player is chosen.

Once all players in the expansion pool have been picked, the regular draft of players rising from the Minors Division (first the draft of players from the 12-year-olds pool, then the "open draft" for all remaining eligible non-12-year-olds) will begin. The expansion team will draft first in each round, then the established teams will draft in reverse order of the previous year's finish, until each team's roster is full.

Trading of players is permitted according to the same rules in effect under Option Three: Any trading which may be necessary would follow immediately after the completion of the regular draft. Trading of players may continue until the 14th day after the start of the playing season.

Note that while it is unlikely this method would be appropriate if a league expands by more than one team, there is no change in the process for Option Four regardless of the number of teams by which the league is expanding. If there are two or more expansion teams, the expansion teams would alternate/rotate picks when establishing their respective cores; then they would alternate/rotate their order again when picking each round, with the team picking first determined by coin flip (the League president would determine which team calls the flip) unless determined by another method.

YLL has the choice to utilize any of the above four options depending on the league make-up at the time of expansion. The YLL Board of Directors will select an option via vote in any given year expansion is warranted.

Section 11 – Pool Players

YLL AA, AAA, and Major divisions will maintain a pool of eligible players who wish to receive extra playing time. Pool players may be called upon when a team is short of players for a scheduled game. This system ensures games can continue as scheduled while providing players with additional opportunities for development and competition.

Eligibility

Pool players must be LL age appropriate and must be assessed “safe” to play in extra games

Players must notify the Player Agent if their child wishes to be in the pool.

The Player Agent will maintain a list of eligible pool players and assign players on a rotating basis.

Prior to the 1st game of the season, managers must inform parents when their child is entered into the pool.

Managers may request a pool player in the following situations:

- **9 regular players available:** 1 pool player may be requested to bring the roster to a total of 10 players.
- **8 regular players available:** 1-2 pool players may be requested (manager discretion) to bring rosters to a total of either 9 or 10 players.
- **7 regular players available:** Up to 2 pool players may be requested to bring the roster to 9 total players.

Not allowed

- A manager may **never** request more than 2 pool players.
- A game **cannot be played** with fewer than 7 regular players.
- If a team has fewer than 7 regular players, the game must be rescheduled or forfeited as determined by the League.
- Managers may **NOT** request players from their own team or opposing team.
- Managers must accept the player assigned by the Player Agent. Violation of this rule will result in an automatic one-game suspension for the manager. Refusal may result in disciplinary action or suspension.

AA Minors Player Pool

- The AA Minors player pool is **intra-division only** - players come from other AA teams not participating in the game in question.
- This is open to any and all AA players who wish to volunteer for extra playing time.
- Managers must inform parents of this option at the beginning of the season, and parents should notify managers of their players' interest in being added to the pool list.
- The Minors Divisions Player Agent(s) will compile and rotate the list.

AAA Minors Player Pool

- The AAA Minors player pool is **inter-division** - AAA teams will draw pool players from AA.
- To form the AAA player pool, the Player Agent will request each AA manager to nominate **two players** who can safely compete at the AAA level.
- Nominations must be completed once the AA managers have had sufficient time to evaluate their players or by game 4 of the regular season, whichever occurs first.
- If the AAA player pool needs to be activated early, the Minors Player Agent may make selections at his/her discretion.
- Managers may also recommend additional players at any point in the season.

Majors Player Pool

- The Majors player pool is **inter-division** - Majors teams will draw pool players from AAA.
- To form the Majors pool, the Majors Player Agent will request each AAA manager to nominate **two players** who can safely compete at the Majors level. NOTE: Any AAA player who received a Majors-qualifying evaluation score but was not selected in the Majors draft is automatically eligible for the Majors Player Pool. The Majors Player Agent shall contact the player/player's family to confirm whether the player wishes to be included in the pool. Such players do NOT count as one of their teams' two nominees for the Majors player pool.
- Nominations must be completed once the AAA managers have had sufficient time to evaluate their players or by game 4 of the regular season, whichever occurs first.
- If the Majors player pool needs to activate early, the Majors Player Agent may make selections at his/her discretion. Priority should be given to AAA players who received Majors-qualifying evaluation scores but were not selected in the draft. As a last resort, the Majors Player Agent may consider adding a player from a different Majors team not involved in the game in question.
- Pool Players may **NOT** be drawn from divisions higher than Majors.

**AAA and Majors player pools must be at least eight players. The number of nominees from each team may need to be adjusted based on registration.*

Assigning Pool Players

- Pool Players are assigned strictly by the Player Agent
- Managers **must** accept the player assigned.
- Any referrals may result in Board discipline.

Defensive Restrictions

- Pool players **may not play pitcher or catcher**
- Exception: in AAA, a AA Minors-level "call-up" pool player **may pitch** only if:
 1. There is prior agreement (before the game starts) between the AAA manager, the AA manger, and the parent, **and**,
 2. Little League Pitch Smart guidelines are followed.

Offensive Restrictions

Pool players may only bat in positions 6-9 in the lineup (6-10 when using a continuous batting order).

Minimum Playing Time Rules for Pool Players

- If the game roster is only 9 players (including the pool player), the pool player will play the entire game.
- If the game roster includes 10 players(1 pool player) the following **special playing rules apply**:
 - May play a **maximum of 6 defensive outs**.

- o Must bat at **least once**, and may bat in **no more than 2 offensive innings**.
- o The pool player **may not start** the game.
- o The pool player must enter as a substitute for a regular player.
- o Once the pool player has reached their maximum allowed playing time, the replaced regular player must re-enter and complete the game.
- o If the regular player becomes injured, sick, ejected, or leaves early, the pool player cannot replace them for the remainder of the game. The regular player is declared out for the rest of the game.
- If the game roster includes 10 players (2 pool players) the following special playing rules apply:
 - o **All 8 regular players** must play the entire game.
 - o The two pool players substitute **for each other only**.
 - o Each pool player must:
 - Play at **least 6 defensive outs** (one full defensive inning minimum)
 - Bat in the lineup if a **continuous batting order** is used
 - o Pool players must **not** start the game; one pool player will enter as substitute, and they will rotate for each other as needed.
 - o If a regular player is injured, sick, leaves the ballpark early, or is ejected, the pool player(s) can be substituted for the missing player and complete the game. In this instance, the regular player is declared out for the rest of the game.

Section 12 – Baseball Playing Rules

General Baseball Rules

The following rules apply to all divisions of baseball:

1. All games shall be played by the Little League Rules and Regulations adopted by LLBS as well as these Local Operating Rules. Rules shall NOT be changed, even with the agreement or concurrence of both managers. If a specific concept or situation is not covered by this document, the Little League Official Regulations and Playing Rules will apply.
2. Any player who is injured or under disciplinary action and is reported as such on the lineup sheet turned in to the official scorekeeper before the game may not participate in that game in any capacity for any reason, including base coaching. They may sit on the bench if injured but are not permitted to have any other role in the game.
3. Managers may request, through the Player Agent, to suspend players for disciplinary reasons when necessary.
4. Accurate and current pitching records shall be recorded on Game Changer and submitted at the end of the game. These records will be available at all games and may be reviewed by the umpire or opposing team manager.
5. Electronic devices are **not permitted** to be used in the fields or in the dugouts by players during practices or games.
6. Electronic devices are not allowed to be used in the field or in dugouts by players during games or practices.
7. Managers and coaches limit electronic devices in dugout and use only for the purpose of scoring keeping, player safety, and if needed refer to LLI rulebook.

8. A ten-run rule will be in effect for all divisions from the Minors through the Majors Division. This shall be per Section 4.10 (e) of the Little League Official Playing Rules.
9. A **continuous batting order** shall be used. The batting order shall be a consistent rotation of the team roster in an order selected by the manager. The order established at the start of the game shall be followed until the game is over. Batters who arrive late will be added to the bottom of the order. Batters who must leave early or cannot bat because of injury are skipped over in the order and are NOT considered “out.”
10. Per Little League Rule 4.05, two (2) adult base coaches may be used on the field, one at 1st base and one near 3rd base. However, an adult must be in the dugout at all times.
11. Only children registered with the League may be on the fields, in the dugouts, or umpiring. Children under 18 who are not players in the League MAY coach and/or umpire if they fill out a Volunteer Form and are approved by the Board of Directors.
12. Following the conclusion of the game the Home team is responsible for field maintenance (requirements included in the coaches’ toolkit).
13. Both teams are responsible for leaving their respective dugouts clean and free of garbage, bottles, equipment, etc.
14. Electronic devices are not allowed to be used on the field or in dugouts by players during games or practices for any personal use. However, managers and coaches are allowed to use devices to score games utilizing the Game Changer App and referencing the LLII Rule book App when necessary.
15. Any home run ball hit will be allowed to be kept by the player and the Home team/League will put a new ball in play after the home run.
16. All batters are required to maintain one foot in the batter’s box throughout each at-bat. For the specific rule changes please see rule 6.02(c).
17. All players shall wear uniforms of the same color t-shirt, gray (white pants are for all stars) and same colored hat.
18. Players should wear cleats. Metal spikes are not permitted.
19. An official Little League Patch MUST be worn on the upper left sleeve of the players t-shirt.

Safety

1. NO HOLDING OF BATS IN THE ON-DECK AREA. Players are only permitted to take physical possession of a bat on their way out to the batter's box.
2. Smith Field: Players are NOT permitted to warm up, throw, etc. in the driveway adjacent to the playing field.
3. Smith Field: Children in the announcing booth must be supervised at all times.
4. Players who need to leave the dugout for any reason during the game must have a manager or coach approval.
5. Managers/Coaches are permitted to warm up pitchers between innings and/or prior to games during regular season play. Alternatively, a player on the pitcher’s team who is slated to be on the bench may also warm up the pitcher, provided they are wearing appropriate mitt, mask, and, if applicable, athletic cup (see Uniforms and Equipment sub-section).
6. Precautions must be observed when carrying out soft-toss or tee work into the batting cages from the outside. Such practice should never be undertaken in the direction of players/coaches

inside the cages. Ideally, bow nets should be used instead. These should be set up by the first team using the field and taken down by the last team, whether this is during pre-game or during days of practice.

7. No players are allowed in the batting cages without a helmet. Additionally, no spectators may use the batting cages during games unless accompanied by an adult.

T-Ball Playing Rules

The T-Ball Division is a beginner level for boys and girls ages 5-6 who want to learn the fundamentals of hitting and fielding. In T-ball, players hit a ball off a batting tee. The primary goal is to have fun, to instruct the children in the fundamentals of baseball and softball, and to allow them to experience the value of teamwork.

Teams consist of 8-12 kids, to be determined by the number of registered players. To be eligible, a player must be 4 years old before September 1st of the current year and not attain the age of 8 on or before August 31st of the current year. Players who are 5-6 years old are permitted to advance to Minor League Coach Pitch after one year of Tee Ball, assuming other eligibility requirements are met.

The maximum age limit in this division is 7, to ensure safety and focus on basic skill development for all players participating in baseball or softball for the first time. Players rostered on a T-ball team shall not be permitted to play with a Minors division team.

Games:

- **Games will be played for 2 full innings or 1 ½ hours, whichever is less.**
- No official score will be recorded
- All rostered players take the field every inning and play at least one inning in the infield per game.
- One player may occupy the catcher position and one player may occupy the pitcher position.
- Every player bats each inning, regardless of the number of outs recorded and regardless of the number of players on the team.
- Batters will remain in the dugout until called upon to bat by the coach.
- Batter will then enter the batter's box at home plate and hit off a stationary tee.
- Coaches are allowed to help place the ball on the tee and may adjust the tee as necessary for each batter.
- Batter may have as many swings until the ball is hit into fair territory (with coach assistance) and then runs to first base. A player may not advance past first base.
- Defense players attempt to make an out by fielding the ball and throwing to an appropriate base for a force out attempt. Play ends when runners have stopped advancing and the ball has returned to infield or pitcher. The coach or umpire calls "time".

- Regardless of the result of the play, the baserunner will remain on the base (i.e. there are no true outs).
- Runners on base will advance to the next base, but cannot advance more than one base.
- The last batter in the batting order will run all bases to clear the field and end the inning.
- It is highly recommended that coaches be positioned on the field to guide and coach the offensive and defensive players.
- Instructional pauses are encouraged during game play.
- No bunting, stealing, or sliding.

Equipment and Uniforms:

- Approved Tee ball bats must be used.
- All batters and baserunners must wear batting helmets at all times.
- Protective face masks are required for batting helmets.
- Catchers and fielders shall wear appropriate baseball mitts.
- Catchers **MUST** wear a catcher's helmet and face mask with a "dangling"-type neck protector.
- Athletic cups are required for all male players playing the position of catcher.

Minors Baseball (AA) Playing Rules

The AA Minors Baseball Division is an instructional and developmental league, as well as a feeder program for AAA Minors and, ultimately, the Majors. Coaches and managers should focus on basic instruction of baseball fundamentals, including development of pitchers and catchers. This should serve as an introduction to competition but with an overtone of sportsmanship, teamwork, and respect. **Please avoid** capitalizing on errors in the field with runners on base, i.e., the defense should be given every opportunity to field the ball cleanly rather than being induced to commit multiple overthrows that allow runners to advance freely around the bases.

Games

- Games will consist of 6 innings, not to exceed a 2-hour time limit. Any inning which has been started prior to the 1 hour, 45 minute-mark following the beginning of the game shall be completed. However, no new inning shall start after that time.
- Teams must have 9 players on the field before the game begins. One double-header per week is allowed if necessary to make up for regular season games. If a game is called before it becomes a "regulation" game (Rule 4.10 less than 4 innings completed), it shall resume where it left off, unless it was called due to the 2-hour time limit. In that event the game will become final as long as 3 full innings have been completed.
- A regular season game that ends in a tie will be recorded as a tie. No extra innings will be played.
- Each half-inning consists of either three outs or five runs scoring. The half-inning is over as soon as either event occurs.
- The score will be maintained when playing games, and won/loss records will be maintained according to the results of the games.

- A **continuous batting order** shall be used. The batting order shall be a consistent rotation of the team roster in an order selected by the manager. The order established at the start of the game shall be followed until the game is over. Batters who arrive late will be added to the bottom of the order. Batters who must leave early or cannot bat because of injury are skipped over in the order and are NOT considered “out.”
- If both teams do not have enough players, the game may be played as a scrimmage but will need to be made up at a later date in order to be counted as official.
- Each team will maintain the scoring and stats via Game Changer and be will be maintained when playing games.
- Umpires or managers collectively shall make the call if too dark to play for safety reasons. If games shall be called due to darkness during the middle of an inning in a regular season game, the number of runs scored during that inning will not count toward the final score, i.e., the score will revert to what it had been at the conclusion of the last fully played inning.
- The Home team is responsible for supplying the umpire(s), unless an impartial umpire who has already completed the YLL Volunteer application has been scheduled by the League. If no umpire is available, the manager or another coach from the team on offense will act as the head umpire while his or her team is at-bat.

Pace of Play

- Catchers should be prepared to take the field as promptly as possible with the start of each new half-inning. If the catcher is not ready and/or needs assistance with his/her gear, the manager, a coach, OR a bench player should warm up the pitcher (safety equipment requirements apply).
- “On-deck” and “in-the-hole” hitters should both be prepared for their turn in the batting order (helmets and batting gloves on).
- The “in-the-hole” hitter should be prepared to retrieve the hitter’s bat after a hit or walk, as soon as the play is “dead.”

Uniforms and Equipment

- All players on both teams shall wear uniforms of the same color t-shirt, gray pants, and same color hat. An official Little League Patch must be worn on the upper left sleeve of the player’s t-shirt.
- The use of personal bats is permitted, but all bats must be Little League approved.
- Catchers and fielders shall wear appropriate baseball mitts.
- Catchers MUST wear a catcher’s helmet and face mask with a “dangling”-type neck protector. Hockey-style masks are approved but must have a “dangling” neck protector. This applies to pregame warm-ups as well as between-inning pitcher warm-ups.
- Athletic cups are required for all male players playing the position of catcher.
- All batters, baserunners, and base coaches (children only) must wear batting helmets at all times.
- Protective face masks are required for batting helmets.

Batting

- Standard Little League batting rules apply.

- Each player will bat in the order that his/her name appears in the team's batting order.
- Advancing on dropped 3rd strikes is not allowed in Minors Division play per Little League rule 6.05.
- Bunting is **not** permitted.
- Batters get a maximum of 6 pitches (or 3 strikes). Batter is out if he doesn't hit after 6 pitches.
- Batters should only be allowed to advance one base at a time games 1-4. After game 4 of the season, or at the mutual agreement of both managers prior to the start of any game prior, batters will be allowed to attempt a second base for balls well struck to the outfield. In no circumstances will a batter be allowed more than two bases on a hit.

Base Running

- Normal Little League baserunning rules apply if not specifically addressed below.
- Stealing is **not** allowed.
- Head-first slides are not allowed except when returning to a base, per Rule 7.08 (A)(4).
- Runners must maintain contact with the base until the ball crosses the plate or is hit.
- If a player is injured while running the bases, the most previous player in the lineup who is not currently on base shall run for the injured player. The injured player is declared out for the rest of the game and is no longer part of the lineup.
- The offensive team is permitted two adult base coaches, one at first and one at third. Players can also act as base coaches.
- Runners advance only one base at a time for the first 21 days of the AA season opener. After 21 days of the season, and agreed upon by both managers, base runners will be allowed to attempt a second base on a ball well struck to the outfield. In no circumstance is a runner allowed more than two bases on a hit. **No** advancing on errors.

Fielders/Defense

- ALL players will be in the field when their team is on defense.
- Coaches are allowed on the field during play to facilitate positioning/coaching.
- Player safety should always be considered when assigning positions.
- No infield fly rule.

Pitching

- All games are coach-pitch.

Minors Baseball (AAA) Playing Rules

The AAA Minors Baseball Division shall consist of players who are League Age 7-11. The Minors Baseball Division is developmental in nature. Coaches involved **must emphasize the instructional** over the competitive aspects of playing baseball. The intent is to teach and develop players at this level to ensure the fundamentals of baseball are taught, with a strong emphasis on sportsmanship and teamwork.

The season will consist of a minimum of 12 regular season games and will conclude with a single elimination playoff including all teams.

Games

- Games will consist of 6 innings, not to exceed a 2 hour and 15 minute time limit. Any inning which has been started prior to the 1 hour, 45 minute-mark following the beginning of the game shall be completed. However, no new inning shall start after that time.
- Playoff games do not have time limits or inning limitations. They are played to completion unless otherwise determined by the Board of Directors.
- Teams must have 9 players on the field before the game begins. One double header per week is allowed if necessary to make up for regular season games.
- If a game is called before it becomes a “regulation” game (Rule 4.10 less than 4 innings completed), it shall resume where it left off, unless it was called due to the 2-hour and 15 minute time limit. In that event the game will become final as long as 3 full innings have been completed.
- A regular season game that ends in a tie will be recorded as a tie. No extra innings will be played.
- Each half-inning consists of either three outs or five runs scoring. The half-inning is over as soon as either event occurs.
- Unlimited Runs Inning Concept: The exception to the above is that the League has elected to use the option provided under Rule 5.07 of the Little League Baseball and Softball Playing Rules. During the last inning of any game, an unlimited number of runs are allowed to be scored. “Last inning” refers to one of the following:
 - Last Inning (Automatic): Once the 6th inning has been reached, that inning (and any extra innings) is automatically the “last inning” for purposes of unlimited runs.
 - Coach-Designated Last Inning: If a game is not expected to reach the 6th inning prior to the 1 hour, 45-minute mark following the start of the game, both managers may mutually agree to declare the upcoming inning as the “last inning” prior to the first pitch of that inning. Both managers must explicitly agree and the plate umpire shall confirm the agreement. Once an inning has started, it cannot be retroactively designated as the last inning.
- A **continuous batting order** shall be used. The batting order shall be a consistent rotation of the team roster in an order selected by the manager. The order established at the start of the game shall be followed until the game is over. Batters who arrive late will be added to the bottom of the order. Batters who must leave early or cannot bat because of injury are skipped over in the order and are NOT considered “out.”
- If teams do not have enough players, they are allowed to utilize the player pool. See section 8.
- Each team will maintain the scoring and stats via Game Changer when playing games.
- YLL team playoff seeding will be based upon order of finish in the regular season standings (this is not including interleague play with other towns). In the event of a tie in the final standings, the first tiebreaker will be the head-to-head record of the tied teams. The second tiebreaker will be the head-to-head run differential of the tied teams. The third tiebreaker will be the regular season run differential of all of the teams’ league games. The fourth tiebreaker will be a coin flip.

Pace of Play

- Pitchers' warm-ups pitches between innings should NOT exceed 8 pitches or more than 1 minute of time.
- Catchers should be prepared to take the field as promptly as possible with the start of each new half-inning. If the catcher is not ready and/or needs assistance with his/her gear, the manager, a coach, OR a bench player should warm up the pitcher (safety equipment requirements apply).
- "On-deck" and "in-the-hole" hitters should both be prepared for their turn in the batting order (helmets and batting gloves on).
- The "in-the-hole" hitter should be prepared to retrieve the hitter's bat after a hit or walk, as soon as the play is "dead."

Uniforms and Equipment

- All players on both teams shall wear uniforms of the same color t-shirt, gray pants, and same color hat. An official Little League Patch must be worn on the upper left sleeve of the player's t-shirt.
- The use of personal bats is permitted, but all bats must meet the USA Baseball Bat standard.
- Catchers and fielders shall wear appropriate baseball mitts.
- Catchers MUST wear a catcher's helmet and face mask with a "dangling"-type neck protector. Hockey-style masks are approved but must have a "dangling" neck protector. This applies to pregame warm-ups as well as between-inning pitcher warm-ups.
- Athletic cups are required for all male players playing the position of catcher.
- All batters, baserunners, and base coaches (children only) must wear batting helmets with a protective face mask at all times.
- All baseballs used must be Little League-approved.

Batting

- Bunting is **not** permitted.
- All other Little League batting rules apply.
- Each player will bat in the order that his/her name appears in the team's batting order.
- Advancing on dropped 3rd strikes is not allowed in Minors Division play per Little League rule 6.05.

Base Running

- Normal Little League baserunning rules apply if not specifically addressed below.
- Head-first slides are not allowed except when returning to a base, per Rule 7.08 (A)(4).
- Runners must maintain contact with the base until the ball crosses the plate or is hit.
- Runners must stay at 1st Base following a walk; they cannot continue to run to 2nd base.
- Base stealing **is** allowed but is limited to one steal per half inning. Runners are not allowed to advance beyond the base they are intending to steal. Stealing is only allowed during player-pitch (no stealing allowed during a coach-pitch period).
 - *Note: The above rule is to be enforced by the managers in a constructive manner consistent with the developmental intent of the division (catchers learning to throw and runners learning base running).*

- On a “passed ball” (defined below), a baserunner may attempt to advance one base. Runners are not allowed to advance beyond the base they are intending to steal. There are no limits on the number of bases taken on a passed ball each inning; however, advancing to home on a passed ball is not allowed. Advancing on a passed ball is only allowed during player-pitch (it is not allowed during a coach-pitch period).
- Each home team field shall be lined with a “catcher’s triangle.” The catcher’s triangle is no wider than the width of the batter’s boxes and is no deeper than 5 feet from home plate. If a ball lands in the catcher’s triangle, it is not a “passed ball” and thus runners are not permitted to advance under the passed ball rule.
- Beginning on the 21st day after the AAA season opener, advancing to home on a passed ball is allowed as well as unlimited steals, including steals of home. (NOTE: As of this date it is no longer necessary to line the field with a “catcher’s triangle” for AAA games.) Runners may also attempt to advance to 2nd base on a walk.
- When a pitcher is in contact with the pitcher’s plate and in possession of the ball AND the catcher is in the catcher’s box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached home plate. A runner can take a lead once the pitch crosses the plate. Once the catcher has secured the ball, any runner who has stopped his/her forward progress shall be required to return to the previous base. NOTE: The defensive team can record an out by tagging a runner who is between bases, i.e., the baserunner is not automatically awarded the previous base.
- Since all players are always in the lineup, Rule 7.14 (Special Pinch Runner) is not used.
- If a player is injured while running the bases, the player who was last out or, if no outs, the last out from the previous inning (or the last batter in the batting order if the first inning and no outs) shall run for the injured player. The injured player is declared out for the rest of the game and is no longer part of the lineup.
- The offensive team is permitted two adult base coaches, one at first and one at third. Players can also be base coaches but must wear a helmet.

Fielders/Defense

- 9 players play in the field at a time.
- During player-pitch play, the defensive team’s manager and all coaches must remain in the dugout and are not permitted on the field.
- Player safety should always be considered when assigning positions.
- No infield fly rule.

Pitching

- Each defensive inning should begin as a player-pitch. Play will continue as a player-pitch until (1) the half-inning ends due to the recording of three outs by the defense or, if not the last inning, the scoring of five runs by the offense; OR (2) the pitcher issues a 4th ball to a batter. There will be no walks. In the event of a 4th ball, a coach from the team at bat will continue pitching to the batter. The strike count on the batter will carry over from player-pitch to coach-pitch and the at bat will continue until the batter strikes out or puts the ball in play.

Once the batter has completed their at bat, play for the next batter will continue as player-pitch.

- If the pitcher hits the batter with a pitched ball, the batter will be awarded first base. Play for the next batter will continue as player-pitch.
- Both team's managers are responsible for recording accurate pitch counts in the Game Changer app for each game.
- The utmost care should be taken to avoid overuse of pitchers for player safety reasons. At this level, managers should also strive to provide opportunities for as many players on their roster as possible to gain pitching experience.

Playing Time

Playing time is the highest priority for all participants in York Little League. It is also the area where the greatest number of conflicts and complaints arise between managers and parents. Managers should REVIEW THE LITTLE LEAGUE SUBSTITUTION RULE AND SET EXPECTATIONS WITH PARENTS prior to the beginning of the season. They should also explain the process by which they will document playing time. By adhering to the LL Substitution Rule and being consistent in their documentation process, managers can minimize the problems that will occur.

Note: Game Changer™ is an electronic method of scorekeeping which has been approved for use by Little League International. This is a highly valuable tool for managers and coaches to review equitable playing time as well as to resolve potential conflicts with parents.

At the basic level, Little League requires that each participant play a minimum of six consecutive defensive outs and have one at bat per game (as noted in the LL Official Regulations, Article IV, Section (i)). YLL has instituted an approach that is more player development-oriented, **requiring nine defensive outs and one at bat per game**. As AAA Minors is a developmental division, this will ensure equitable time for all participants to progress.

Free substitutions are allowed at any time. However, all players must play at least 3 full innings in the field and receive one at-bat. Any half-innings halted by the run-rule are considered to be "full" innings. If a game is halted early due to the 10-run rule, weather, or exceeding the time limit, managers shall start any player who has not completed their minimum playing time in one game in the next scheduled game. Furthermore, that player will play any previous requirement not completed in addition to the requirement for the current game before being removed. There will be no penalty for managers in a shortened game so long as within the next game the above requirements are met. For non-compliance in a regulation game the manager shall receive disciplinary action according to the following sequence:

- A. First Offense – written warning.
- B. Second Offense – suspension for the next scheduled game.
- C. Third Offense – suspension for the remainder of the season.

Note: The YLL Board always retains the option to enforce a more severe penalty in the event it is deemed necessary.

It is **strongly recommended that players in the AAA Minors Division do not play more than three innings at one position** in order to ensure development and understanding of all positions.

Majors Baseball Playing Rules

The Majors Baseball Division shall consist of players who are League Age 9-12. Players who are League Age 9-11 can try out for this division but may be placed in AAA Minors if their ability is not up to this level. Players League Age 8 are not permitted to participate in this division.

Majors is considered YLL's competitive division.

Games

- Games will consist of 6 innings, 5 ½ if the Home team has the lead at the conclusion of the top of the 6th inning.
- There is no run limit per inning.
- A **continuous batting order** shall be used. The batting order shall be a consistent rotation of the team roster in an order selected by the manager. The order established at the start of the game shall be followed until the game is over. Batters who arrive late will be added to the bottom of the order. Batters who must leave early or cannot bat because of injury are skipped over in the order and are NOT considered "out."
- Each team will maintain the scoring and stats via Game Changer when playing games.
- Substitutes must play the Little League minimum requirement of six defensive outs and receive at least one at-bat, consistent with the Little League Substitution Rule (referenced in Playing Time sub-section).
- Games have no time limit, both in the regular season and in the playoffs.
- YLL playoff seeding will be based upon order of finish in the regular season standings (this is not including interleague play with other towns) In the event of a tie in the final standings, the first tiebreaker will be the head-to-head record of the tied teams. The second tiebreaker will be the head-to-head run differential of the tied teams. The third tiebreaker will be the regular season run differential of all of the teams' league games. The fourth tiebreaker will be a coin flip.

Pace of Play

- Pitchers' warm-ups pitches between innings should NOT exceed 8 pitches or more than 1 minute of time.
- Catchers should be prepared to take the field as promptly as possible with the start of each new half-inning. If the catcher is not ready and/or needs assistance with his/her gear, the manager, a coach, OR a bench player should warm up the pitcher (safety equipment requirements apply).
- "On-deck" and "in-the-hole" hitters should both be prepared for their turn in the batting order (helmets and batting gloves on).
- The "in-the-hole" hitter should be prepared to retrieve the hitter's bat after a hit or walk, as soon as the play is "dead."

Uniforms and Equipment

- All players on both teams shall wear uniforms of the color t-shirt, gray pants, and same color hat. An official Little League Patch must be worn on the upper left sleeve of the player's t-shirt.
- The use of personal bats is permitted, but all bats must meet the USA Baseball Bat standard.

- Catchers and fielders shall wear appropriate baseball mitts.
- Catchers MUST wear a catcher's helmet and face mask with a "dangling"-type neck protector. Hockey-style masks are approved but must have a "dangling" neck protector. This applies to pregame warm-ups as well as between-inning pitcher warm-ups.
- Athletic cups are required for all male players playing the position of catcher.
- All batters, base runners, base coaches (children only) must wear batting helmets at all times.
- All baseballs used must be Little League-approved.

Batting

- Bunting **IS** permitted.
- All other Little League batting rules apply.
- Advancing on dropped 3rd strikes **IS** allowed and will be played according to LL Rule 6.09.

Base Running

- Normal Little League baserunning rules apply if not specifically addressed below.
- Head-first slides are not allowed into a base and are never allowed at home plate. Head-first dives **BACK** to a base are allowed, per Rule 7.08 (A)(4).
- Runners must maintain contact with the base until the ball crosses the plate or is hit.
- If a player is injured while running the bases, the most previous player in the lineup who is not currently on base shall run for the injured player. The injured player is declared out for the rest of the game and is no longer part of the lineup.
- The offensive team is permitted two adult base coaches, one at first and one at third. Players can also be base coaches.

Fielders/Defense

- 9 players play in the field at a time.
- The defensive team's manager and all coaches must remain in the dugout and are not permitted on the field.
- Player safety should always be considered when assigning positions.
- The infield fly rule **IS** utilized.

Pitching

YLL will use the official Little League "Pitch Smart" pitch count limits developed and distributed by Little League international. As noted in previous sections, both teams' managers are responsible for tracking pitch counts in the Game Changer app for each game. It should be noted that while these limits are not to be exceeded, managers should use good common sense when dealing with youth pitchers and their arms, over and above these requirements.

Playing Time

Playing time is the highest priority for all participants in York Little League. It is also the area where the greatest number of conflicts and complaints arise between managers and parents. Managers should **REVIEW THE LITTLE LEAGUE SUBSTITUTION RULE AND SET EXPECTATIONS WITH PARENTS** prior to the beginning of the season. They should also explain the process by which they will

document playing time. By adhering to the LL Substitution Rule and being consistent in their documentation process, managers can minimize the problems that will occur.

Note: Game Changer™ is an electronic method of scorekeeping which has been approved for use by Little League International. This is a highly valuable tool for managers and coaches to review equitable playing time as well as to resolve potential conflicts with parents.

Little League requires that each participant play a minimum of six consecutive defensive outs and have at least one at-bat per game, as noted in the LL Official Regulations, Article IV, Section (i). YLL Majors Division will adhere to this basic playing time requirement.

Section 13 – Softball Playing Rules

General Softball Rules

The following rules apply to all divisions of softball:

1. All games shall be played by the Little League Rules and Regulations adopted by Little League Baseball and Softball, Inc. as well as these Local Operating Rules. Rules shall NOT be changed, even with the agreement or concurrence of both managers. If a specific concept or situation is not covered by this document, the Little League Official Regulations and Playing Rules will apply.
2. Any player who is injured or under disciplinary action and is reported as such on the lineup sheet turned in to the official scorekeeper before the game may not participate in that game in any capacity for any reason, including base coaching. They may sit on the bench if injured but are not permitted to have any other role in the game.
3. Absent players must be reported on the line-up card to be noted on the official scorekeeper's record.
4. Managers may request, through the Player Agent, to suspend players for disciplinary reasons when necessary.
5. Accurate and current pitching records shall be recorded on **Game Changer** and submitted at the end of the game. These records will be available at all games and may be reviewed by the umpire or opposing team manager.
6. A ten-run rule will be in effect for all divisions from the Minors through the Majors Division. This shall be per Section 4.10 (e) of the Little League Official Playing Rules.
7. A continuous batting order shall be used for the regular season for all divisions. The batting order shall be a consistent rotation of the team roster in an order selected by the manager. The order established at the start of the game shall be followed until the game is over. Batters who arrive late will be added to the bottom of the order. Batters who must leave early or cannot bat because of injury are skipped over in the order and are NOT considered "out." For post-season play for **Majors Only** a normal 10-player batting order will be used.
8. Per Little League Rule 4.05, two (2) adult base coaches may be used on the field, one at 1st base and one near 3rd base, at any level of play. However, an adult must be in the dugout at all times.

9. Only children registered with the League may be on the fields, in the dugouts, or umpiring. Children under 18 who are not players in the League MAY coach and/or umpire if they fill out a Volunteer Form and are approved by the Board of Directors.
10. Following the conclusion of the game the Home team is responsible for field maintenance (requirements included in the coaches' toolkit).
11. Both teams are responsible for leaving their respective dugouts clean and free of garbage, bottles, equipment, etc.
12. Electronic devices are **not permitted** to be used in the fields or in the dugouts by players during practices or games.
13. Electronic devices are not allowed to be used in the field or in dugouts by players during games or practices.
14. Managers and coaches limit electronic devices in dugout and use only for the purpose of scoring keeping using **GameChanger**, player safety, and if needed refer to LLI rulebook.
15. Any home run ball hit will be allowed to be kept by the player and the Home team/League will put a new ball in play after the home run.
16. All batters are required to maintain one foot in the batter's box throughout each at-bat. For the specific rule changes please see rule 6.02(c).
17. Managers/Coaches will strive toward a goal of developing 2-3 catchers per team.
18. All players shall wear uniforms of the same color t-shirt, gray (white pants are for all stars) and same colored hat.
19. Players should wear cleats. Metal spikes are not permitted.
20. An official Little League Patch MUST be worn on the upper left sleeve of the players t-shirt.

Safety

1. NO HOLDING OF BATS IN THE ON-DECK AREA. Players are only permitted to take physical possession of a bat on their way out to the batter's box.
2. Players who need to leave the dugout for any reason during the game must be accompanied by a teammate.
3. Managers/Coaches ARE permitted to warm up pitchers between innings and/or prior to games during regular season play. Alternatively, a player on the pitcher's team who is slated to be on the bench may also warm up the pitcher, provided they are wearing appropriate mitt, mask, etc. (see Uniforms and Equipment sub-section).
4. Precautions must be observed when carrying out soft-toss or tee work into the batting cages from the outside. Such practice should never be undertaken in the direction of players/coaches inside the cages. No soft-toss or tee work into the cage from the outside. Ideally, bow nets should be used instead. These should be set up by the first team using the field and taken down by the last team, whether this is during pre-game or during days of practice.

Minors Softball (AA) Playing Rules

The AA Minors Softball Division is an instructional and developmental league, as well as a feeder program for AAA Minors and, ultimately, the Majors. Coaches and managers should focus on basic

instruction of softball fundamentals, including development of pitchers and catchers. This should serve as an introduction to competition but with an overtone of sportsmanship, teamwork, and respect. **Please avoid** capitalizing on errors in the field with runners on base, i.e., the defense should be given every opportunity to field the ball cleanly rather than being induced to commit multiple overthrows that allow runners to advance freely around the bases.

Games

- Games will consist of 6 innings, with a hard **2 hour time limit**. Any inning which has been started prior to the 1 hour, 45 minute- mark following the beginning of the game shall be completed. However, no new inning shall start after that time.
- A regular season game that ends in a tie will be recorded as a tie. No extra innings will be played.
- Each half-inning consists of either three outs or five runs scoring. The half-inning is over as soon as either event occurs.
- The exception to the above is that the League has elected to use the option provided under Rule 5.07 of the Little League Baseball and Softball Playing Rules. During the last inning of any game, an unlimited number of runs are allowed to be scored. "Last inning" refers to one of the following:
 - Once the 6th inning has been reached, it is automatically the "last inning" in regard to this rule; OR
 - If both managers recognize that an inning prior to the 6th inning is unlikely to conclude before the 1 hour, 45-minute mark following the start of the game, they may agree to declare it the "last inning" prior to beginning play in that inning.
- Games shall be called due to darkness for safety reasons. If this happens during the middle of an inning in a regular season game, the number of runs scored during that inning will not count toward the final score, i.e., the score will revert to what it had been at the conclusion of the last fully played inning.
- Playoff games do not have time limits or inning limitations. They are played to completion unless otherwise determined by the Board of Directors.
- Substitutes must play the Little League minimum requirement of six defensive outs and receive at least one at-bat consistent with the Little League Substitution Rule.
- The score will be maintained when playing games, and won/loss records will be maintained according to the results of the games.
- A "regulation" game may be played with a minimum of 6 players on each team (must have infield positions). If both teams do not have enough players, the game may be played as a scrimmage but will need to be made up at a later date in order to be counted as official.
- The Home team is responsible for supplying the umpire(s), unless an impartial umpire who has already completed the YLL Volunteer application has been scheduled by the League. If no umpire is available, the manager or another coach from the team on offense will act as the head umpire while his or her team is at-bat.

Pace of Play

- Catchers should be prepared to take the field as promptly as possible with the start of each new half-inning. If the catcher is not ready and/or needs assistance with her gear, the manager, a coach, OR a bench player may help.
- “On-deck” and “in-the-hole” hitters should both be prepared for their turn in the batting order (helmets and batting gloves on).
- The “in-the-hole” hitter should be prepared to retrieve the hitter’s bat after a hit or walk, as soon as the play is “dead.”

Uniforms and Equipment

- All players on both teams shall wear uniforms of the same color t-shirt, gray pants, and same color hat. An official Little League Patch must be worn on the upper left sleeve of the player’s t-shirt.
- The use of personal bats is permitted, but all bats must be Little League-approved.
- Catchers and fielders shall wear appropriate softball mitts or regular mitt (only for AA).
- Catchers MUST wear a catcher’s helmet and face mask with a “dangling”-type neck protector. Hockey-style masks are approved but must have a “dangling” neck protector. This applies to pregame warm-ups as well as between-inning pitcher warm-ups.
- All batters, baserunners, and base coaches (children only) must wear batting helmets at all times.
- Protective face masks are required for batting helmets as well as all infielders, the pitcher, third baseman, and first baseman.
- Only 11-inch, Little League-approved softballs will be used in game play.

Batting

- Standard Little League batting rules apply.
- Advancing on dropped 3rd strikes is not allowed.
- Bunting is **not** permitted.
- A **continuous batting order** shall be used. The batting order shall be a consistent rotation of the team roster in an order selected by the manager. The order established at the start of the game shall be followed until the game is over. Batters who arrive late will be added to the bottom of the order. Batters who must leave early or cannot bat because of injury are skipped over in the order and are NOT considered “out.”
- Batters get a maximum of 6 pitches (or 3 strikes). Batter is out if he doesn’t hit after 6 pitches.
- Batters are allowed to advance only one base at a time through games 1-4. After game 4 of the season batters will be allowed to attempt a second base for balls well struck to the outfield. In no circumstances will a batter be allowed more than two bases on a hit.

Base Running

- Normal Little League baserunning rules apply if not specifically addressed below.
- Stealing is **not** allowed.

- If a player is injured while running the bases, the most previous player in the lineup who is not currently on base shall run for the injured player. The injured player is declared out for the rest of the game and is no longer part of the lineup.
- The offensive team is permitted two adult base coaches, one at first and one at third. Players can also act as base coaches.
- Runners advance only one base at a time for the first 21 days of the AA season opener. After 21 days of the season, and agreed upon by both managers, base runners will be allowed to attempt a second base on a ball well struck to the outfield. In no circumstance is a runner allowed more than two bases on a hit. **No** advancing on errors.

Fielders/Defense

- ALL players will be in the field when their team is on defense.
- 1-2 Defensive team coaches are permitted to be on the field but shall not interfere when the ball is in play.
- Player safety should always be considered when assigning positions.
- There is a maximum of three innings per game per catcher.
- No infield fly rule.

Pitching

- In Coach Pitch, the coach shall pitch from in front of the pitcher's circle, delivering pitches with a natural, hittable arc to prepare players for Player Pitch; pitches shall not be excessively lobbed or unplayable.

Minors Softball (AAA) Playing Rules

The AAA Minors Softball Division is an instructional and developmental league, as well as a feeder program for the Majors. Coaches and managers should focus on basic instruction of softball fundamentals, including development of pitchers and catchers. This should serve as an introduction to competition but with an overtone of sportsmanship, teamwork, and respect. **Please avoid** capitalizing on errors in the field with runners on base, i.e., the defense should be given every opportunity to field the ball cleanly rather than being induced to commit multiple overthrows that allow runners to advance freely around the bases.

The season will consist of 12 regular season games and will conclude with a single elimination playoff including all teams.

Games

- Games will consist of 6 innings, with a hard **2 hour time limit**. Any inning which has been started prior to the 1 hour, 45 minute- mark following the beginning of the game shall be completed. However, no new inning shall start after that time.
- A regular season game that ends in a tie will be recorded as a tie. No extra innings will be played.

- Each half-inning consists of either three outs or five runs scoring. The half-inning is over as soon as either event occurs.
- **Unlimited Runs Inning Concept:** The exception to the above is that the League has elected to use the option provided under Rule 5.07 of the Little League Baseball and Softball Playing Rules. During the last inning of any game, an unlimited number of runs are allowed to be scored. “Last inning” refers to one of the following:
 - **Last Inning (Automatic):** Once the 6th inning has been reached, that inning (and any extra innings) is automatically the “last inning” for purposes of unlimited runs.
 - **Coach-Designated Last Inning:** If a game is not expected to reach the 6th inning prior to the 1 hour, 45-minute mark following the start of the game, both managers may mutually agree to declare the upcoming inning as the “last inning” prior to the first pitch of that inning. Both managers must explicitly agree and the plate umpire shall confirm the agreement. Once an inning has started, it cannot be retroactively designated as the last inning.
- Games shall be called due to darkness for safety reasons. If this happens during the middle of an inning in a regular season game, the number of runs scored during that inning will not count toward the final score, i.e., the score will revert to what it had been at the conclusion of the last fully played inning.
- Playoff games do not have time limits or inning limitations. They are played to completion unless otherwise determined by the Board of Directors.
- Substitutes must play the Little League minimum requirement of six defensive outs and receive at least one at-bat consistent with the Little League Substitution Rule (see Playing Time sub-section).
- The score will be maintained when playing games, and won/loss records will be maintained according to the results of the games.
- A “**regulation**” game may be played with eight players. Teams may utilize a pool player to meet the minimum player requirement. In the event a player is injured or becomes ill, a team may not continue the game with only seven players.
- A **continuous batting order** shall be used. The batting order shall be a consistent rotation of the team roster in an order selected by the manager. The order established at the start of the game shall be followed until the game is over. Batters who arrive late will be added to the bottom of the order. Batters who must leave early or cannot bat because of injury are skipped over in the order and are NOT considered “out.”
- The Home team is responsible for supplying the umpire(s), unless an impartial umpire who has already completed the YLL Volunteer application has been scheduled by the League.

Umpire Support

- The team on defense may have one coach serving as a base umpire. That coach may provide positive instruction to his team in the field from this position.
- Reminder: Minors Division umpires will typically have received only basic umpiring instruction.
- Please defer to the judgment of the umpires and support their game decisions.
- If an umpire does not show up for their scheduled game, the manager or another coach from the team on offense will act as the head umpire while his or her team is at-bat.

Pace of Play

- Pitchers' warm-up pitches between innings should NOT exceed 8 pitches or more than 1 minute of time.
- Catchers should be prepared to take the field as promptly as possible with the start of each new half-inning. If the catcher is not ready and/or needs assistance with her gear, the manager, a coach, OR a bench player should warm up the pitcher (safety equipment requirements apply).
- "On-deck" and "in-the-hole" hitters should both be prepared for their turn in the batting order (helmets and batting gloves on).
- The "in-the-hole" hitter should be prepared to retrieve the hitter's bat after a hit or walk, as soon as the play is "dead."

Uniforms and Equipment

- All players on both teams shall wear uniforms of the same color t-shirt, gray pants, and same color hat. An official Little League Patch must be worn on the upper left sleeve of the player's t-shirt.
- The use of personal bats is permitted, but all bats must be Little League-approved.
- Catchers and fielders shall wear appropriate softball mitts.
- Catchers MUST wear a catcher's helmet and face mask with a "dangling"-type neck protector. Hockey-style masks are approved but must have a "dangling" neck protector. This applies to pregame warm-ups as well as between-inning pitcher warm-ups.
- All batters, baserunners, and base coaches (children only) must wear batting helmets at all times.
- Protective face masks are required for batting helmets as well as all infielders., the pitcher, third baseman, and first baseman.
- Only 11-inch, Little League-approved softballs will be used in game play.

Batting

- Bunting **IS** permitted. All other Little League batting rules apply.
- Advancing on dropped 3rd strikes is not allowed per LLBS rule 6.09.

Base Running

- Normal Little League baserunning rules apply if they are not specifically addressed below.
- Head-first slides are not allowed except when returning to a base, per Rule 7.08 (A)(4).
- Runners must stay at 1st Base following a walk; they cannot continue to run to 2nd base.
- **Base Stealing**
 - Stealing is allowed during player-pitch with a maximum of **one steal per runner** per half inning
 - Runners may advance only to the base they are attempting to steal.
 - On a pass ball, a runner may advance **one base**. Home plate cannot be reached on a pass ball prior to the 21st day. On the 21st day (and after) runners may advance to home on a passed ball.
 - There is no limit to the number of bases runners may take on passed balls each inning, except as restricted above.

- o A ball landing in the “catcher’s triangle” (no wider than the batter’s boxes and no deeper than 5 feet from home plate) is **not a passed ball**, and runners may not advance.
- o When the pitcher is in contact with the pitcher’s plate and the catcher is ready, **runners may not leave the base until the pitch reaches home plate.**
- o Runners may take a lead **once the pitch crosses home plate.**
- o If a runner stops forward progress, she must return to the previous base unless tagged; defensive tags on a runner between bases are allowed.
- **Courtesy Rules:** Runners may **not continue advancing on overthrows or misplayed balls** beyond one base.
 - o If a play is being made at a base and the ball is overthrown, the runner may advance **only to the next base.**
 - o If a fielder throws to the pitcher to shut down a play, the runner may advance **only to the next base.**
 - o The goal is to avoid situations where a single error or overthrow results in multiple bases or a home run.

Note: This is a request of the managers/coaches and not a rule that will be enforced by umpires.

- If a player is injured while running the bases, the most previous player in the lineup who is not currently on base shall run for the injured player. The injured player is declared out for the rest of the game and is no longer part of the lineup.
- The offensive team is permitted two adult base coaches, one at first and one at third. Players can also be base coaches.

Fielders/Defense

- Teams may play up to 9 players in the field at a time. Teams may play four infielders, or three outfielders plus a short fielder behind second base.
- The defensive team’s manager and all coaches must remain in the dugout and are not permitted on the field.
- Player safety should always be considered when assigning positions.
- No infield fly rule.
- There is a maximum of three innings per game per catcher.
- A player who has been catching for more than 3 innings may not pitch. However, less than 3 innings as a catcher is allowed to pitch.

Pitching

- Pitchers pitch from 35 feet.
- A hybrid player-pitch/coach-pitch model shall be used based on the following:
 - o If a pitcher issues four bases on balls in one inning, a coach/manager will come in to relieve the pitcher and finish the inning. That player will remain on the mound to field the pitcher’s defensive position.
 - o When the team returns to the field for the next inning, the same pitcher may return and pitch. However, she will again be relieved after four bases on balls. This shall continue for the duration of the game.

- o Only a coach/manager may relieve a pitcher who issues four bases on balls in an inning. A new pitcher may start the next inning.
- Managers/Coaches will strive toward a goal of developing 3-4 pitchers per team.
- The pitcher's release and follow through must be past the vertical line of her body.
- The pitcher's glove shall not be, nor have the color of, the ball being used in the game.
- Pitchers shall not wear any item on their pitching hand, wrist, or arm. A pitcher may wear items on their glove hand, wrist, or arm (non-pitching arm) of a solid single color: black, white, gray, or the color of their uniform color. A pitcher shall not wear any item(s) on her hands, wrists, or arms which the umpire may judge to be distracting (see Rule 1.11(j)). **EXCEPTION:** A pitcher may wear a compression sleeve on their pitching arm of a solid, single color: black, white, gray, or the color of their uniform.
- Any AAA Minors Division player is permitted to pitch, unless there is a safety concern.

Playing Time

Playing time is the highest priority for all participants in York Little League. It is also the area where the greatest number of conflicts and complaints arise between managers and parents. Managers should REVIEW THE LITTLE LEAGUE SUBSTITUTION RULE AND SET EXPECTATIONS WITH PARENTS prior to the beginning of the season. They should also explain the process by which they will document playing time. By adhering to the LL Substitution Rule and being consistent in their documentation process, managers can minimize the problems that will occur.

Note: Game Changer™ is an electronic method of scorekeeping which has been approved for use by Little League International. This is a highly valuable tool for managers and coaches to review equitable playing time as well as to resolve potential conflicts with parents.

At the basic level, Little League requires that each participant play a minimum of six consecutive defensive outs and have one at bat per game (as noted in the LL Official Regulations, Article IV, Section (i)). However, because AAA Minors is a developmental division, YLL strongly encourages managers to allow each player to play a minimum of nine defensive outs.

Majors Softball Playing Rules

The Majors Softball Division shall consist of players who are League Age-eligible (10-12 years old) and are found to be qualified based on their evaluation scores. Although Majors is considered YLL's competitive division, sportsmanship and teamwork should continue to be strongly emphasized. Player development will likewise continue to be a high priority at this level.

The season will consist of 12 regular season games and will conclude with a single elimination playoff including all teams.

Games

- Games will consist of 6 innings, with a hard **2 hour time limit**. Any inning which has been started prior to the 1 hour, 45 minute- mark following the beginning of the game shall be completed. However, no new inning shall start after that time.

- Each half-inning consists of either three outs or five runs scoring. The half-inning is over as soon as either event occurs.
- The exception to the above is that the League has elected to use the option provided under Rule 5.07 of the Little League Baseball and Softball Playing Rules. During the last inning of any game, an unlimited number of runs are allowed to be scored. “Last inning” refers to one of the following:
 - Once the 6th inning has been reached, it is automatically the “last inning” in regard to this rule; OR
 - If both managers recognize that an inning prior to the 6th inning is unlikely to conclude before the 1 hour, 45-minute mark following the start of the game, they may agree to declare it the “last inning” prior to beginning play in that inning.
- Games shall be called due to darkness for safety reasons. If this happens during the middle of an inning in a regular season game, the number of runs scored during that inning will not count toward the final score, i.e., the score will revert to what it had been at the conclusion of the last fully played inning.
- A **continuous batting order** shall be used. The batting order shall be a consistent rotation of the team roster in an order selected by the manager. The order established at the start of the game shall be followed until the game is over. Batters who arrive late will be added to the bottom of the order. Batters who must leave early or cannot bat because of injury are skipped over in the order and are NOT considered “out.”
- Playoff games do not have time limits or inning limitations. They are played to completion unless otherwise determined by the Board of Directors.
- Substitutes must play the Little League minimum requirement of six defensive outs and receive at least one at-bat consistent with the Little League Substitution Rule (see Playing Time sub-section).
- The score will be maintained when playing games, and won/loss records will be maintained according to the results of the games.
- The Home team is responsible for supplying the umpire(s), unless an impartial umpire who has already completed the YLL Volunteer application has been scheduled by the League

Umpire Support

- York Little League will make every effort to secure an umpire to officiate all games. If an umpire fails to appear for his or her scheduled game, the managers will solicit assistance from a volunteer, or, as the last option, the manager or another coach from the team on offense will act as the head umpire while his or her team is at-bat.
- Reminder: Some volunteers may have received only basic umpiring instruction.
- Please defer to the judgment of the umpires and support their game decisions.

Pace of Play

- Pitchers’ warm-ups pitches between innings should NOT exceed 8 pitches or more than 1 minute of time.
- Catchers should be prepared to take the field as promptly as possible with the start of each new half-inning. If the catcher is not ready and/or needs assistance with her gear, the manager, a coach, OR a bench player should warm up the pitcher (safety equipment requirements apply).

- “On-deck” and “in-the-hole” hitters should both be prepared for their turn in the batting order (helmets and batting gloves on).
- The “in-the-hole” hitter should be prepared to retrieve the hitter’s bat after a hit or walk, as soon as the play is “dead.”

Uniforms and Equipment

- All players on both teams shall wear uniforms of the same color t-shirt, gray pants, and same color hat. An official Little League Patch must be worn on the upper left sleeve of the player’s t-shirt.
- The use of personal bats is permitted, but all bats must be Little League-approved.
- Catchers and fielders shall wear appropriate softball mitts.
- Catchers MUST wear a catcher’s helmet and face mask with a “dangling”-type neck protector. Hockey-style masks are approved but must have a “dangling” neck protector. This applies to pregame warm-ups as well as between-inning pitcher warm-ups.
- All batters, baserunners, and base coaches (children only) must wear batting helmets at all times.
- Protective face masks are required for batting helmets as well as all infielders.
- Only 12-inch, Little League-approved softballs will be used in game play.

Batting

- Bunting **IS** permitted.
- All other Little League batting rules apply
- Advancing on dropped 3rd strikes **IS** allowed and will be played according to LL Rule 6.09.

Base Running

- Normal Little League baserunning rules apply if they are not specifically addressed below.
- Head-first slides are not allowed into a base and are never allowed at home plate. Head-first dives **BACK** to a base are allowed, per Rule 7.08 (A)(4).
- Base runners must stay on base until the pitcher releases the ball
- If a player is injured while running the bases, the most previous player in the lineup who is not currently on base shall run for the injured player. The injured player is declared out for the rest of the game and is no longer part of the lineup.
- The offensive team is permitted two adult base coaches, one at first and one at third. Players can also be base coaches.

Fielders/Defense

- 9 players play in the field at a time.
- The defensive team’s manager and all coaches must remain in the dugout and are not permitted on the field.
- Player safety should always be considered when assigning positions.
- Infield fly rule is utilized.

Pitching

- Pitchers pitch from 40 feet.
- The pitcher's release and follow through must be past the vertical line of her body.
- The pitcher's glove shall not be, nor have the color of, the ball being used in the game.
- Pitchers shall not wear any item on their pitching hand, wrist, or arm. A pitcher may wear items on their glove hand, wrist, or arm (non-pitching arm) of a solid single color: black, white, gray, or the color of their uniform color. A pitcher shall not wear any item(s) on her hands, wrists, or arms which the umpire may judge to be distracting (see Rule 1.11(j)). EXCEPTION: A pitcher may wear a compression sleeve on their pitching arm of a solid, single color: black, white, gray, or the color of their uniform.
- YLL will use the official Little League "Pitch Smart" pitch count limits developed and distributed by Little League international. As noted in previous sections, managers are responsible for tracking pitch counts in the Game Changer app for each game.

Playing Time

Playing time is the highest priority for all participants in York Little League. It is also the area where the greatest number of conflicts and complaints arise between managers and parents. Managers should REVIEW THE LITTLE LEAGUE SUBSTITUTION RULE AND SET EXPECTATIONS WITH PARENTS prior to the beginning of the season. They should also explain the process by which they will document playing time. By adhering to the LL Substitution Rule and being consistent in their documentation process, managers can minimize the problems that will occur.

Note: Game Changer™ is an electronic method of scorekeeping which has been approved for use by Little League International. This is a highly valuable tool for managers and coaches to review equitable playing time as well as to resolve potential conflicts with parents.

At the basic level, Little League requires that each participant play a minimum of six consecutive defensive outs and have one at bat per game (as noted in the LL Official Regulations, Article IV, Section (i)). Although it is not a requirement, YLL strongly encourages managers to allow each player to play a minimum of nine defensive outs, in the interest of continued player development.

Section 14 – All-Stars

Team Structure

- Baseball will have one Minors 8/9/10-year-old "10U" All-Star Team and one Majors 10/11/12-year-old "12U" All-Star Team.
- Baseball may field an additional 9/10/11-year-old "11U" All-Star Team, which can be added so long as the District continues the 11U tournament and the YLL Board determines the team and tournament will be competitive.
- Softball will have one Minors 8/9/10-year-old "10U" All-Star Team and one Majors 10/11/12-year-old "12U" All-Star team.

Selection Process

- Every YLL All-Star team will consist of a minimum of 12 players and a maximum of 14 players per Little League International rules.
- Because the pool of eligible players for the 10U All-Star Softball and Baseball Teams is inter-division (i.e., comprised of players across both the AAA and Majors divisions), YLL's 10U All-Star Teams will be determined through a tryout-based method. All eligible 8/9/10-year-old players who wish to join the 10U All-Star Team will be required to participate. The tryout process may vary from year to year based on League circumstances, but for an overview of what YLL sees as an ideal tryout process, refer to the next section.
- YLL's 12U All-Star Teams will be determined through a voting-based method. The YLL All-Star Coordinator will prepare ballots listing all 12U-eligible Majors division players from final rosters provided by the Secretary. These ballots will be distributed to all Majors teams by the date established per LLBS.
**Player age is determined by the official "Little League Age Chart" which can be found using the links provided in Section 6 of this document.*
- The regular season Majors team managers will distribute a ballot to each of their players. Each player may vote for up to eight (8) All-Star candidates, not including themselves. Ballots with more than eight (8) selections will be invalid.
- The Majors managers and coaches will vote in the same manner. However a manager's vote will be weighted 5 times and a coach's vote will be weighted 3 times (only the two officially rostered coaches per team may submit coach's votes).
- The Top eight (8) vote-getters will automatically be placed on the 12U All-Star Team. If there is a tie, the Board of Directors will vote to break the tie.
- The remaining 12U All-Star Team roster slots will be filled as "Manager's picks."
- Each All-Star Team's final roster size will be determined by the All-Star Manager, All-Star Coordinator, and YLL Board of Directors.
- Final player selections are subject to approval by the YLL Board of Directors.
- All teams will be announced based on the date established per LLBS. See "Player Notification" section, below.

Manager and Coach Selection

Managers and coaches for YLL's All-Star Teams will be chosen according to the following method:

- The All-Star Manager will be nominated by the All-Star Coordinator and confirmed by vote of the YLL Board of Directors.
- The All-Star Coordinator and Board should consider experience, commitment level, and player/coach dynamics when choosing the Manager. The Manager will then choose his/her two assistant coaches. **Per Little League International, the assistant coaches must have served as officially rostered regular season managers or coaches within the division they are representing.** All managers and coaches must be listed on their All-Star Team's official

roster that is sent to Little League International. Each Team is permitted only three coaches who may be in the dugout during games, which includes the Manager.

** Circumstances in a given year may require the York Little League Board of Directors and All-Star Coordinator to make decisions that vary from the processes outlined throughout this section. The League will always use its best discretion to bring maximum benefit to all YLL All-Star Teams, managers, coaches, players, and families.*

Tryouts for the 10U Minors Softball/Baseball All-Star Teams

As referenced above, selecting the YLL 10U All-Star Teams presents unique challenges because, with the adoption of the AAA Minors division model, there are eligible players across both the Majors and AAA Minors divisions. This means that players, coaches, and managers at both levels do not compete against a significant number of 10U All-Star Team candidates during the season, hence voting is not an appropriate option since they do not have familiarity with all players' abilities.

The purpose of an All-Star tryout process is to address this situation by providing a fair, consistent, and transparent method for assessing all players' skills, commitment, and potential fit on the team. Accordingly, YLL will hold a tryout for all interested 10U-eligible players, and, from there, determine the pool of players from which the 10U All-Star Team's coaching staff will form its roster.

Evaluation Structure

YLL will conduct 3-6 scheduled All-Star tryouts and/or scrimmage-style evaluations for the eligible players who wish to join the 10U All-Star Baseball or Softball Team.

- The first 2-4 tryout sessions (minimum 2 required) will be used to score all attending players per standardized evaluation criteria approved by the All-Star Coordinator. The target number of sessions will be established in accordance with the League calendar prior to the start of each season, but may need to be adjusted due to factors such as weather-related cancellations.
- Depending on a variety of considerations (number of players trying out, field and coach availability, etc.), these sessions may take the form of combined practices, formal evaluations similar to YLL's preseason player assessments, or another format.
- The evaluations will be conducted by an "Evaluation Team," approved by the All-Star Coordinator and comprised of former and current YLL coaches, Player Agent(s), and/or other League representatives. The All-Star Coordinator shall bear responsibility for ensuring there is a plan to mitigate any potential conflicts of interest that might exist, e.g., regular season coaches taking part in the evaluation of their players, family members running drills for the evaluation of their children, etc.
- Players will be evaluated in areas such as hitting, fielding, throwing, pitching, catching, and baserunning.
- Players MUST attend at least 50% of these tryout sessions in order to remain under consideration for a place on the 10U All-Star roster.
- Upon completion of the predetermined number of these preliminary tryout sessions, a cut down to the highest-scoring 18-20 players will be carried out by the Evaluation Team.

Players will either be notified that they were not selected for the team and invited to request feedback from the Evaluation Team regarding why; or they will be invited to take part in 1-2 “call-back scrimmages” or simulated game-based assessments (minimum 1 required) which will serve as the final evaluation piece prior to formation of the team.

- Call-back scrimmages shall be the preferred method of evaluation at this stage. The scrimmages will be played under regular game rules, with the exceptions that they may last up to 7 innings, or they may terminate early if no more pitchers are available; and a 5-run rule per half-inning shall be in effect. The Evaluation Team shall serve in the roles of coaches and umpires. The number of catchers should be balanced as equally as possible, but otherwise the players will be divided into two teams at random. Coaches will assign positions. All players who wish to pitch must be given an opportunity to pitch. No pitcher will throw more than 20 pitches.
- If League circumstances do not permit full scrimmages in a given year, players will take part in assessments simulating game-like situations. For example, pitchers might be asked to throw a simulated game/bullpen session, hitters might be asked to demonstrate situational hitting capabilities, infielders might be asked to execute defensive plays under different outs/runners scenarios, etc.
- Players will not be scored on a numerical scale for their performance in this phase of evaluation. Rather, the scrimmages or simulated game-based assessments will provide an opportunity for the All-Star staff to observe the players’ intangible traits, beyond simply their isolated skills and ability to carry out drills. This format will provide insight into how players perform under pressure and how they interact with teammates, coaches, and umpires, as well as their leadership skills, adaptability, role understanding, grasp of situational play, and so forth.
- After the final call-back scrimmage/assessment, the All-Star coaching staff will utilize the data acquired through both phases of the tryout process to assemble the team of 12-14 players who give York the strongest chance to succeed in Little League post-season tournament play, while also representing the York baseball and softball communities in a positive manner both on and off the field.
- When players not chosen for the team are notified of their non-selection, they shall be invited to request feedback from the Evaluation team regarding why.
- All scores will remain confidential throughout the entirety of the tryout process.
- Final player selections are subject to approval by the YLL Board of Directors.

Selection of 11U Baseball All-Star Team

After All-Star selections have been completed for the 12U and 10U baseball teams, a committee consisting of the All-Star Coordinator, Vice President of Baseball, Director of Player Agents and/or Baseball Player Agent(s), and the Director of Player Development and/or Baseball Coaching Coordinator will evaluate the viability of fielding a YLL 11U Baseball All-Star Team.

If the committee determines a competitive team is viable at the 11U level, and a suitable manager is available to coach, a selection process shall be established by the committee and approved by the YLL Board of Directors.

Player Notification

The All-Star Coordinator will make phone calls to the selected All Star player's parent/guardian during a specified window of time which shall be within seven (7) days of when the team will be announced. A parent/guardian will be required to offer a verbal or email commitment before the player is officially added to his/her respective team roster. If a parent is unavailable York Little League may extend an invitation to an alternate player after a reasonable period of time.

- York Little League will inform each parent/guardian that their child's selection is confidential and no child should be told of their selection until such time the All Star team is announced.

Note: All Families shall be contacted via the contact information given at registration. If a family is certain that the player will not play if selected, then they can opt out before the announcement date.

NOTE: As a best practice, the All-Star Coordinator should convey the intensely competitive nature of All-Star play to all families when extending All-Star roster invitations. Although Continuous Batting Order is utilized and therefore every All-Star player will bat, there are no minimum defensive playing requirements in All-Star tournaments. The All-Star Coordinator should ensure that families understand players are not entitled to playing time in the field before accepting their commitment to the team.

Appendix I: York Little League – Code of Conduct

The York Little League Board of Directors has mandated the following Code of Conduct. Every Board member, manager, coach, and umpire will read this Code of Conduct and sign in the space provided below, acknowledging that he or she understands and agrees to comply with the Code of Conduct.

York Maine Little League Code of Conduct:

No manager or coach shall, at any time:

- Lay a hand upon, push, shove, strike, or threaten to strike an official.
- Use personal verbal or physical abuse upon any official for any real or imaginary belief of a wrong decision or judgment.
- Engage in objectionable conduct to demonstrate dissent from an official's decision by throwing off gloves, helmets, hats, bats, balls, or any other forceful unsportsmanlike action.
- Use unnecessarily rough tactics in the play of a game against the body of an opposing player.
- Become physically confrontational with any Board member, official manager, coach, player, or spectator.
- Use profane, obscene, or vulgar language in any manner at any time.
- Appear on the field of play, stands, or anywhere on the Little League complex while in an intoxicated state. "Intoxicated" will be defined as exhibiting an odor of alcohol or behavior reflective of impairment by a controlled substance.
- Gamble on any play or outcome of any game with anyone at any time.
- Smoke (or other use other forms of tobacco) while in the stands or on the playing field or in any dugout.
- Publicly discuss with spectators in a derogatory or abusive manner any play, decision, or personal opinion concerning any players during the game.
- Be guilty of mingling with or fraternizing with spectators during the course of the game.
- Speak disrespectfully to any manager, coach, official, or representative of the League.
- Tamper or manipulate any League rosters, schedules, draft positions or selections, official score books, rankings, financial records, or other procedures.
- Challenge an umpire's authority. The umpires shall have the authority and discretion during a game to penalize the offender according to the infraction, up to and including ejection from the game.

The Board of Directors will review all infractions of the Code of Conduct. Depending on the seriousness or frequency, the Board may assess additional disciplinary action up to and including expulsion from the League.

I have read the York Maine Little League Code of Conduct and promise to adhere to its rules and regulations.

Team Name: _____

Mgr Signature: _____

Coach Signature: _____

Date: _____

Coach Signature: _____

Appendix II: York Little League – Parent Code of Conduct

We, the York Little League, have implemented the following Sport Parent Code of Conduct for the important message it holds about the proper role of parents in supporting their child in sports. Parents should read, understand, and sign this form prior to their children participating in our League. Any parent guilty of improper conduct at any game or practice will be asked to leave the sports facility and be suspended from the following game. Repeat violations may cause a multi-game suspension or, potentially, forfeiture of the privilege of attending all games for the remainder of the season.

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

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

The highest potential of sports is achieved when competition reflects these “Six Pillars of Character.” I therefore agree:

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

Team Name: _____

Parent Name: _____

**Parent/Guardian
Signature:** _____

Appendix III: YLL SAFETY PROGRAM MANUAL



Team _____

Division _____

League _____

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Rule Number One and the cause of the most frequent and serious accidents.....

PLAYERS: Do NOT pick up your bat until you leave the dugout to approach the plate.

“RULE 1.08: The on-deck position is not permitted in the Tee Ball, Minors, or Majors divisions of Little League. 2. Only the first batter of each half-inning will be allowed outside of the dugout between innings in the Tee Ball, Minors, or Majors divisions.”

1.0 Safety Material and Mandatory Training Classes

- Each team will be issued a Safety Program Manual and a First-Aid Kit at the beginning of the season. The manager of the team will **take possession and acknowledge receipt** of these articles by **signing** in the space provided below.
- As part of the First-Aid Kit, ice packs of physical therapy quality will be issued to each team at the beginning of the season. Additional ice packs are available at all times in the concession stands.
- The Safety Program Manual will include contact information of hospitals and other emergency services, phone numbers for all York Maine Little League Officers, the York Maine Little League Code of Conduct, and the Roles & Responsibilities of all members.
- The First-Aid Kit will include the necessary items to treat an injured player until professional help arrives.
- All Managers and designated coaches will be **required** to attend both a **Fundamentals Training class** and a **First-Aid Training class**, at a place and time to be announced.
- I have received my Safety Program Manual and First-Aid Kit and will have them both present at all practices, games (season games and post-season games), and any other event where team members could become injured or hurt.

.....

Team Name and Division Date

Signature of Manager

Printed Managers Name

2.0 York Little League - Emergency Contact Information

Addresses of York Little League Fields:

- **Smith Field, 45 Smith Field Lane**, York, ME 03909
- **Bog Road Field, 40 Bog Road**, York, ME 03909
- **Village Elementary Fields, 124 York Street**, York, ME 03909
- **Beach Field, 18 Railroad Avenue**, York Beach, ME 03901
- **York Middle School, 80 Organug Road**, York, ME 03909
- **Coastal Ridge Elementary Field, 1 Coastal Ridge Road**, York, ME 03909



Police/Fire/Ambulance - Emergency:911

YORK HOSPITAL..... (207) 363-4321

15 Hospital Drive, York, ME 03909

**All accidents must be reported by Team Safety Officers within 24-48 hours to:
info@yorklittleleague.net**

3.0 York Maine Little League Safety Code

The Board of Directors of York Maine Little League has mandated the following “**Adult Safety Code.**” All Little League managers, coaches, umpires, and adult volunteers will read and do their utmost to abide.

Additionally, all managers and coaches will read and enforce the “**Player Safety Code**” as described below of this manual to their players. Signatures are required of all managers, coaches, and players, acknowledging understanding and compliance.

Adult Safety Code (for all YLL Adult Volunteers, Managers, Coaches, & Umpires):

- Every adult member of YLL bears responsibility for upholding these safety procedures.
- Each manager, coach, umpire, and team safety officer shall use proper reasoning and care to prevent injury to him/herself and to others.
- Only League-approved managers and/or coaches are allowed to conduct practice with teams.
- Each and every year, all managers, coaches, umpires, Board members, and any other persons – volunteers or hired workers – who provide regular services to the League and/or have repetitive access to or contact with players or teams must fill out the most recent **Little League Volunteer Application** form as well as provide a government-issued photo identification card for ID verification. This **Little League Volunteer Application** will be used to conduct a search of appropriate governmental databases for statewide and/or nationwide background and sex-offender checks. Anyone who refuses to fill out a **Little League Volunteer Application** is ineligible to be a League member. [Please reference the Appendix of this Manual and/or the Little League website (www.littleleague.org) for a copy of the most recent Little League Application form.]
- Only League-approved managers and/or coaches shall be permitted to supervise use of batting cages.
- No one should ever be in the batting cage without a helmet.
- Arrangements should be made in advance of all games/practices for emergency medical services.
- Managers, designated coaches, and umpires are strongly recommended to have training in First Aid.
- First-Aid Kits are issued to each team manager during the pre-season, and additional kits will be located at each concession stand.
- No games/practices will be held when weather or field conditions are poor, particularly when lighting is inadequate.
- Playing areas will be inspected before games and practices for holes, damage, stones, glass, and foreign objects.
- Team equipment must be stored within the team dugout or behind screens, and not within the area defined by the umpires as “in play.”
- Only players, managers, coaches, and umpires are permitted on the playing field or in the dugout during games and practice sessions.
- Responsibility for keeping bats and loose equipment off the field of play should be that of the team manager or coach, or assigned by them to a specific player.
- Equipment should be inspected regularly for condition and fit.
- Parents of players who wear glasses should be encouraged to provide “safety glasses” for their children.
- Parents should be encouraged to provide mouth guards for their children.

- Managers will only use official Little League baseballs or softballs supplied by YLL.
- Managers/Coaches will never leave an unattended child at a practice or game.
- No unattended children under the age of 11 are permitted in the concession stands.
- All adults should report any present or potential safety hazard to the YLL Safety Officer immediately.
- No smoking is allowed at any Little League field.
- Arrangements should be made to have a cellular phone available when a game or practice is at a facility that does not have public phones.
- The speed limit in roadways and parking lots in the vicinity of playing fields is 5 miles per hour.
- No alcohol or drugs are allowed on LL premises at any time.
- All posted signs must be observed.
- Spectators should be reminded to remain alert at all times for foul balls and/or errant throws.
- All gates to the fields must remain closed at all times. After players have entered or left the playing field, gates should be closed and secured.
- No one is allowed on the complex with open wounds at any time. Wounds should be treated and properly bandaged.
- There is no running allowed on or under the bleachers.
- No playing in parking lots at any time.
- No playing on or around lawn equipment.
- Everyone should use crosswalks when crossing roadways and always be alert for traffic.

Player Safety Code:

- During practice and games, all players should watch the batter on each pitch and always be alert for foul balls and/or errant throws.
- During warm-up drills, players should be spaced so that no one is endangered by wild throws or missed catches.
- All pre-game warm-ups should be performed within the confines of the playing field, not outside of it. (No swinging bats or throwing balls at any time within the walkways and common areas.)
- No throwing balls against dugouts or backstops.
- Batters and baserunners must wear Little League-approved protective helmets.
- Except when a runner is returning to a base, head-first slides are **NOT** permitted.
- At no time should “horse play” be permitted on the playing field. No throwing rocks. No climbing fences.
- Players who wear glasses should be encouraged to procure “safety glasses.”
- All players should be encouraged to wear mouth guards.
- All male players are encouraged to wear athletic supporters and/or cups during games and practices. All male catchers must wear a cup.
- All catchers must wear a catcher’s mitt (not a first baseman’s mitt or fielder’s glove) as well as protective equipment that meets Little League specifications and standards. This applies during practices as well as games.
- All catchers must wear a mask, “dangling”-type throat protector, and catcher’s helmet during practice, pitcher warm-up, and games.
- Shoes with metal spikes or cleats are **not** permitted. Shoes with molded cleats are permissible.
- Players will not wear watches, rings, pins, jewelry, or other metallic items during practices or games. [**Exception:** Jewelry that alerts medical personnel to a specific condition is permissible. Such jewelry must be taped in place.]

- No food/drinks in the dugouts at any time, except for water, Gatorade, chewing gum, and sunflower seeds.
- **No medication** will be taken at the facility unless administered directly by the child’s parent. This includes aspirin, Tylenol, and/or asthma inhalers.
- **Only a player who is the current batter and in the vicinity of home plate is permitted to swing a bat. ON-DECK BATTERS MAY NOT HOLD A BAT IN THEIR HANDS.**
- After each game, both participating teams are obligated to clean the field and their dugout until these areas are free of all trash and debris.

I have been read the Player Safety Code of the York Maine Little League Safety Program Manual and promise to adhere to its rules and regulations.

_____	_____
Team Name and Division	Date
_____	_____
Manager Signature	Team Safety Officer
_____	_____
Coach Signature	Coach Signature
_____	_____
Player, Uniform #	Player, Uniform #
_____	_____
Player, Uniform #	Player, Uniform #
_____	_____
Player, Uniform #	Player, Uniform #
_____	_____
Player, Uniform #	Player, Uniform #
_____	_____
Player, Uniform #	Player, Uniform #
_____	_____
Player, Uniform #	Player, Uniform #
_____	_____
Player, Uniform #	Player, Uniform #
_____	_____
Player, Uniform #	Player, Uniform #

4.0 YLL Safety Program Roles and Responsibilities

4.1 President:

The **President** of YLL is responsible for ensuring that the policies and regulations of the YLL Safety Officer are carried out by the entire membership to the best of his/her abilities.

4.2 YLL Safety Officer:

The main responsibility of the YLL Safety Officer is to develop and implement the League's safety program. The YLL Safety Officer is the link between the YLL Board of Directors and its managers, coaches, umpires, Team Safety Officers, players, spectators, and any other third parties on the complex in regard to safety matters, rules, and regulations. Other responsibilities include:

- Coordinating among the individual Team Safety Officers in order to provide the safest environment possible for all.
- Assisting parents and individuals with insurance claims if necessary, and acting as the liaison between the insurance company and the parents and individuals.
- Explaining insurance benefits to claimants and assisting them with filing the correct paperwork.
- Keeping the Accident Log which lists where accidents and injuries have occurred, to whom, in which divisions (Senior, Major, Minor, "Farm," Tee Ball), at what times, under what supervision, etc.
- Correlating and summarizing the data in the Accident Log to determine proper accident prevention measures that might be taken in the future.
- Ensuring that each team receives its Safety Manual and First-Aid Kit at the beginning of the season.
- Installing First-Aid Kits in all concession stands and re-stocking the kits as needed.
- Making Little League's stance regarding "no tolerance with child abuse" clear to all.
- Inspecting concession stands and checking fire extinguishers.
- Instructing concession stand workers on the use of fire extinguishers.
- Checking fields with the Field/Facilities Managers and listing areas needing attention.
- Scheduling a First-Aid Training class for all managers, designated coaches, umpires, Player Agents, and Team Safety Officers during the pre-season.
- Creating and maintaining all signage on the YLL complex including No Parking signs, No Smoking signs, cautionary signs, etc.
- Acting immediately in resolving unsafe or hazardous conditions once a situation has been brought to his/her attention.
- Making spot checks at practices and games to verify that all managers have their First-Aid Kits, Safety Manuals, and Medical Release Forms.
- Tracking all injuries and "near-misses" in order to identify injury trends.
- Visiting other leagues to obtain fresh perspectives on safety policies, procedures, and programs.
- Ensuring that safety is always a Board meeting topic, and allowing people to share ideas on improving safety.

4.3 Managers/Coaches

A **manager** is a person appointed by the President of YLL to be responsible for a team's actions on the field, and to represent the team in communications with the umpire and the opposing team.

- a) The manager shall always be responsible for the team's conduct, observance of the official rules, and deference to the umpires.
- b) The manager is also responsible for the safety of his players. He/She is also ultimately responsible for the actions of designated coaches and the Team Safety Officer (**TSO**).
- c) If a manager leaves the field while team activities are still taking place, that manager shall designate a **coach** as a substitute. Such a **substitute manager** shall have the same duties, rights, and responsibilities as the manager for as long as he/she remains in that role.

Manager/Coach Safety Responsibilities

Pre-Season:

- Take possession of this Safety Manual and the First-Aid Kit supplied by YLL and bring them to all practices and games. Also bring all Medical Release Forms for all players to all practices and games.
- **Appoint a volunteer** parent as Team Safety Officer (TSO). The TSO must be able to be present at all games and own or have access to a **cellular phone** for emergencies.
- Attend a **First-Aid Training class and a Fundamentals Training class** given by YLL with his/her designated coaches and TSO.
- Meet with all parents to discuss Little League's philosophy regarding safety issues.
- Cover basics of safe play with his/her team before starting the first practice.
- Teach players the fundamentals of baseball/softball while advocating safety.
- Have all players sign the YLL Player Safety Code within this Manual and return it to the YLL Safety Officer before the first game.
- Teach players how to properly slide before the season starts.
- Notify parents that if a child has a prior injury, he or she cannot return to practice unless they have a note from their doctor or parent. This **Return to Play Release** provides protection to the manager should that child sustain further injury. It is essentially a note providing authorization along with a doctor and/or parent signature and date. **There are no exceptions to this rule.** Once received, managers should forward the Return to Play Release to the YLL Safety Officer.
- Encourage all players to bring water bottles to practices and games.
- Encourage all players to wear **mouth protection**.

***First-time managers and coaches are recommended to read books and view videos on Little League Baseball or Softball in order to develop their ability to safely teach proper mechanics and technique.*

Season Play:

- Work closely with the Team Safety Officer to confirm that all equipment is in first-rate working condition.
- Make sure that telephone access is available at all activities including practices. It is recommended that a cellular phone always be on hand.
- Do not expect more from players than they are capable of.
- Teach the **fundamentals** of the game to players, to include:
 - Catching fly balls;
 - Sliding correctly;
 - Fielding ground balls properly; and
 - Developing an efficient, well-balanced pitching motion.

- Be open to ideas, suggestions, and help.
- Enforce the principle that **prevention** is the key to keeping accidents to a minimum.
- Have players wear sliding pads if they have cuts or scrapes on their legs.
- Always have available:
 - First-Aid Kits;
 - Safety Manual; and
 - Medical Release Forms (for all players at all practices and games).
- Use common sense.

Pre-Game and Practices:

- Ensure that players are healthy, rested, and alert.
- Ensure that a **Return to Play Release** that has been signed and dated by the player's doctor and/or parent is on file for any child who has had a previous injury. This Release provides authorization for the child to return to Little League activities. If no Release is on file, the child may not participate in games or practices.
- Ensure that players are wearing the proper uniform and that male catchers are wearing an athletic cup.
- Ensure that all equipment is in good working condition and is safe.
- Consult with the opposing manager to verify the fitness of the playing field. In the event that two managers cannot agree, the President or a duly delegated representative shall make the determination.
- Enforce the rule that no bats or balls are permitted on the field until all players have had a light jog, properly stretched, etc. Do not have players start throwing for warm-ups until they have done so.

During Games:

- Ensure that players keep all gloves and other equipment off of the field and in the dugout when their team is at-bat. No equipment shall be left lying on the field, either in fair or foul territory.
- Make every effort to keep players **alert** and focused on the game.
- Maintain **discipline** at all times.
- Practice good **organization**.
- Ensure that players/substitutes remain in the team's dugout unless participating in the game or preparing to enter the game.
- Make sure that catchers are wearing **proper equipment**.
- Encourage everyone present to think **Safety First**.
- Observe the rule that no bats may be held by an on-deck batter, and keep players behind the dugout screens at all times. **No player is permitted to handle a bat in the dugout at any time.**
- Keep players off of fences.
- Ensure that players are drinking often so they do not become dehydrated.
- Do not play a child if he or she is ill or injured.
- Immediately attend to children that become injured during the game.
- Do not lose focus by engaging in conversation with parents or other spectators.

Post-Game:

- Do not leave the ballpark until every team member has been picked up by a known family member or designated driver.
- Perform cool-down exercises/activities with the players if feasible:
 - Light jog;
 - Stretching as noted above;

- o Those players who have engaged in heavy throwing (pitchers and catchers) should be instructed to ice their shoulders and elbows; and
- o Catchers should ice their knees.
- **Notify parents if their child has been injured during the game**, no matter how insignificant the injury may seem. **There are no exceptions to this rule.** This protects not only the player, but you, Little League Baseball and Softball, Inc., and YLL.
- Discuss any safety-related problems that occurred before, during, or after the game with the Team Safety Officer.
- If any injury occurred, complete an accident report and submit it to the YLL Safety Officer within 24-48 hours.
- Return the field to its pre-game condition.

Any manager who knowingly disregards these safety responsibilities will be required to appear before the YLL Board of Directors to explain his or her conduct.

4.4 Umpires

Umpire Safety Roles & Responsibilities

Pre-Game:

- Check equipment in dugouts of both teams. Any equipment that does not meet specifications must be removed.
- Run hands along bats to make sure there are no splinters, dents, cracks, etc. Also make sure bats have acceptable grips per LL rules.
- Inspect helmets for cracks. Confirm that helmets have proper foam inserts. Confirm that helmets meet **National Operating Committee on Standards for Athletic Equipment** ["NOCSAE"] specifications and bear Little League's seal of approval.
- Walk the field and remove any potentially hazardous items and obstructions (e.g., rocks and glass).
- Verify that no player is wearing jewelry or metal cleats.
- Ensure that all playing lines are marked with non-caustic lime, chalk, or other white distinguishable material.
- Secure official Little League balls for play from both teams.
- Enforce rule that catchers must wear helmets when warming up pitchers.
- Use the **FIELD SAFETY CHECK LIST** (included in the Appendix of this Safety Manual) to document all of the above.

During Games:

- Officiate the game as mandated by Little League rules and regulations.
- Check baseballs for discoloration and nicks as appropriate. Declare ball unfit for use if it exhibits these traits.
- Act as the sole judge regarding whether and when play should be suspended due to inclement weather conditions or the unfit condition of the playing field; as to whether and when play should be resumed after such suspension; and as to whether and when a game should be terminated after such suspension.
- Act as the sole judge as to whether and when play should be suspended or terminated because of low visibility due to atmospheric conditions or darkness.
- Enforce the rule that no spectators shall be allowed on the field during the game.
- Ensure that catchers are wearing the proper equipment.
- Continuously monitor the playing field for safety and playability.

- Make calls loud and clear, signaling each call properly.
- Make sure players and spectators keep fingers away from/out of fencing.

Post-Game:

- Check with the managers of both teams regarding safety violations.
- Report any unsafe situations to the YLL Safety Officer by telephone and in writing.

4.5 Facilities Manager

The **YLL Facilities Manager** is responsible for ensuring the fields and structures used by YLL meet the safety requirements set forth in this Manual.

4.6 Concession Stand Manager

The **YLL Concession Stand Manager** is responsible for ensuring concession stand volunteers are properly trained in the safety procedures set forth in this Manual.

4.7 Equipment Manager

The **YLL Equipment Manager** is responsible for ensuring damaged equipment is repaired or replaced with all due promptness once reported. The Equipment Manager will also exchange any equipment found not to fit properly.

4.8 Team Safety Officers (TSO)

The **TSO** is a:

- **Role model** to younger children.
- **Defender** of safety.
- **Liaison** between the team and the YLL Safety Officer.
- **Hero** when injuries are prevented by taking safety seriously.

TSO Safety Roles & Responsibilities

Pre-Season:

- Acquire this Safety Manual from the team manager and review it in its entirety, gaining clarity from the League on any section as required.
- Attend the First-Aid Training class with your team manager if possible.
- Receive all completed Medical Release Forms from the manager for each player on the team. Note any significant conditions/issues that could affect a given child's safety. (These forms should have been completed by parents/guardians during registration; see the Appendix of this document for a sample form.)
- Confirm any/all medications being taken by each child.
- Talk to parents, confidentially, and confirm that each child's health status as provided on his or her Medical Release Form is up-to-date (i.e., inquire if anything has changed since the time of registration). Note any special precautions needed on the part of the manager and other coaches. Examples include: Allergies, asthma, heart conditions, past injuries, ADD, ADHD, a communicable disease such as hepatitis, HIV, AIDS, etc.
- Report any significant issues to the YLL Safety Officer.
- Bring all Medical Release Forms to every practice and game so emergency contact and medical reference information is on hand if needed.
- Inspect all equipment and initiate the replacement process for any that appears unsafe.

Season Play:

- Complete an accident report (see the Appendix of this document for a sample form) within 24-48 hours if an injury occurs and submit the report to the YLL Safety Officer.
- Report periodically as part of a Safety Committee to the YLL Safety Officer, regardless of whether any injuries have occurred.
- Inspect equipment for cracks, broken straps, etc. on a routine basis.
- Hold a five-minute safety meeting with the team each week.
- Communicate any safety infractions to the YLL Safety Officer or any other Board member as soon as possible.
- Assist managers and designated coaches in the process of administering First Aid if needed.
- Act as a liaison between parents, managers, the YLL Safety Officer, and the players on the team.
- Track First-Aid Kit inventory and request the YLL Safety Officer to restock items as needed.

Pre-Game:

- Ensure that this Safety Manual and the team's First-Aid Kit are present along with each child's completed Medical Release Form at every game.
- Greet the players as they arrive and confirm that no one has an injury or illness which might affect their ability to safely participate in the game.
- Observe the players as they stretch and go through warm-ups for signs of stress or injury.
- Inspect equipment for cracks, broken straps, etc.
- Walk the field and remove any potentially hazardous items and obstructions (e.g., rocks and glass).
- Remain attentive throughout the game and be prepared to go into action if needed.

During Games:

- Watch the players to ensure they are remaining alert at all times.
- In case of injury, help the team manager treat the child until professional help arrives. Have the child's Medical Release Form available to reference medical history and/or emergency contact information.
- Act as a liaison between the player, his or her parents, the team manager, and the YLL Safety Officer.

Post-Game:

- Report any safety infractions to the YLL Safety Officer as promptly as possible.
- If any injury occurred, complete an accident report (see Appendix) and submit it to the YLL Safety Officer within 24-48 hours.
- Assist parents if a child must go to the hospital or to see a doctor.
- Follow up with the parents of any injured child to inquire about his or her well-being.

**** IF A MANAGER HAS NOT APPOINTED A TSO THEN HE OR SHE MUST ASSUME THOSE RESPONSIBILITIES.**

Post-Season and All-Star Play:

- The responsibilities of the TSO, as well as those of all other parties, remain the same throughout the post-season.

Insurance Riders

An insurance rider is necessary prior to using any YLL complex to host a practice, game, or other event involving baseball/softball before or after the regularly-scheduled season, including the All-Star post-season. An insurance rider is also necessary if non-Little League teams practice, play games, or hold tournaments at any YLL facility.

4.9 All Other YLL Members

ALL YLL Members will adhere to and carry out the policies set forth in this Safety Program Manual.



5.0 Concession Stand Safety

- No unattended person *under the age of 11* shall be allowed behind the counter of a concession stand.
- People working in the concession stands must be trained in safe food preparation and in the safe use of all equipment.
- Cooking equipment will be inspected periodically and repaired or replaced as necessary.
- Propane tanks (if used) will be turned off at the grill and at the tank after use.
- Food not purchased by YLL to sell in its concession stands will not be cooked, prepared, or sold in YLL concession stands.

- Cooking grease will be stored safely in containers away from open flames.
- Cleaning chemicals must be stored in a locked container.
- All concession workers are encouraged to attend a First-Aid Training class.
- Carbon dioxide tanks (if used) must be secured with chains so they stand upright and cannot fall over. Damaged tanks or valves must be reported to the supplier, and their use must be discontinued immediately.
- A certified fire extinguisher suitable for grease fires must be kept in plain sight at all times.
- All concession stand workers are to be instructed on the use of fire extinguishers.
- A fully stocked First-Aid Kit will be placed in each concession stand.
- The main entrance of each concession stand must remain passable at all times when the concession stand is in use.

6.0 Parental Concerns About Safety

The following are several of the most common questions and concerns raised by parents regarding the safety of their children when playing baseball or softball. Potential responses are included below the questions.

I'm worried that my child is too small (or too big) to play on the team/in the division to which he or she has been assigned. Little League has rules concerning the ages of players on T-Ball, Farm, Minors, Majors, and Senior teams. York Maine Little League observes these rules and, from there, children are placed on teams according to their skills and abilities as reflected by their evaluation ratings at the beginning of the season. If for any reason you do not think your child belongs in a particular division, please contact the YLL Player Agent and share your concerns with him or her.

Is my child being asked to throw too many pitches per game? Little League has strict rules regarding pitch count limits which all managers and coaches are obligated to follow. These rules, which are based on expert opinions and research, exist to protect children from injury by limiting the number of pitches a pitcher of a given age is permitted to throw in a game or over a period of time.

Do mouth guards prevent injuries? Yes, mouth guards can prevent serious injuries – such as concussions, cerebral hemorrhages, incidents of unconsciousness, jaw fractures, neck injuries, and more – by protecting the wearer’s lower jaw from being jammed into the upper jaw. Furthermore, mouth guards are effective in keeping soft tissue in the oral cavity away from the teeth. This can prevent lacerations and bruising of the lips and cheeks, especially for those wearing orthodontic appliances.

Can I trust the vetting process for volunteer managers and coaches so I know they are fit to be around children (i.e., you have a process for identifying child molesters, etc.)? Before any individual can be appointed to a role as Board member, manager, or designated coach within York Maine Little League, he or she must undergo a thorough background check. Volunteers are required to submit applications which give YLL the information and permission required to complete the investigation. Should the League discover any derogatory information about any volunteer from this standpoint, the volunteer will immediately be removed from his/her position and banned from all YLL facilities.

How do I submit a complaint with regard to the way my child is being treated by his or her manager, coach, or umpire? You can directly contact the YLL Player Agent for your child's division, or, if that person is not immediately available, you may contact any other YLL Board member. The names and telephone numbers of all YLL officers are posted in or near the concession stand(s) at YLL facilities. All complaints will be brought to the attention of the YLL President at once and investigated as promptly as possible.

Will my child's helmet really provide sufficient protection while he/she is at bat and running the bases? All helmets used within York Maine Little League must meet National Operating Committee on Standards for Athletic Equipment requirements, as evidenced by a "NOCSAE" label affixed to the exterior. These helmets are certified by Little League Baseball and Softball, Incorporated, and provide the safest protection available for your child. Every helmet is checked for cracks at the beginning of each game. If a helmet is deemed to be in substandard condition, it may no longer be used and will be removed from the team's dugout.

Isn't it dangerous for my child to be sliding into bases? Sliding is an important part of baseball and softball. Managers and coaches will dedicate practice time to teaching children how to slide safely prior to their team's first game, and they will reinforce proper sliding technique regularly thereafter.

Why can't I smoke at the field? All YLL baseball and softball fields are tobacco-free facilities. The YLL Board of Directors voted on this rule many years ago when studies regarding the harmful effects of secondhand smoke began to emerge. Please respect our no-smoking policy, as it exists for the safety of our children.

7.0 Accident Reporting Procedure

WHAT to report - Any incident that causes any player, manager, coach, umpire, or volunteer to receive medical treatment and/or First Aid must be reported to the YLL Safety Officer. This includes passive treatments such as evaluation and diagnosis of the extent of an injury.

WHEN to report - All incidents such as those described above must be reported to the YLL Safety Officer within 24-48 hours of the incident. Mike Wallwork, the current YLL Safety Officer, can be reached at the following:

Home Phone: (781) 696-2918

Email: info@yorklittleleague.net

Address: P.O. BOX 696 York, Maine 03902

The YLL Safety Officer's contact information will also be posted in or near all YLL concession stands.

HOW to make a report - Accidents must be formally reported by completing a YLL Accident Report, a blank copy of which is included in the Appendix of this Manual. At minimum, the following information must be provided:

- The name and phone number of the individual involved.
- The date, time, and location of the incident.

- A detailed description of the incident.
- The preliminary estimation of the extent of any injuries.
- The name and phone number of the person reporting the incident.

Team Safety Officer Responsibilities

The TSO must complete the YLL Accident Report Form (see Appendix) and submit it to the YLL Safety Officer within 24-48 hours of the incident. If the team does not have an assigned TSO, the team manager must carry out these actions. Accidents occurring outside of on-field team activities (e.g., spectator injuries, concession stand injuries, other third-party injuries) may be verbally relayed to the YLL Safety Officer for follow-up.

YLL Safety Officer Responsibilities

Within 24 hours of receiving the YLL Accident Report, the YLL Safety Officer must contact the injured party/the party's parents and:

- Verify the information received;
- Obtain any other information deemed necessary;
- Check on the status of the injured party; and
- In the event that the injured party required other medical treatment (e.g., Emergency Room visit, doctor's visit, etc.), the YLL Safety Officer shall advise the parent or guardian of the York Maine Little League's insurance coverage and the provision for submitting any claims. If the extent of the injuries is more than minor in nature, the YLL Safety Officer shall periodically call the injured party to:
 - Check on the status of any injuries; and
 - Check if any other assistance is necessary in areas such as submission of insurance forms, etc., until such time as the incident is considered "closed" (i.e., no further claims are expected and/or the individual is participating in the League again).

8.0 Child Abuse

Volunteers are Little League's greatest resource in aiding our children's development into leaders of tomorrow. But it must be recognized that some potential volunteers might be attracted to Little League to be near children for **abusive reasons**.

Big Brothers/Big Sisters of America defines **child sexual abuse** as, "The exploitation of a child by an older child, teen, or adult for the personal gratification of the abusing individual." Abusing a child can take many forms, from touching to non-touching offenses.

Child Abuse: A Five-Step Review

- 
1. Know what it is, and where to look.
 Defining child abuse, and separating the truth from the myths, better enables us all to spot potentially dangerous situations.
- 
2. Educate parents, volunteers and children.
 They need to be supplied with the information necessary to protect everyone. Let the children know that it's never their fault.
- 
3. Follow safety procedures.
 Employing basic rules, such as the "buddy system," can keep child abuse from happening in the first place.
- 
4. Screen applicants carefully.
 An effective three-step plan can keep potential child abusers out of our Little League programs, and keep our kids safe.
- 
5. Don't be afraid to speak out.
 Both Little League children and adults need to feel safe to come forward. If an individual honestly feels something is wrong, the laws are in place to protect them.

Child victims are typically made to feel as if they have brought the abuse upon themselves – they are made to feel guilty. For this reason, sexual abuse victims seldom disclose the victimization. Consider this: Big Brothers/Big Sisters of America contend that for every child abuse case reported, **ten more go unreported**. Children need to understand that **it is never their fault**. And both children and adults need to know what they can do to keep child abuse from happening in the first place.

Anyone can be an **abuser**, and it can happen **anywhere**. By educating parents, volunteers, and children, you can help reduce the risk that it will happen at York Maine Little League.

Like all safety issues, **prevention** is the key. York Maine Little League has a three-step plan for selecting caring, competent, and safe volunteers.

Application: ALL prospective volunteers must complete an application. This form requires **residence information, employment history**, and two three **personal references** from non-relatives. It also asks for information about any *prior criminal convictions* and clearly states that permission to participate as a volunteer in any Little League activity is contingent upon a favorable background check.

Interview: All applicants must be made aware of the policy **that no known child-sex offender will be permitted to take part in the York Little League program**.

Reference Checks: Finally, two references must be provided by all applicants in order to corroborate the information they submit.

Reporting

If child sexual abuse is suspected, it must be reported **immediately** by contacting the YLL President or, if he or she is not available, a YLL Board member. YLL along with district administrators will contact the appropriate **law enforcement agencies**.

Investigation

YLL will appoint an individual to receive and act on abuse allegations. In the event of an investigation, this individual will serve as the League’s liaison with the local law enforcement community. **It is imperative that he or she maintains the strict confidence of the parties involved. Additionally, it is imperative that all Little League volunteers must NOT attempt to investigate suspected abuse on their own.**

Fiction and Fact

“Sex abusers are dirty old men.” Not true. While sex abusers cut across socioeconomic levels, educational levels and race, the average age of a sex offender has been established at 32.

“Strangers are responsible for most of the sexual abuse.” Fact: 80-85% of all sexual abuse cases in the US are perpetrated by an individual familiar to the victim. Less than 20% of all abusers are strangers.

“Most sex abusers suffer from some form of serious mental illness or psychosis.” Not true. The actual figure is more like 10%, almost exactly the same as the figure found in the general population of the United States.

“Most sex abusers are homosexuals.” Also not true. Most are heterosexual.

“Children usually lie about sexual abuse, anyway.” In fact, children *rarely* lie about being sexually abused. If they say it, don’t ignore it.

“It only happens to girls.” While females do comprise the largest number of sexual abuse victims, it is now believed that the number for male victims is much higher than reported.

Suspension/Termination

If an allegation of abuse is made against a Little League volunteer, it is our duty to protect the child(ren) from any possible further abuse by temporarily suspending the alleged abuser from the program pending the results of an investigation keeping the alleged abuser away from children in the program. If an allegation is substantiated, the individual's privilege of volunteering for YLL will be permanently terminated, and he or she will be barred from all access to children in the League next step is clear -- assuring that the individual will not have any further contact with the children in the League.

Immunity from Liability

According to Boys & Girls Clubs of America, "Concern is often expressed over the potential for criminal or civil liability if a report of abuse is subsequently found to be unsubstantiated." However, we want to create an environment in which Little Leaguers as well as adults understand they should have no fear of coming forward to report suspected abuse, even if there is a possibility of being wrong. Therefore, all states provide **immunity from liability** to those who report suspected child abuse "in good faith." At the same time, there are also rules in place to protect adults who prove to have been inappropriately accused.



Make Our Position Clear

Make adults and children aware *that York Maine Little League will not tolerate child abuse, in any form.*

The Buddy System

It is an old maxim, but it is true: There is safety in numbers. Encourage children to move about **in a group** of two or more kids of similar age, whether an adult is present or not. This includes when traveling, leaving the field, or using the restroom areas. It is far and away less likely for a child to be victimized if part of a group than if he or she is alone.

Access

Controlling access to areas where children are present – such as dugouts or restrooms – protects them from harm by outsiders. This can be challenging from the standpoint that Little League fields are typically large, open outdoor spaces. But one important safety mechanism that can be put in place is to direct visitors to a central point within the facility. Individuals should not be allowed to wander through the area without managers', coaches', Board members', or other volunteers' knowledge.

Toilet Facilities

Little Leaguers are generally capable of using toilet facilities on their own. Although special circumstances under which a child requires assistance do exist, there should be an expectation that adults do not have a need to accompany a child into restroom areas.

APPENDIX

Addresses of York Maine Little League Fields:

- **Smith Field, 45 Smith Field Lane**, York, ME 03909
- **Bog Road Field, 40 Bog Road**, York, ME 03909
- **Village Elementary Fields, 122 York Street**, York, ME 03909
- **Beach Field, 18 Railroad Avenue**, York Beach, ME 03901
- **York Junior High School, 80 Organug Road**, York, ME 03909
- **Coastal Ridge Road, 1 Coastal Ridge Road**, York, ME 03909



Police/Fire/Ambulance - Emergency:911

YORK HOSPITAL..... (207) 363-4321

15 Hospital Drive, York, ME 03909



YORK MAINE LITTLE LEAGUE MEDICAL RELEASE FORM

This form will be provided to your child's team manager as well as YLL's Player Agent. In the event of an emergency and in your absence, every effort will be made to contact you and/or the designated responsible person(s) noted below.

Player's Name: _____ Date of Birth: _____

Phone#: _____ Cell#: _____

Significant Medical History: _____

Current Medical History: _____

Current Medical Condition(s): _____

Current Medications/Dosages: _____

Known Allergies: _____

Physical Limitations: _____

Date of last Tetanus Shot: _____

Primary Physician: _____ **Phone:** _____

Primary Dentist: _____ **Phone:** _____

INSURANCE YES__ NO__

COMPANY NAME: _____

POLICY# OR MEMBER ID: _____

NAME OF INSURED: _____

Person responsible for child in parent's absence:

_____ Phone Number: _____

I give the above-designated person my permission to make medical decisions regarding my child in my absence and in the event of an emergency. I release all parties of personal liability. I also authorize my child to be treated by Certified Emergency Personnel (i.e., EMT, first responder, E.R. physician) and to be transported to the nearest hospital for treatment if necessary.

SIGNED: _____ RELATIONSHIP: _____

DATE: _____ (SIGNATURE VALID FOR ONE YEAR ONLY)

The purpose of the above listed information is to ensure that medical personnel have details of any medical problem which may interfere with or alter treatment. A copy of this agreement is considered the same as the original.

YORK MAINE LITTLE LEAGUE ACCIDENT REPORT

DATE OF REPORT: _____ DIVISION: _____ TEAM: _____

NAME OF PERSON SUBMITTING REPORT: _____

POSITION IN YLL: _____

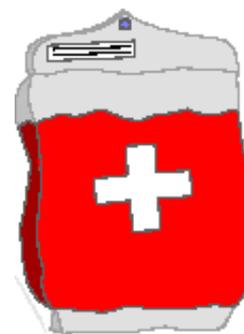
PLAYER'S NAME: _____ **SEX:** _____ **AGE:** _____

PARENT/GUARDIAN: _____

ADDRESS: _____

PHONE#S: HOME: _____ WORK: _____ CELL: _____

DATE OF ACCIDENT: _____ TIME OF ACCIDENT: _____



DESCRIBE ACCIDENT IN DETAIL (USE SEPARATE SHEET IF NECESSARY):

WAS PLAYER TAKEN TO DOCTOR OR HOSPITAL?: YES:___ NO___

IF YES, NAME & ADDRESS: _____:

NAME, ADDRESS, AND PHONE #S OF WITNESSES:

IS PLAYER INSURED?: YES:___ NO:___ IF YES, PLEASE LIST NAME OF COMPANY

FATHER'S: _____

MOTHER'S: _____

IS PLAYER COVERED BY SCHOOL INSURANCE?: YES:___ NO:___

IF YES, LIST COMPANY NAME: _____

TYPE OF COVERAGE AND POLICY DATES: _____

ALL INJURIES, REGARDLESS OF EXTENT, MUST BE REPORTED WITHIN 24-48 HRS, AS COMPLICATIONS MAY DEVELOP LATER! ADDITIONALLY, FUTURE ACCIDENTS MAY BE PREVENTED BY YOUR PROMPT REPORT.

SIGNATURE OF PERSON MAKING REPORT: _____

DATE REPORT RECEIVED: _____

SIGNATURE OF TEAM SAFETY OFFICER: _____

FORWARD REPORT TO: Mike Wallwork, YLL Safety Officer

P.O. Box 696, York, Maine 03909

EMAIL: info@yorklitleleague.net

PHONE#: 781-696-2918

FIELD AND GAME SAFETY CHECKLIST

All umpires, managers, and coaches are responsible for checking field safety conditions before each game.

Field Condition	Repair Needed?	
	Yes	No
Backstop Repair		
Home Plate Repair		
Bases Secure		
Bases Repair		
Pitcher's Mound		
Batter's Box Level		
Batter's Box Marked		
Grass Surface (Even)		
Gopher/Mole Holes		
Infield Fence Repair		
Outfield Fence Repair		
Foul Ball Net Repair		
Foul Lines Marked		
Sprinkler Issues		
Warning Track		
Coaches' Boxes Level		
Coaches' Boxes Marked		
Dirt Needed		

Safety Equipment	Yes	No
First-Aid Kit		
Ice On Hand		
Blanket for Shock		
Safety Manuals		
Accident Forms		

Dugouts	Yes	No
Fencing Needs Repair		
Bench Needs Repair		
Roof Needs Repair		
Bat Racks		
Helmet Racks		
Trash Cans		
Clean-up Needed		

Spectator Areas	Repair Needed?	
	Yes	No
Bleachers Need Repair		
Hand Rails Need Repair		
No Smoking		
Parking Area Safe		
Protective Screens OK		
Bleachers Clean		

Catchers Equipment	Yes	No
Shin Guards		
Helmets		
Face Masks		
Throat Protector		
Catcher's Cup (Boys)		
Chest Protector		
Catcher's Mitt		

Players Equipment	Yes	No
Batting Helmets		
Jewelry Removed		
Bats Inspected		
Shoes Checked		
Uniforms Checked		
Little League Patch		
Athletic Supporters (Boys)		